

GAM 218 – 3D Modeling & Animation Foundations

Project – architectural visualization / slice of life

DUE DATE: ___/___/_____

Design a *focused* arch viz:

- Create your models using smooth preview workflow.
- Make sure that you have depth – a foreground, middle and background.
- What is the story of your room? Who lives there? How is it used?
- What is the mood of your room?
- Where is the source of light?
- You must use and adhere to a color scheme: <https://color.adobe.com/>
- When you choose your substance materials you are limited to one wood, one metal, one type of leather, one plastic, one type of cement, one plaster, etc.... Plan accordingly.
- Pick a camera angle and framing *first*. Sketch it out on paper.
- Prioritize your work and model for that view only.
- What three elements/objects are necessary to tell the story of your room?
- What is its focus? Frame accordingly.

For pre-production, please watch Vimeos 1 & 2 here: <https://vimeo.com/album/3787607>

Submit:

A zipped folder that includes:

1. Four of your Maya scenes (including the *last* one before FBX export to Painter).
2. All research used to inspire your design
3. One HD 1080-size PSD layered composite
4. Upload an HD 1080 JPG of the same image as a comment to the related post on our Facebook group page.

The rubric:

Your work will be graded upon the following criteria:

| | |
|----------------|------|
| Pre-production | 2 |
| Modeling | 4 |
| UV unwrapping | 4 |
| Texturing | 4 |
| Aesthetic | 4 |
| Organization | 2 |
| Late | (-2) |
| Total | 20 |