GA262A   Lighting & Texturing Final 50% of course grade
Read this completely through

Milestone One: UV layout approval   Deadline for this milestone is week 08
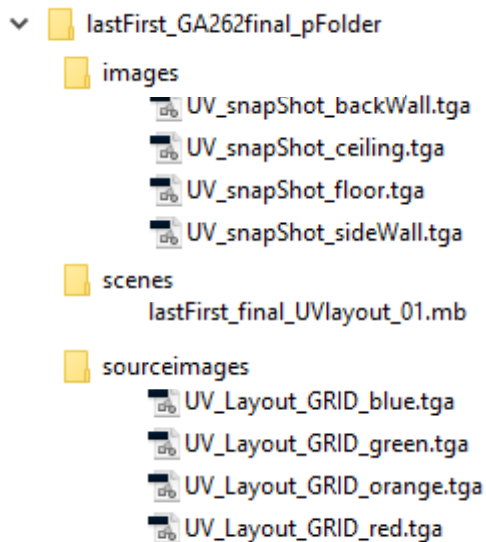
You must get your UVs approved before moving on to texture creation. Work on lighting until you get feedback.

Name your project folder: lastFirst_GA262final_pFolder   example: hindrixJimmy_GA262final_pFolder

Name your scene: lastFirst_final_UVlayout_#.mb   example: hindrixJimmy_final_UVlayout_04.mb

∨ 📁 lastFirst_GA262final_pFolder
    📁 images   To the left shows what you must turn in for Milestone One
        UV_snapShot_backWall.tga
        UV_snapShot_ceiling.tga   **See "help on milestone one", for a little help**.
        UV_snapShot_floor.tga
        UV_snapShot_sideWall.tga
    📁 scenes
        lastFirst_final_UVlayout_01.mb
    📁 sourceimages
        UV_Layout_GRID_blue.tga
        UV_Layout_GRID_green.tga
        UV_Layout_GRID_orange.tga
        UV_Layout_GRID_red.tga

Milestone Two: Lighting Deadline for this milestone is week 09

Create a photo-realistic lighting scheme

You might be already working on your textures, but for this milestone, remove the UV_layout grids and apply a lambert to the geometry. (Leave your UV layouts alone)

Use what you have learned about Maya's lights, key lights and fill lights to create photo realistic lighting scheme. This could be day, vs. night, uplifting vs. depressing, comforting vs. foreboding…

Name all of your lights. example: keyLight_lamp, fillLight_lamp *Unnamed lights will earn a zero!!!*

Name your lit scene as: lastFirst_final_lighting_01.mb example: ozbornOzzy_final_lighting_01.mb

Turn in another mini-project folder to the data drive as directed in class.