Project – new work

DUE DATE: __/__/____

1. Create a new model, sculpt, animation or game asset.
2. Render and/or composite in finished form – i.e. as it will be included in your portfolio reel or as a still image on your website.
3. You will present your new work for critique by a visiting guest professional.

Submit:
- Four of your Maya scenes (included the last one)
- Still render or QT .mov file (HD 1080)

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

Planning & research	4
Creativity & initiative	4
Aesthetic Quality	5
Technical Skill	5
Adherence to project guidelines	2
Late	(-2)
Total	20