

Date Due: 2023 Oct. 03, PM11:55 (around 2 weeks)

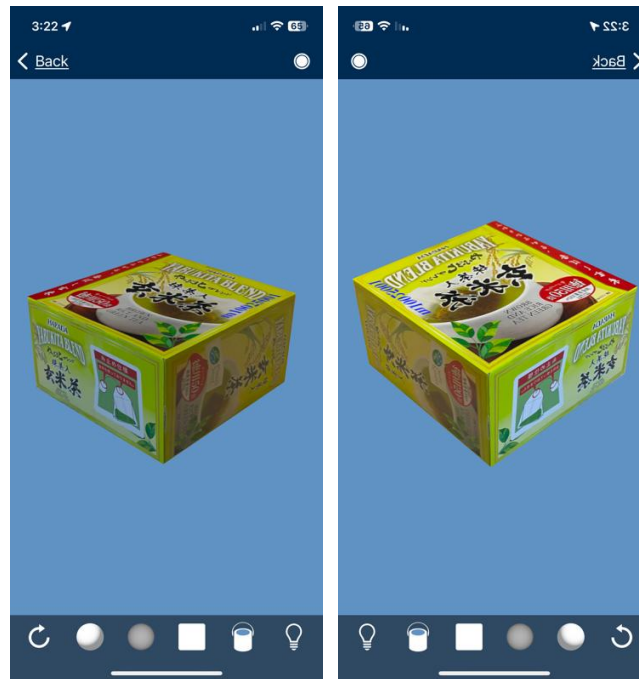
Please upload to Moodle2, <http://moodle2.ntust.edu.tw/>

Description :

1. Use any 3D tool to create a BOX as a textured OBJ file and to export as glTF format. **Texture OBJ** (wavefront) file includes *.obj, *.mtl and pictures. **glTF** is a kind color -texture model data format with additional makeup-language.
2. Please take a photo for a box (cake-box, candy-box, gift, living goods, et. al) in real-world by yourself. Import your box-photo into a 3D software. In the 3D software, please create a box, whose ratio is similar to the real object, and then attach the photo on this 3D box as a part of texture. Note: To accomplish a box, you may need at least two images.
3. Carefully assign the 3D coordinates and texture UV coordinate to each vertex of the box. And, please use image editor (ex. photoshop) to **add your student-ID** on the texture image, which can be seen in 3D model.
4. Deliverable (2 items):
 - 1) Submit **Two** 3D models (obj with relevant files, and glTF). Name those files as your ID, for example: “m10025001.obj, m10025001.mtl and m10025001.jpg” as a correct OBJ file (note: if you rename xxx.jpg, you should modify the corresponding file-link in .mtl file), and m10025001.glTF as another.
 - 2) Provide two screenshot images to proof your files can be correctly viewed in Emb3D (or equivalent software).
5. Please ZIP all files into single (m10025001.zip), the submit to <https://moodle2.ntust.edu.tw/>, by due date.
6. Score evaluation rule: Files can be correctly viewed in 3D software (ex. Emb3D in cell-phone): 100%

Hint:

1. Please refer to OBJ file format, and practice how to create a 3D textured model, then convert it into gltf (.glb) format.
2. Your results should look similar to bottom images.



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