*Learn how to make a box, unwrap it, learn how to make a material and apply it to the box. learn how to export your UVW maps of the box and then import them into something like photoshop to paint some s*** on them.*

Then try to learn how to paint the box to look like a wooden crate. Learn then how to render your box. Use the in program renderer, then try using a real time renderer. …

Everything you need is online but taking it with baby steps is the key. Start with crates, move to barrels, then move to slightly more complex inanimate objects :)

Once you get the hang of constructing in 3D its time to start working on building a story with your models. Make a room, build a little scene. learn how to light and set up the mood.

And when you're finished you will look back and say "Thank you mr Crate!"

-Stephanie Everett (Game 3D artist)

Mini-Project Specifications

1. Create a 3D Model of a cube

2. Apply a texture of your choice to your cube.

3. Create a "story" out of that cube:

    a. Add some background elements AND/OR

    b. Make the cube a part of a complex object

4. Apply lighting to your objects

5. Create a mechanism to change the camera location

    a. Fields for changing the camera location and position and look at points AND/OR

    b. First Person Controls (Arrow Keys + Mouse)

You may use three.js, babylon.js, or any OpenGL/WebGL Variant (Desktop, Android, etc.)

Scoring

	Maximum Percentage
Technical	
Modeling and Projection	15%
Texturing	15%
Lighting	15%
Creativity	
Scene/Story/ComplexObject	30%
Interactivity	
Camera/First Person Controls	15%
Additional Interactive Elements	10%

Deadline(Presentation)

Lab Hours
UV-1L - May 18, 2016
UV-2L - May 19, 2016
UV-3L - Mat 20, 2016