

Handed Out: Tuesday Mar. 09, 2023**Due: Tuesday Mar. 20, 2023**

This assignment is based on the exercises on a tutorial in the book “Maya Character Modeling & Animation Principles and Practices” by Tereza Flaxman. In this tutorial you will be modeling a sack. It is a step by step tutorial. However, since the book is a bit old, it is using older version of Maya. Therefore, it is possible that some of the menu items may have been changed. Nevertheless, it is a very useful tutorial.

As part of this homework assignment, I am providing you PDF of the tutorial as well as ALL of the necessary files.

General NOTES:

- **CREATE A NEW PROJECT** and name it as HW3_your-FIRST-Initial_LAST-name. You need to create **ONLY one** project folder for all of the exercise in this homework assignment.
- Create all default folders in the new project. Save the textures files in the “**Source Image**” folder. Name your scene files as Chapter?_your-LAST-name where ? implies the chapter number of the exercise. You will be saving scene files in the scene folder of the created project folder.
- Please use good programming practices. Name your objects and group them nicely.
- ZIP or TAR the project folder and submit your homework only as a **SINGLE** file.

How to submit:

Submit your homework through the Brightspace account. Site will remain open for submission till the end of the day (i.e., 11:59 PM) on its due date.