3DCG-F21

Course Project

# Project Timeline & marking Criteria

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Project** presentation | **Phase – 1**  Model (60%) | **Phase – 2**  Model (100%)  Animation – 50% |  | **Texturing**  Light/ Camera  Characters | **Animation** Character – Animation | **Rendering**  Image - Video |
| 5% | 20% | 25% | 20% | | 20% | 10% |

**3DCG – F21 - Section: D3**

**Individual / Group: Group**

**Project Number: Taj Mahal**

**Member Name & Reg: Obaid-Ur-Rahman Siddiqui / L1S19BSCS0001 Member Name & Reg: Muzammil Ali / L1S19BSCS0028**

**Story:**

**The idea behind this project is that we will be creating the Taj Mahal building which is one of the Seven Wonders of the World and is situated in the city of Agra, India, and its surrounding area as a scene for a tourist attraction and point of interest. The human characters (one pair per side) will be moving along the sidewalks in both directions and the reflecting water pool will have water moving inside it. Furthermore, we will change the scene from a daytime scene to a nighttime scene and the lights inside the water pool will direct towards the Taj Mahal building to illuminate it.**

**Characters:**

**There will be 4 human characters (2 per sidewalk) as tourists which will be moving along the sidewalks in opposite directions.**

**Roles:**

**Obaid-Ur-Rahman Siddiqui (L1S19BSCS0001):**

* **Complete Taj Mahal Building**
* **Arches**
* **Windows**
* **Domes**
* **complete courtyard**
* **All 4 pillars in courtyard corners**
* **2 characters**
* **Light handling of building**
* **Texturing (simple color, bump, images) of all the modules mentioned.**
* **Camera Handling**

**Muzammil Ali (L1S19BSCS0028):**

* **Complete groundwork**
* **Pond**
* **Grass area**
* **Trees**
* **Tile floor**
* **2 characters**
* **Water animation**
* **Lights handling of ground**
* **Texturing (simple color, bump, images) of all the modules mentioned.**
* **Camera Handling**

**Reference Pictures:**

