The Shack Project

The images above are a starting point, you may choose one of these or find your own reference based on the above images.

You will be expected to use all the techniques we've covered up to this point.

1. Modeling, the shack (NO INTERIORS) and a small piece of terrain, don't forget the details, signage, benches, trees, rocks, etc..
2. UVs, unwrapped, NO DEFAULT LAYOUTS
3. Texture creation, USE PHOTOSHOP
4. At least one Normal Map
5. Lighting, 3 light setup, Directional (key), 2 point lights (fill and back)
6. Rendering, use only Maya Software Rendering Engine

What you need to turn in:

The Maya project containing:

1. the Maya scene, in the **scenes** folder, either .mb or .ma
2. a UV snapshot(s) in the **images** folder, size 1024 x 1024, .jpeg format
3. texture sheet(s) in the sourceimages folder, size 1024 x 1024, .jpeg format
4. a render, in the **images** folder, size HD 540, .jpeg format

Naming scheme:
CG130-A-F17_Nelson_YourLastName_theShack
CG130-B-F17_Nelson_YourLastName_theShack
CG130-C-F17_Nelson_YourLastName_theShack