CLASS 06

Moodle Download: Class_06.zip
Moodle Download: Class_06_videos

TOPICS:

1. **Hard Surface Modelling**
2. **Introduction to Uvs (basics)**
3. **Launch HardSurface Assignment: Part 1**
4. **Substance Painter exercise (Research, optional)**

DEMO:

1. **Hard Surface modelling tools: Fast Carve Addon, Bevel, Applying Transforms (exercise)**
2. **Brief Introduction to UV layouts (Just some basics. More next week!)**

ASSIGNMENT: Part 1:
HardSurface Assignment (5 %)
Due: Tuesday Oct 15 @18h30 (Section BB), Friday Oct 18 @ 8h30 (Section A) **HARD DEADLINE!**

Study the image in the reference folder and other mechanical parts online for inspiration and ideas. Create 30 similar realistic or imagined mechanical parts (ie: fittings, braces, pistons, clamps, gears, joints, wheels, optics, hydraulics, brackets, panels etc, etc) using the FastCarve Addon boolean, bevel and smoothing techniques covered above. **No subdivision modelling (we are creating fast, very high quality non-deforming models without concerning ourselves with topology and edgeflow)** Each individual asset must have a continuous water-tight topology. Layout the models in a square pattern with equal spacing, then frame with camera (see "Delivery_reference_image") and render a 1920x1080 image using the "**Workbench" Render Engine** (see "Workbench_render_settings_A&B" reference image)

Render Specifications are:

- Workbench Render Engine, 1920 x 1080, png
- Background V: 0.1
- Matcap: Metal_lead.exr
- Cavity ON, Type "World", Outline OFF

Criteria:

- the assets are all Hard Surface mechanical parts varied in design, and error free
- the asset are **not subdivision surface models. (Did not use subdivision modifier)**
- the assets were all completed using the Fast Carve boolean Addon, bevel and shading workflow covered above.
- all the scene layout, camera and render specifications were followed.

Submit: Moodle/ FirstNameLastInitial_Hardsurface_Assets.png

RESEARCH: SUBSTANCE PAINTER (OPTIONAL)
Free Education Software License: https://www.substance3d.com/buy/education
Project Files: Class_06/ Texturing a Robot in SP
Videos: Class_06 Videos
Navigation: Alt RMB (zoom), Alt MMB (pan), Alt LMB (orbit)

If you are interested in the basics of Substance Painter, this fun exercise covers exporting a hard surface model, painting in Substance Painter and rendering in Substance Painters iRay render engine. The final two videos cover exporting the textures back to Blender and rendering in Cycles.