

**Prop Model Textured  
AM203  
CG Modeling I**

**April 7th – June 18th**  
**Instructor: Matthew Heimbecker**

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**Prop Model Textured**

**Due: Tuesday, April 29th**

There will be a critique on the due date.

In this stage of your Prop Model we will be using the scene file that you previously laid out the UVs on and then creating the textures within Photoshop.

First make sure your Prop is a whole mesh, no longer on the half. UV maps are then brought into Photoshop. The texture is then painted either by hand or through photo sourcing, but both need to be sweetened sufficiently. After this a .tiff is saved out at half the size and applied to the mesh.

You must do research on your Prop's texture. What does it look like? What is its color? What pattern does it have? These are all important things when creating a realistic texture. Texture is not only the surfaces color but also the tiny details. A good example is wood grain; wood grain has a color and texture along with pits and knots.

**IMPORTANT: For your Prop Model you should one of each of the following assigned to it: Color Map, Bump Map, Specular Map**

At this point there should little to no changes being made to the model, other than attaching the texture to your model, all work should be done in Photoshop.

Once finished render out stills of the model at 300 dpi from the Front, Side, Back and Top view, take these into Photoshop arrange them in one 11" x 17" document with your name and the prop's name. Since these will be printed later on in the quarter you should make sure to have a backup of the file in storage.

**What you will be turning in for the Prop Model Textured project**

1. Maya Project directory folders
2. All Maya files of the prop in the scenes folder
3. All Photoshop & Tiff files of the Prop Model textures in the source images folder
4. Final Maya file with texture assigned; (i.e.: firstInitialLastName\_propName\_FINAL.mb)
5. 1 Photoshop file of rendered stills, that should be titled in this manner:  
yourName\_propName\_textured.psd

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**STUDENT NAME:**

**Grading Criteria:**

Grading is based on the below criteria for the Prop Model Textured.

- 10      Photoshop document and files are named correctly [10]
  
- 25      Textures are hand painted or photo sourced and sweetened [25]
  
- 25      The textures look like the Prop concept art [25]
  
- 10      Bump, Spec and Color maps are assigned correctly to the mesh [10]
  
- 10      No stretched textures or low res texture quality [10]
  
- 10      Photoshop file for texture twice the resolution of applied texture [10]
  
- 10      Asked and answered questions in critique [10]
  
- 100      total grade [100 points]**

**grading scale: A (90-100), B (80-89), C (70-79), D (60-69), F (0-59)**

**This grade is also 1% of the Cumulative Homework grade for this course.**

**Grades also reflect upon the time the project is submitted.**

- **All work must be handed in at the beginning of class. (15 minute grace period) Work submitted after the first 15 minutes of class, is Late.**
- **Assignments submitted late or incorrectly, if accepted at all, will be reduced in letter grade.**
- **Late work must be submitted during the next day following the due date even if no class is held that day.**
- **Assignment submitted beyond three days late will receive and F grade.**
- **Resubmissions of projects for better grades are not accepted, do the best work the first time.**
- **Deadlines are important.**

**HOMEWORK EXPECTATION**

As stated in the syllabus for this course within the course description, this course has an expectation of **4 hours per week** to be spent on homework outside the classroom.

It is expected that the average student will spend **at least 4 hours** on the one week period of this assignment to the complete the previously described process of this particular assignment. The learning outcomes of this assignment are a result of the assignment process shown above and instruction rendered from the instructor, either during class or in this document.

These learning outcomes are generally comparable with those resulting from commonly accepted practice in the field. Each of these steps will be graded according to the rubric found above.