**DPS936-GAM536**

**Lab Four**

**Due. Oct. 3 @ 11:59 PM**

**Grade Weight: 2%**

For this lab, you are requested to apply texture to the teapot that exist in 3DS-MAX. You are required to apply different images to the lead, the handle and the body of the teapot. The texture images that you use are up to you, but please be artistic and use high-resolution images.

Furthermore, you are required to store the texture coordinates (Tools->Render UVW Template) and submit it along with your work.

**To submit:**

1. Once finished, place it on X-Y plane and render the scene three side/front/top views and save them as individual .jpg images. Make sure that your textured parts are clearly visible in the images.
2. Render the “UVW Template” and save it.
3. Submit all these files along with your original .max file separately through blackboard before the deadline, i.e. **DO NOT ZIP THEM.**

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