**Game Content Creation**

**Lab Three**

**Due Date: Sep. 26 @ 11:59 PM**

In this lab, you are requested to complete the following tutorial from Autodesk:

<https://knowledge.autodesk.com/support/3ds-max/getting-started/caas/CloudHelp/cloudhelp/2018/ENU/3DSMax-Tutorial/files/GUID-5BA72891-97EC-4688-8B50-9FACCF1FF040-htm.html>

You will need some required files to start the tutorial which you can download from the following webpage:

<https://knowledge.autodesk.com/support/3ds-max/getting-started/caas/CloudHelp/cloudhelp/2018/ENU/3DSMax-Tutorial/files/GUID-90BC2948-5B01-4BD8-BEBE-6B08CD8D82B7-htm.html>

**Note:**

Once you finished, keep this project in your archive, you may need to use it for your assignments in this course.

**To submit:**

1. Once finished, render the scene from three different perspectives and save them as individual .jpg images.
2. Submit these three files and your original .max file separately through blackboard before the deadline, i.e. **DO NOT ZIP THEM.**

**Note: Late submissions will receive zero grade.**