**Game Content Creation**

**Lab Five: Checker Board**

**Fall 2021**

**Due. Oct. 10h @ 11:59 PM**

In this lab, you are requested to create a shiny checker board with the following specifications:

**Board:** Shiny and made of marble and is shiny.

**Pieces:** Place a few pieces on the board. Notice that since the board is shiny marble, we should see the reflection of the image of pieces on the board.

**Light:** Add a very light-red spotlight to lit the whole scene. Also, add green directional light to the scene.

**Glass:** Place a tinted glass wall on one side of the board.

**Camera:** Add one target camera and one physical camera to the scene. Set the parameters of each camera so that the whole board can be captured by either camera. Make sure that the details of all pieces are visible in each captured image.

**To submit:**

1. Once finished, place the board on X-Y plane and render the scene from side, front, top, camera one and camera two views (five images in total) and save them as individual .jpg images. Make sure that your textured parts are clearly visible in the images.
2. 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.**