

Course: 1029 – Texture 1

HOMEWORK #3

Task: Unwrap and texture the Blue Falcon

Worth: **10%** of final grade.

WARNING: Students who upload late and miss the dropbox will be marked at 0%

Assignment Description

You are provided with a low poly model of the Blue Falcon from the game series F-Zero. Your task is to UV unwrap the model and create a diffuse map for the model.

You are also to bake an AO map and incorporate that into your texture. As demonstrated in class.

When creating the diffuse map, I will be looking for a combination of hand drawn and photo reference elements. It is your responsibility to source your own photo textures. The craft should look suitably weathered, with dirt, scratches and metal chips on the craft.

The mesh is not to be altered or changed in any way.

Guidelines

Make a folder named **LastName_FirstName_BlueFalcon**

Zip the above folder ***NOT RAR = LastName_FirstName_BlueFalcon.zip**

Folder Contents

1. **LastName_FirstName_BlueFalcon_DIFF.png** - Colour texture. **PNG** format. **1024x1024**.
2. **LastName_FirstName_BlueFalcon.fbx** - Unwrapped model. **FBX** format.

Submit to the usual Dropbox under **Homework 3 - Your Section**.

Grading Rubric - Assignment total worth **10% of final grade**

0% - No or incorrect submission	1-49% of total - Does not meet expectations	50-69% of total - Satisfactory	70-89% of total - Meets expectations	90%+ of total - Exceeds expectations
Does not meet minimum standards.	Demonstrates limited range in use of tools and techniques.	Demonstrates satisfactory use of tools and techniques.	Demonstrates competent use of tools and techniques.	Demonstrates proficient application of tools and techniques.

***NOTE** I will be deducting marks for not following submission guidelines.

0%	-5% off assignment total	-10% off assignment total	-15% off assignment total
Followed all directions. Submission is named correctly, in the correct format and correct size.	Followed most directions. One of the following: Incorrect name Incorrect size Incorrect format Missing AO map	Followed some directions. More than one of the following: Incorrect name Incorrect size Incorrect format Missing AO map	Missing all guidelines for submission: Incorrect name Incorrect size Incorrect format Missing AO map