

GA262 assignment 1: Basic texture maps

Assignments collectively are 30% of the course grade. Due week 02 at the start of class

This assignment has three objectives.

The first objective is to become accustomed to the workflow involved in creating complex textures **as non-destructively as possible**. You will setup and use a resource file as shown in class.

The second objective is to start to develop a sensitivity to the look and feel of different real-life materials.

The third objective is to create the three fundamental texture maps simulating the look and feel of two different real-life materials. Example: old wood and rusted metal.

Start by picking out two inspirational images that have a texture you wish to simulate. Next you will need to find images that will help you create your textures.

In your resource files develop the diffuse, bump and spec maps using multiple layers.

Save your textures as targas and apply your textures to two polygon planes in the scene file

GA262_assignment01.ma

You must use all three map types.

- Diffuse- This is the color map
- Bump- Provides the illusion of surface relief
- Specular- Determines the degree of shininess

What will you turn in?

Two completed resource files named **lastFirst_resource_plane01.psd** and **lastFirst_resource_plane02.psd**

A complete Maya project folder named **lastFirst_GA262_pFolder** with your scene named **lastFirst_assignment01.ma**

Your completed texture maps saved as targas and named:

plane01_D.tga, plane01_B.tga, plane01_S.tga and **plane02_D.tga, plane02_B.tga, plane02_S.tga**

Grading:

- Work shows that you understand how each map functions in a completed texture
- Work shows that you understand that different materials require different considerations.
- Resource file is complete and demonstrates that you are working non-destructively
- Naming conventions are followed

Good luck and have fun. If you have any questions, please let me know suhughes@aii.edu