

Piedmont Community College
Digital Effects and Animation Program
DEA 220 3D Modeling

3D Model of an Environment

Instructions:

Create an environment you would like to encounter in a 3D game or film.
Create a rough sketch of the plan and collect several images of scenes and props for reference before starting to model.

Skills:

- Application of Maya to create 3D models, lights and textures
- Application of Photoshop to create textures and background mattes
- Design theory: Composition of the final shot, use of color

Goal:

Achieve a compelling image that makes the viewer want to see more.

Success:

This image should set the scene, giving the viewer enough information to recognize a time, place, and/or cultural references.

Grade Criteria:

Originality	_____	/20
Models: technical & aesthetic quality	_____	/20
Application of Texture	_____	/20
Good use of lighting	_____	/20
Design Elements	_____	/20

Requirements:

- At least one rendered Image size: 11X17 inches at 300 dpi in .tif format:
- Project files with final .mb scene & all texture reference files
- Original sketch, notes, etc.