

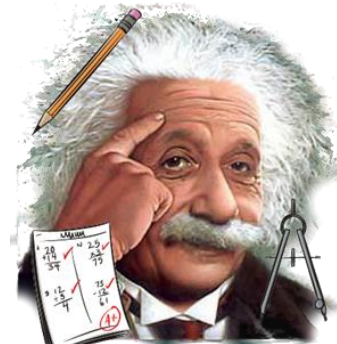
# 3D Exam

- Exam 17.10 ← → check in: 25.10 → results: 26.10
- Practice 100% → UV's 20%, Topolgy 40%, Texture 20%, 20% Engine
- Tricount: maximal 8k,  
texturesize: 2048 Unique assets, 4x Tileable Texture for big pieces
- Topic: create a asset driven by a concept sheet  
fantasy realism , toony doesn't matter pick what you love, it will show off
- beautyspot required → In engine render  
plan your work, concept your work & do your work!
- Files to submit: Sourceassets(OBJ/FBX), Textures, beautyspot

# 3D Exam

**Imagination is more important than  
knowledge because Knowledge is  
limited**

Albert Einstein



# The basic workflow

