

GA262A Lighting & Texturing Final 50% of course grade

Read this completely through

Unwrap, layout the UVs for the provided scene.

Texture and light the provided scene. =

This means you will have two different scene files.

Final rendered Scene and work files are due week 11 at 12:30pm. Late finals will be subject to a full grade reduction per day late.

Grading will be based on associated work files and final renders. You will hand in the following

- Four outstanding UV layouts: 30% of final grade **(four only!)**
- Four outstanding texture sets: 30% of final grade
- Outstanding lighting setup: 30% of final grade
- File names, file types and instructions are followed: 10% of final grade

The final has been broken down into three review milestones prior to final grading:

- UV layout approval week 08 DO NOT MISS THIS MILESTONE
- Lighting review week 09
- Texture review week 10

Extra credit can be earned by meeting these milestones