**3D MODELLING FOR GAMES: ASSIGNMENT 1**

SUBMISSION DATE:

FRIDAY 16TH DECEMBER 2016

**BRIEF**

Students are required to model and texture a building suitable for a first-person game, working from photos of a noteworthy Ipswich building.

Component 1:

Students will identify a noteworthy building (ideally within walking distance of the university) and take photos and, where applicable, make sketches and notes of the building.

Photos will be used for reference to ensure accuracy and authenticity and, if desired, for the creation of textures.

Textures may also be created from materials sourced from the internet.

At least two textures must be seamlessly tiled.

All textures will be composited/manipulated in *Photoshop*, saved as appropriately named tgas at a power of two resolution, and applied to a model in *3DS Max (2015)* at a consistent texel resolution of 512x512 per base poly unit.

Students will use a single multi/sub-object material comprising of no more than eight discrete materials. Each discrete material must contain a single diffuse colour map, specular map, and normal map, and must be flagged as a reactive material type such as stone, wood, etc. Opacity maps are optional and students are invited to employ decals and trims. Texture maps must not exceed 1024x1024 pixels.

Students are working with a budget of 1,500 polys, with a 10% tolerance either side.

The completed artefact will be lit and rendered, presented as a set of four flattened jpegs suitable for a **professional portfolio**.

Component 2:

Students are required to work methodically and neatly. As such, students should also submit a single *3DS Max (2015)* file which demonstrates professional working habits, to include welded vertices, controlled quads and tris, and tidy UV sets. A more comprehensive list of criteria can be found on the Blackboard: **Pre-Export Checks.doc**

Students should also submit a single master psd file for a single sub-object material texture set (such as *stone\_wall*), which demonstrates neat and efficient organisation, and contains an appropriately named folder for each individual map and its corresponding, unflattened layers.

Both components provide students with the opportunity to demonstrate a technical competence with the appropriate software.

Students are advised to refer to the brief regularly as they undertake this task. Students will be **automatically referred** if any single component is missing, incomplete, or misinterpreted.

Students will be graded on the understanding that they have attended, or independently caught up on, all 3D Modelling for Games lectures and have performed the lesson tasks and have undertaken private research tasks.

**SUBMISSIONS**

By noon, Friday 16th December 2016, students should submit a CD containing only:

* Four *3DS Max (2015)* renders submitted as high resolution flattened jpegs
* A single master psd file containing unflattened diffuse colour, normal, and specular layers
* A single *3DS Max (2015)* file adhering to all relevant pre-export regulations
* A single folder containing all diffuse colour, normal, and specular maps
* A single folder containing at least four and no more than eight reference photos
* A single *Word* document containing references as per university regulations

|  |
| --- |
| **BA HONS COMPUTER GAMES DESIGN** |
| **IMDCGD210-13YRD 3D Modelling for Games (Level 2)**: ASSIGNMENT NO. 1 |
| **Environmental Assets**: Weighting 50% |
| 1st Marker: Dave Pimm 2nd Marker: Chris Janes |
| Student Name: |

**1st Marker Commentary:**

**2nd Marker Commentary:**

**Please see next page for grades and the agreed grade for the assignment.**

|  |  |  |
| --- | --- | --- |
|  | **Criterion 1**  Demonstrate creativity and technical competence in the design, modelling, texturing, and rendering of a building. (50%) | **Criterion 2**  Demonstrate professional working habits, as evidenced by your 3DS Max file and supporting psd file. (50%) |
| **1+**  **1=**  **1-** | **Consistently excellent**  **Mostly excellent**  **Very high standard** | **Consistently excellent**  **Mostly excellent**  **Very high standard** |
| **2.1+**  **2.1=**  **2.1-** | **Very good standard**  **Good standard**  **Mostly good standard** | **Very good standard**  **Good standard**  **Mostly good standard** |
| **2.2+**  **2.2=**  **2.2-** | **Fair standard**  **Moderately good**  **Reasonable standard** | **Fair standard**  **Moderately good**  **Reasonable standard** |
| **3 +**  **3 =**  **3-** | **Adequate standard**  **Passable standard**  **Poor but passable standard** | **Adequate standard**  **Passable standard**  **Poor put passable standard** |
| **Refer** | **Insufficient work submitted of passable standard** | **Insufficient work submitted of passable standard** |

|  |  |  |
| --- | --- | --- |
| **1st / 2nd Marker Recommended Assignment Grade:** |  |  |
| **AGREED ASSIGNMENT GRADE :** |  | |