

Simple Environment UV & Texture
AM203
CG Modeling I

April 7th – June 18th
Instructor: Matthew Heimbecker

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Simple Environment UV & Texture

Due: Friday, June 13th

There will be a critique on the due date.

For this project you will be UV mapping and texturing all of the assets and elements for your simple environment. Keep in mind the eccentricities of surfaces, can make a space appear lived in, natural wear and tear in the texturing. Make sure you are saving both the double size PSD working file for each map, and the actual size TIFF files. Your lighting from the last project should help tell the story as well, and be tweaked appropriately to work with the textures.

Each of the assets and elements that are modeled in separate Maya files at the center of the scene should be UV mapped and textured in their files. These can then replace the model scene files in the environment scene file updating your references. Remember the environment needs to hold up from any camera angle, but be sure to only model what you can see.

IMPORTANT: Pay attention to the following as these are the same minimum requirements, anything less is an automatic zero:

- Model is an enclosed space that is one room
- Scene must be completely set dressed
- Environment must have at least 2 practical sources of light
- At least 2 of light sources in the scene must cast shadows
- Light the scene for a time of day and mood

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

Once finished set up three (3) cameras for stills of the simple environment, each camera should be named correctly and be a different and interesting view. Then render each of the cameras at 11" x 17" 300DPI. Take these into Photoshop and place your name and the environment'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 Simple Environment UV & Texture project.

1. Maya Project directory folders
2. All Maya files of the Simple Environment Model in the scenes folder
3. All Photoshop & Tiff files of the Prop Model textures in the textures folder
4. Final Maya file with all textures assigned; (i.e.: firstInitialLastName_simpleEnvironment_FINAL.mb)
5. 1 Photoshop file of the 3 rendered stills, that should be titled in this manner:
yourName_simpleEnvironment_textured.psd

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STUDENT NAME:

Grading Criteria:

Grading is based on the below criteria for the Simple Environment UV & Texture.

- 05 Project Setup, File Management, and Object Naming [05]
- 15 It looks like the reference material you collected for the Simple Environment [15]
- 10 All objects properly UV Mapped, UVs take up +90% of the UV space [10]
- 15 No stretched textures or low res texture quality [15]
- 10 Bump, Spec, and Color maps are assigned correctly to the meshes [10]
- 15 Texturing feel lived in, photorealistic, non-uniform [15]
- 10 Frozen Transformations, and Deleted History in original files, not in environment [10]
- 10 Lighting is finalized and sets the mood [10]
- 05 Photoshop files for texture twice the resolution of applied .tiff texture files [05]
- 05 Asked and answered questions in critique [05]
- 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 5% 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.