Project – Tunnel (Intro to Modular Kit Design)

DUE DATE: __/__/____

Modeling & Texturing
1. Download Assignment 1_PIRs.zip. Unzip it and place inside the sourceimages subfolder of the new Maya project you will create
2. Vimeo Album: Introduction to modular set design and game asset creation workflow – https://vimeo.com/album/4944538
3. Work through Vimeos 2-52. Model both low and high poly versions of all the assets. Unwrap UVs on all low poly models. Organize your files and export all necessary FBXs in preparation for texturing in Substance Painter.
4. Model one (1) original variance/set dressing element (low & high poly); unwrap UVs (on the low poly only); and export as an FBX for Painter
5. Now, using Vimeos 53-67 for reference):
    a. Texture all your assets
    b. Make at least three versions of each texture set
6. Export all your textures from Painter for use in Unity
7. Export all your models from Maya for use in Unity

Unity Assembly
1. Import all meshes into your Unity project
2. Import all Painter textures into your Unity project
3. Create prefabs for all your assets
4. Assemble your subway tunnel level by duplicating prefabs and snapping them to each other
5. Use your many varied texture sets and variance elements (i.e. pipes and lamps) to alleviate any "art fatigue".
6. Add lights/lighting
7. Add a FPS Controller
8. Download and use the Post Processing Stack
9. Record "play" through your subterranean passageway

Submit:
A zipped folder that includes:
1. A final, well-organized Maya scene *(tubeMK_prePainter.mb)* with high and low poly versions
2. Folder containing all exported FBXs (ready for use in Painter)
3. *Entire* Unity project
4. Movie file of captured "play" (including sound)

<u>The rubric</u>:
Your work will be graded upon the following criteria:

Modeling	3
UV unwrapping	2
Custom variance	2
Texturing (in Painter)	3
Unity assembly	4
Organization	2
Aesthetics & appeal	4
Late	(-2)
Total	20