**Due: June 20**

Create a 3D model of **ONE** of the following building/structure (you can choose what you would like out of this list... if you prefer to build something else, you must speak with me first and I may allow you to do that instead depending on what you would like to design. Reference images will be needed to make this decision)

* windmill (not the electric generating kind... the old fashion kind)
* a lighthouse
* a water mill
* a wishing well

**Part 1 (5 marks):**

Find reference art for the object you wish to model. Ideally find some orthographic images of the objects you wish to model as these will allow you use them to model the image. If you wish to draw your own, you are also allowed to do so.

**Part 2 (95 marks)**

Create a model of the structure you collected the reference art for. The model has a triangle budget of 1000 triangles.

The minimum level for completion is a a 3D model without textures.

In order to get full marks, your model must also include a proper texture

**Grading**

For the part 1, as long as you have a few good images that show your intention (feel free to mark up the images if you wish to make alterations) you will get full marks.

For part 2 the following rubric will be used:

| **Criteria** | **Level 0** | **Level 1** | **Level 2** | **Level 3** | **Level 4** | **Level 5** |
| --- | --- | --- | --- | --- | --- | --- |
| Resemblence to concept (30 marks for GAM536, 25 marks for DPS936) | does not resemble concept | Overly simplified model | Missing a significant amount of detail. Shape is significantly off from concept | Missing one or two larger elements | Missing one or two small elements. model feels a touch unfinished | closely resembles concept |
| Meets triangle budget (10 marks) | over 200 triangles over budget | 151 to 200 triangles over budget | 101 to 150 triangles over budget | model is 51 to 100 triangles over budget | is over budget by 1 to 50 triangles | Model does not go over triangle budget |
| Technical Correctness of model (20 marks) | 6 instances of technical errors | 5 instances of technical errors | 4 instances of technical errors | 3 instances of technical errors | 1 or 2 small technical errors or model | Technically correct model, model is under triangle budget, faces that are hidden are erased, no unnecessary edges exist |
| Texture stamp (25 marks for DPS936, 20 marks for GAM536) | no texture stamp created | unwrap has significant errors, many warped faces, scaling is in appropriate or skewed. | Care was not taken in unwrap. More than two of following is true: A few small pieces may have been stretched or skewed in unwrap, a medium area wasn't utilized in unwrap, sharing of some non-similar pieces (they might have had same colour but sharing will prevent any details from being applied). | A few small pieces may have been stretched or skewed in unwrap, a small area wasn't utilized in unwrap AND sharing of some non-similar pieces (they might have had same colour but sharing will prevent any details from being applied). | few small pieces may have been stretched or skewed in unwrap, a small area wasn't utilized in unwrap or sharing of some non-similar pieces (they might have had same colour but sharing will prevent any details from being applied). | Every face is properly stretched (squares when unwrap helper is applied) and not warped, faces overlap in a manner that maximizes ability to add details, scaling of faces relate to their details within the model, texture space is fully utilized |
| Texture (15 marks) | No texture created | texture was overly simplistic, consists of only a couple of solid colours | texture is too simple, consisting of only of a few textures, texture images were not scaled appropriately | texture was good but has a few flaws. Small flaws exists (such as texture not covering entire model, bleeding of one surface into another | texture shows more details but , may have some flaws | texture is good, shows care and details without technical flaws |