Wooden Chest, and Barrel Project

You're going to be building a Wooden Chest, and Barrel

Use the images above as a starting point. You are free to find your own reference images or combine several into what you want to build, but remember the end products will be a chest and barrel.

What exactly am I looking for...?
This project will focus on the modeling process of asset production.

The following are the directions you need to
follow in order to submit your assignments...

In the **Maya Project** file
The project file is what you will
submit on the Assignment page

1.   In "SourceImages" folder, a .jpg of your texture, no UV Layout (Snapshot)
1024 x 1024 (.jpg)
2.   In "Images" folder, a .jpg of your texture with it's UV_Layout (Snapshot)
layered on top: 1024 x 1024 (.jpg)
3.   In "Images" folder, One Rendered Image of the Assets side by side on gray
background:: HD 720 ratio, 1280 x 720 resolution (.jpg)

4.   In the "Scenes" folder save the .mb file.

Naming scheme:

CG130-A-F17_Nelson_YourLastName_Prop
CG130-B-F17_Nelson_YourLastName_Prop
CG130-C-F17_Nelson_YourLastName_Prop
CG501-F17_Nelson_YourLastName_Prop

Grading Rubric:

Following instructions

Modeling Techniques:
"box" modeling
Extrusions
Beveling
Edge Loops