CSYE 7270
Building Virtual Environments
Create a 3D Model

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Create a 3D Model

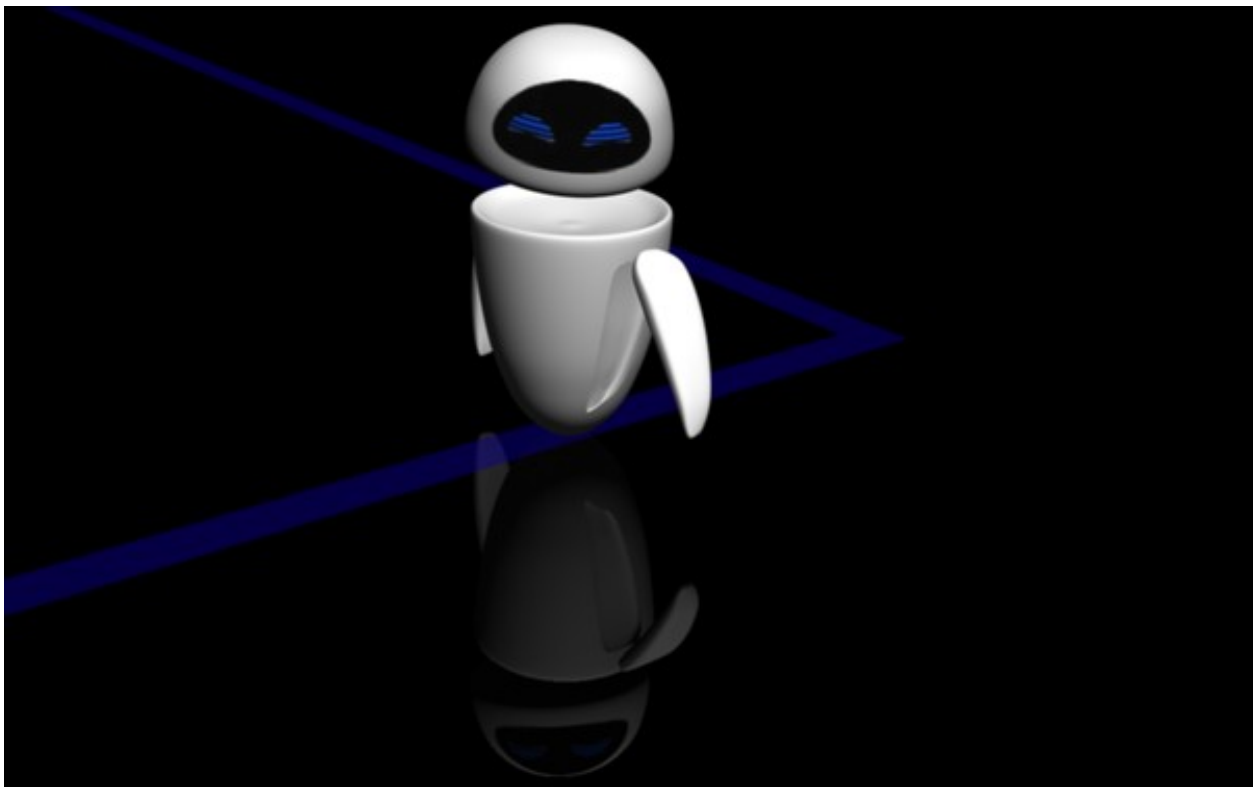
Counts towards assignment score

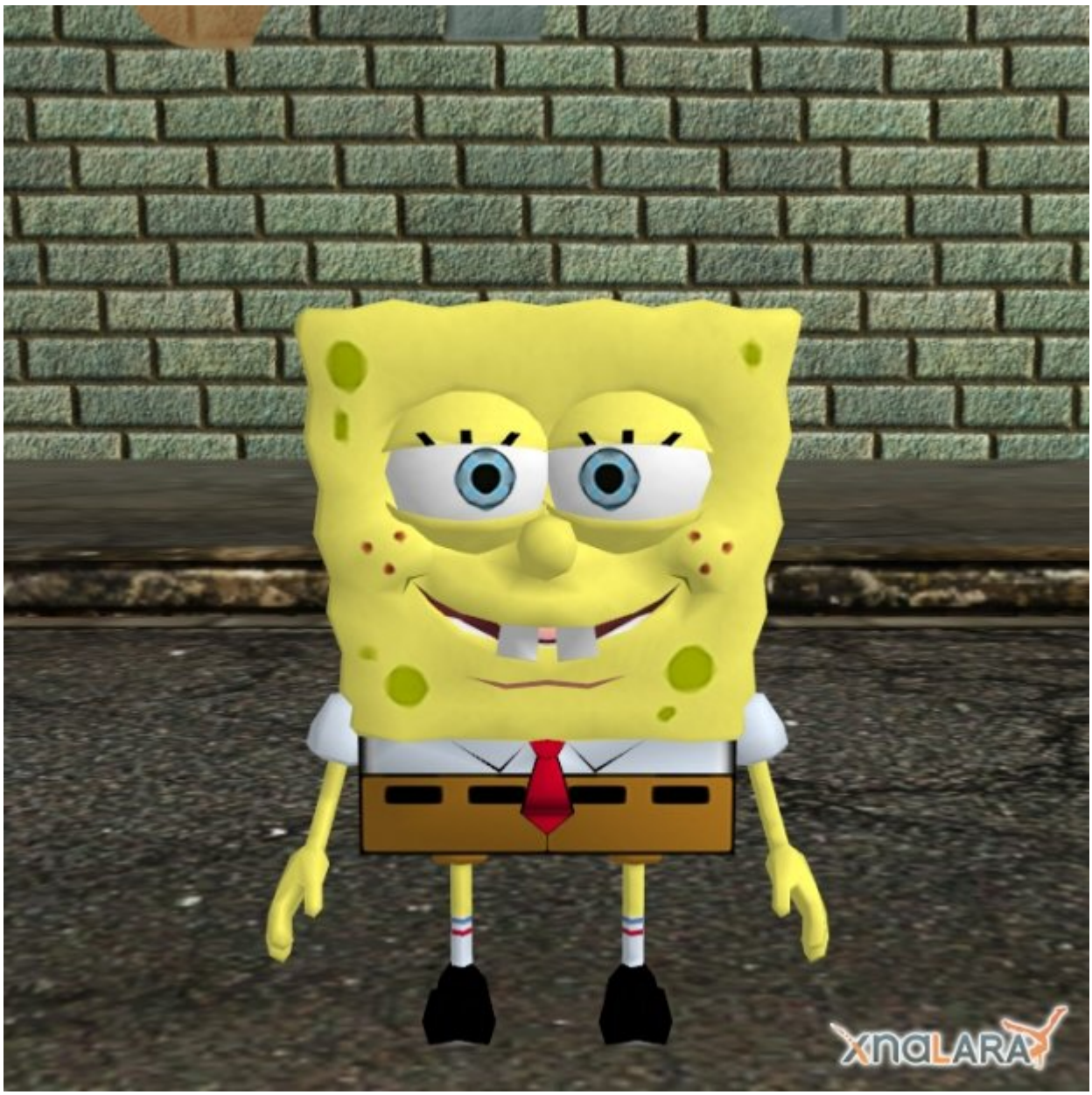
Part 1 – (100 Points) Create a 3D Model

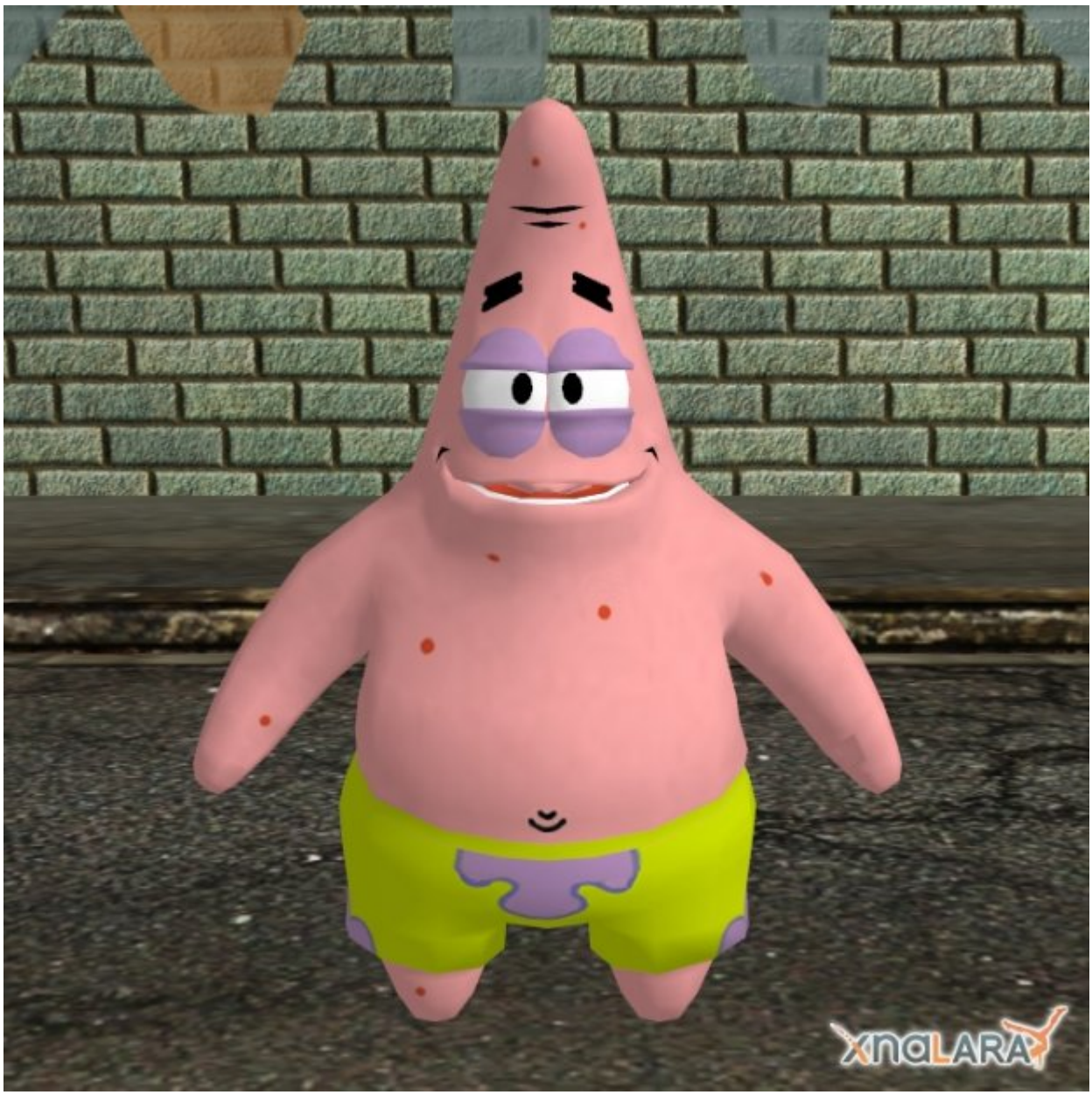
Create a 3D Model. Apply at least 2 shaders/textures to the model. Upload the model to Blackboard along with the images from renders from at least 3 distinct camera angles with and without shaders/textures.

You can build a model from scratch or tweak an existing model. If you tweak an existing model you must provide the base model, reference it and provide additional renders that illustrate the tweaks/changes made.

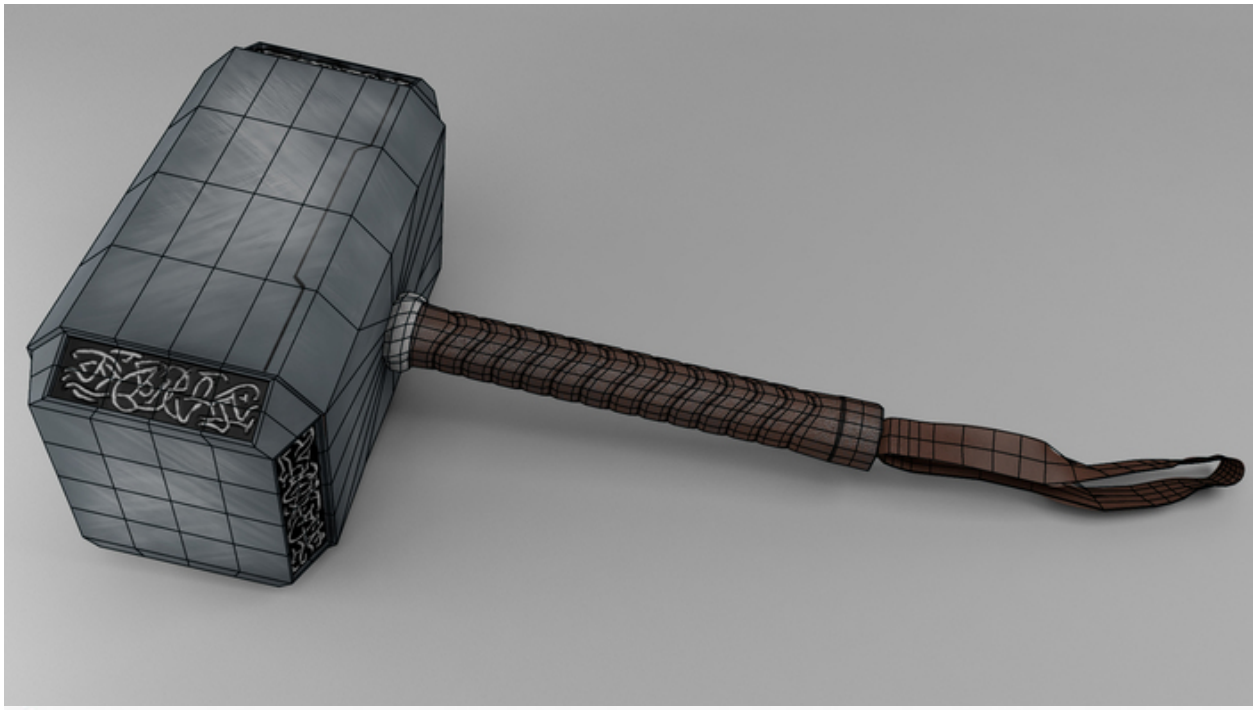
Examples of 3D Models that aren't "Too Simple"

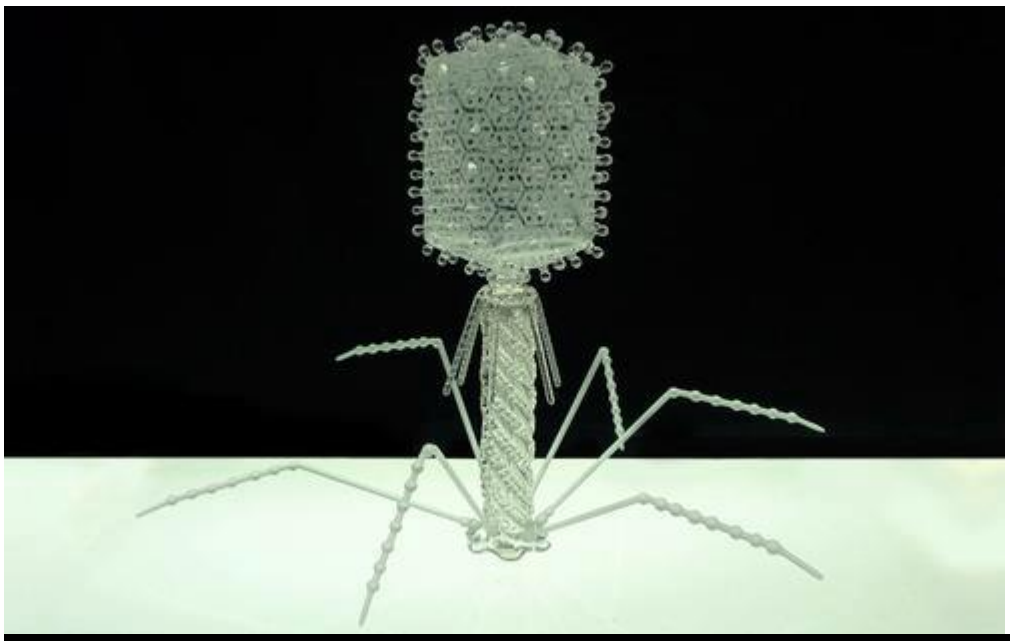


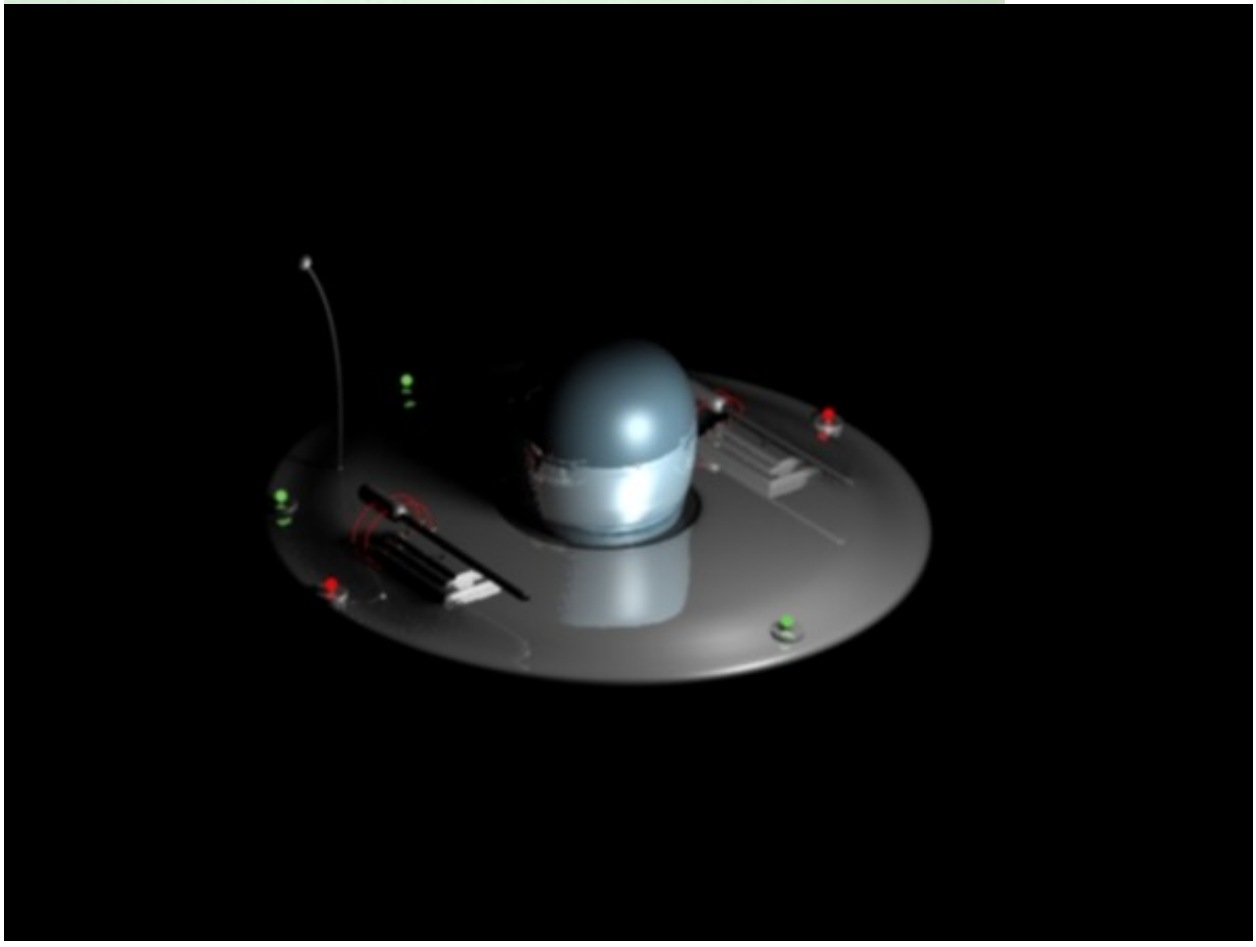

XnaLARA

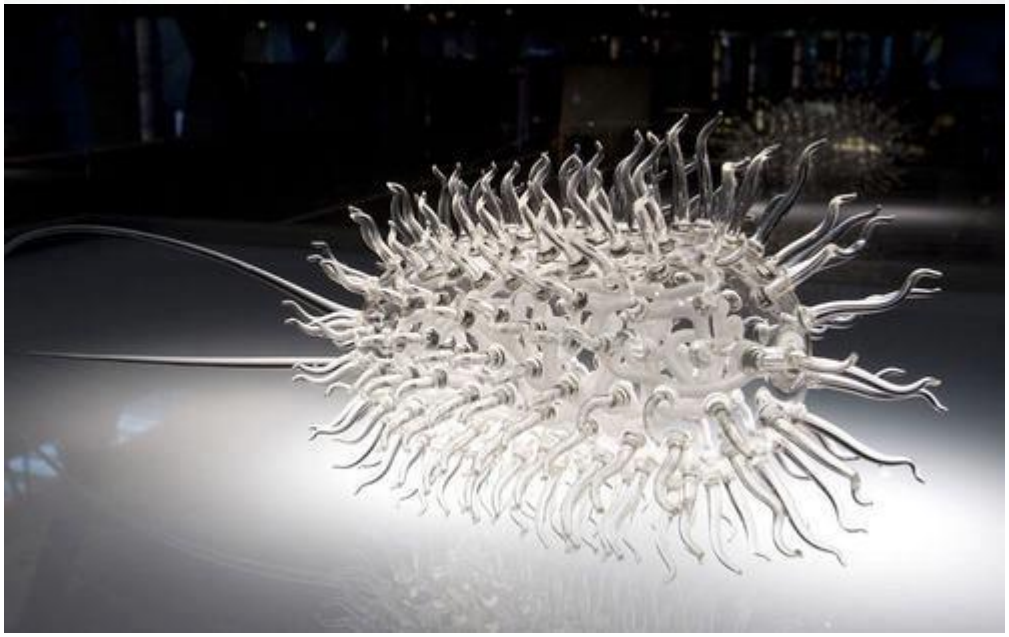

XnaLARA

XnaLARA









3D Printing Contest

I'll pay to 3D print the best model, if it is printable and the student desires a 3D print of their model. There is a $50 limit on the print cost.

Scoring Rubric

100 points possible

Requirement	**Points**
Greater than 1000 polygons	50
Renders from at least 3 distinct camera angles.	25
2 shaders/textures	15
Artistic merit	10

Submission

You will submit your assignment via BlackBoard.

Click the title of assignment (blackboard -> assignment -> <Title of Assignment>), to go to the submission page.

3D Modeling Resources.

Maya Essentials 2: Polygonal Modeling Techniques with George Maestri

http://www.lynda.com/Maya-tutorials/Maya-Essentials-2-Polygonal-Modeling-Techniques/96715-2.html

Game Character Creation in Maya with Chris Reilly

http://www.lynda.com/tutorials/Game-Character-Creation-in-Maya/83095-2.html

Modeling Vehicles in Maya with Ryan Kittleson

http://www.lynda.com/Maya-tutorials/Modeling-Vehicles-Maya/114004-2.html

Character Animation Fundamentals with Maya with George Maestri

http://www.lynda.com/Maya-tutorials/Character-Animation-Fundamentals-with-Maya/54994-2.html

Working with HumanIK Rigs in Maya with Adam Crespi

http://www.lynda.com/Maya-tutorials/Working-Human-IK-rigs-Maya/122440-2.html

Maya Essentials 5: Animation Tools with George Maestri

http://www.lynda.com/Maya-tutorials/Maya-Essentials-5-Animation-Tools/96719-2.html

Facial Modeling Timelapse http://www.sergicaballer.com/facial-modeling-timelapse/

Nice sources of 3D Models

http://rigging101.com/

http://tf3dm.com/

http://www.creativecrash.com/

http://www.turbosquid.com/

http://www.turbosquid.com/Search/?keyword=ufo&sort_column=A5&sort_order=asc

http://www.turbosquid.com/Search/Index.cfm?keyword=rocket&sort_column=A5&sort_order=asc

http://www.turbosquid.com/Search/Index.cfm?keyword=robot&sort_column=A5&sort_order=asc

SpringerLink Books

Understanding 3D Animation Using Maya

Authors: John Edgar Park http://link.springer.com/book/10.1007/b138279

Principles of Computer Graphics Theory and Practice Using OpenGL and Maya®

Authors: Shalini Govil-Pai

http://link.springer.com/book/10.1007/b135398