Project – upgradable weapon (game art)

DUE DATE: __/__/____

1. Customize the original base weapon as you wish
2. Design and model high poly meshes for upgradable attachments / embellishments
3. *Emphasize a change in the weapon's silhouette*
4. Retopologize and create a low poly mesh of these new additions
5. Unwrap UVs on the *low* poly mesh (one 4K map for the additional pieces)
6. Transfer the high poly detail to the low poly version by baking maps in Painter
7. Texture and render in Painter

Submit:
A zipped folder that includes:
1. Primary image references
2. Final Maya scene with high and low poly versions (ready for export)
3. Upload an HD 1080 jpg render of the textured game asset as a comment to the related post on our Facebook page.

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

Primary image references	2
High poly mesh upgradable	3
Retopologized low poly upgradable	3
UV unwrapping (low poly only)	4
Texturing (using Painter)	6
Rendered jpg uploaded to FB	2
Late	(-2)
Total	20