

**MD Modeling 1**  
**TX Texturing 1**  
**RE1 Rendering 1**

**Course name:** Modeling 1/Polys

**Course Code:** MD1/TX1/RE1

**Academic year:** 2011 - 2012

**Lecturer(s):** Andrew Paquette and Colin Walker-Morrison (MD1), Neville Marcinkowski (TX1), Andrew Paquette (RE1)

**Title:**

Escher

**Time limit**

24 weeks

**Assignment:**

Select an Escher drawing, re-create it in 3D. Texture and render it so that the illusion is not given away.

**Course learning objectives:**

- Familiarity with Maya
- UV layout, Basic texturing, basic lighting
- Problem-solving
- Self-confidence when faced with difficult problems