

## Course: 1029 – Texture 1

### HOMEWORK #1

Task: Unwrap a low polygon model

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

**WARNING: Students who upload late and miss the dropbox will be marked as a 0%**

#### Assignment Description

Using the techniques learned in class, your task is to unwrap the model supplied. You will be graded on your unwrapping skills, looking at scale and placement of UV islands.

#### Guidelines

1. LastName\_FirstName\_Cube.fbx - Your unwrapped model. FBX format.

Submit to the usual Dropbox under **Homework 1 - Your Section**.

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

<b>0% - No or incorrect submission</b>	<b>1-49% of total - Does not meet expectations</b>	<b>50-69% of total - Satisfactory</b>	<b>70-89% of total - Meets expectations</b>	<b>90%+ of total - Exceeds expectations</b>
Not available or 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.