Project – hybrid toy

DUE DATE: __/__/____

Using Maya's polygonal modeling tools and workflow create a completely original toy by bringing together elements from two (or more) different toys. Think of the toys put together by Sid in the first Toy Story. It must be supported/influenced by research, primary image references (and a sketch?). A good place to start is with wooden toys – don't design too "organically" at this point. Add selective detail to help your model pop by giving it weight and a greater sense of authenticity. Prioritize *what* you model according to what elements tell the "story" of your new toy.

Render out one JPG (HD 1080). For added complexity and initiative render out an occlusion pass. Composite in Photoshop and submit both the layered PSD and JPG versions.

Submit:
A zipped folder to Campus Cruiser that includes:
1. Four of your Maya scenes (including the *last* one)
2. All research used to inspire your design
3. An HD 1080 JPG of your render (or composited PSD)

Upload your render as a comment to the related post on our Facebook group page.

The rubric:
Your work will be graded upon the following criteria:

Primary image references	2
Modeling: edge-looping technique	8
Creativity & initiative	4
Selective detail & degree of difficulty	4
Rendered JPG	2
Late	(-2)
Total Points	20