DEA 221 – Modelling – Masterpieces

For this assignment you will be building a modelled environment from the ground up. You'll start by picking a character from any medium and building an environment around who they are. Avoid obvious things like Batman and the Batcave, what I mean is an environment that represents their character.

Think of their personality, what makes them who they are. Think of their backstories, their weaknesses, their strengths. Without that, they would lack the punch that their character has.

This assignment will have several check points along the way. You'll make a camera, along with a prototype that will set up your composition. Then high poly model your environment. Texture it out. And then light and render.

Each one of these points will be our chance to review, critique, and guide you to completing your environment.

This will all be added up to make your final grade.

___/10 Prototype Checkpoint

___/20 Modelling Checkpoint

___/20 Texturing Checkpoint

___/20 Lighting/Rendering

___/10 That extra 10%