

## **DAGD 204 Project 2: Asset Texturing**

For this Project, you will Texture your Project 1 model from DAGD 230.

Utilize the texturing Techniques we have covered this semester and feel free to explore new techniques. Ultimately your textures need to be creative and visually appealing. They need to be sophisticated, not overly simple and at the same time, you don't want to throw everything including the kitchen sink at them.

Your texture sets need to be at least 2K Resolution (2048 X 2048). You may wish to do 4K textures to get more detail onto your textures especially if you are only using one UDIM (Single UV set).

There will be graded check-ins (Milestones) throughout the process that will affect your grade. There will also be multiple in class critiques.

Ultimately, you will present your textured model as a series of still images and a rendered turntable.

More detailed requirements to come in the future.