MONMOUTH
UNIVERSITY

Department of Art and Design
BFA in Design and Animation with a concentration in Animation

AR-394: 3-D Environments and Effects
Spring 2018

Instructor: Wobbe F. Koning
Website: bluehawk.monmouth.edu/~wkoning/instruct/
Blog / Digital Workbook: animonmouth.blogspot.com

Assignment: World Building

- Design an environment which contains both natural and man made objects (buildings).
  - Man made may be interpreted broadly to include objects constructed by non-human intelligent beings
  - Your world need to be consistent, the elements need to fit together. Even contrasting elements need to belong in the same world.
  - It does not need to be an exterior environment, but it needs to feel big: not a single small room, a big hall and connected corridors would be better. An interior environment still needs to mix organic elements with man made features.
- Create a 3D model that represents the environment you designed
  - The result of this first assignment will be still images. Set up your camera early and create your world so it looks good from the chosen vantage point.
  - Don't be afraid to cheat. Film and Animation is about the suspension of disbelief, not about reality.
- Render the environment under two distinctly different lighting situations
  - Dramatically different, not just technically
  - One image may be representing your world in daylight, the other in the evening or at night. Or bright sunlight versus overcast.
  - Global Illumination is allowed for only one of the images
    - Ambient occlusion may be used in both
  - You may enhance your image through compositing and image manipulation software like Photoshop
    - If you choose to enhance your image(s) you must include the original render(s) with your submission

Final Deliverables*

- Two images rendered at 1080p
  - Include all rendered images used to create the final images
- The Maya scene(s) used to render the images from

* These are final deliverables as earlier in the process a design for the world and the Maya scene with the 3D model of the world need to be handed in.