**GAM536-DPS936**

**Assignment One**

**Due Oct. 12 @ 11:59 PM**

**Grade Weight: 20%**

For this assignment, you are requested to create and apply texture to **ONLY ONE** of the following objects:

* **Airplane**
* **Car**
* **Ship**
* **Train**

The type of each model is up to you. However, keep in mind that the assignments for this course are designed to eventually guide you through completion of a final comprehensive project. For instance, when you select your model to be a car, for your last assignment, you will develop a short movie clip that your car model can be applied, e.g. in a race track, in the street, etc. As a result, pick the model based on your personal interest for your final project.

**Note:**

1. You need to select **ONLY** **ONE** model. Your model should be your own work. You are not allowed to use/import any of pre-built models, else, you will receive a zero grade for this assignment.
2. Keep in mind that simply fulfilling the requirements of this assignment and future assignments does not guarantee a full grade. Instead, the quality of your work defines your grade. For instance, if you simply use a simple box as a car and apply a low-resolution texture to it and consider it as a car, you will receive a low mark and vice versa.

**Rubrics:**

* 3D-Model **(10 marks)**
* Texture **(10 marks)**

**Submission:**

1. Your .max file
2. Your texture file(s)
3. Three images of your rendered models from different perspectives
4. Please do NOT zip your files, instead, submit your files individually

**Late submissions will receive zero grade**