

Project 2: Prop Modeling (Asset Creation for a Glass, Bottle and Book)

Project Overview:

The main goal of this project is to demonstrate introductory level modeling, texturing and lighting skill sets and basic understanding of the Maya User Interface (UI). Students will use several modeling workflows involving curves, polygons and deformers to focus on modifying primitive geometric shapes into simple complete forms. Students will be introduced to the Hypershade and learn how to apply textures in Maya shaders for color, bump and specular to control the look of the 3D surfaces. Basic UV mapping will be introduced and students will create images in Photoshop. Students will final their scene with a standard 3 Point Lighting setup using Maya spots and render out a single 720HD frame using Mental Ray.