Project – vehicle design

DUE DATE: __/__/____

Design a vehicle (with wheels and tires). Do research. Gather images. How is your vehicle used? What three things tell that story? Prioritize them – and perhaps *exaggerate* them. Play *Pictionary* to determine which elements absolutely *must* be there to give your design personality and aesthetic appeal:

>"A designer knows he has achieved perfection not when there is nothing left to add, but when there is nothing left to take away."
>
>– Antoine de Saint Exupéry

In-class and Vimeo demos on aspects of modeling, UV texturing and rendering will be provided.

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 PSD composite of your render

Upload a JPG version of your composite as a comment to the related post on our Facebook group page.

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

Planning & research	2
Creativity & initiative	2
Detail & complexity	4
Technical quality	6
Aesthetic/appeal	6
Late	(-2)
Total	20