

**Small Prop Model & Texture**  
**GM 403**  
**Game Design Strategies**  
**Spring 2014**

**April 7, 2014 – June 18, 2014**  
**Tuesday, Friday: 9am – 11:50am**  
**Room: C118**  
**Office Hours: Mondays 5:00pm – 6:50pm**

**Instructor: Benjamin R. Parks**  
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**Small Prop Model & Texture**

**Assigned: Tuesday, April 22**  
**Due: Tuesday, April 29**

There will be a critique on the due date.

Create and texture a complete Prop model using polygons. You will need to research reference images online or take them yourself. The polygonal mesh for your prop model should fulfill the following criteria:

Setup a proper project directory using 3DS Max's default project subdirectories. Your scene and project should be named according to the project; for example your first initial, last name, followed by "\_propName" with no spaces in the name. All objects inside your Max file should be named appropriately with no miscellaneous or extra objects, transforms, or unneeded geometry.

Polygonal mesh should show excellent topology without non-planar faces and all polygons should be four-sided or "quads". Some triangles are acceptable in certain instances.

Your half Prop model should be located in the center of the Max scene. Translate and Rotate should be reset but do not collapse the stack.

After this is done you will need to layout the UVs in the 1 to 1 space, then save out your UV snapshot. UV maps are then brought into Photoshop. The texture is then painted whether by hand or through photo source, but both have been sweetened sufficiently. After this a .tiff is saved out and applied to the mesh.

Once finished, render out stills of the model at 300 dpi from the Front, Side, Back and Top view, take these into Photoshop and arrange them in one 11" x 17" document with your name and the prop's name. **Print this and turn it in along with your project.**

Your projects will be submitted with all versions saved sequentially in the scenes directory.

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

1. 3DS Max Project directory folders.
2. All Max files of the Prop Model in the scenes folder.
3. All Photoshop and Tiff files of the prop textures in the sceneassets\images folder
4. Final Max file with texture assigned; (i.e.: bparks\_prop\_FINAL.max)
5. 1 Photoshop file of rendered stills, that should be titled in this manner: yourname\_prop\_textured.psd
6. Your printed 11" x 17" layout of your prop model

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**Grading Criteria:**

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

- \_\_\_ Project Setup, File Management, and Object Naming. [05]
- \_\_\_ Does it look like the reference images you have for the Prop? [20]
- \_\_\_ Is it a single mesh, no longer on the half? [05]
- \_\_\_ Are there any 3 or 5-sided polygons? Should be no. [05]
- \_\_\_ Is the transform and scale reset? [05]
- \_\_\_ Textures are hand painted or photo sourced and sweetened. [15]
- \_\_\_ Bump, Spec Level and Diffuse Color maps are assigned correctly to the mesh. [15]
- \_\_\_ No stretched textures or low res texture quality. [10]
- \_\_\_ Photoshop file for texture twice the resolution of applied texture. [10]
- \_\_\_ Critique, asked and answered questions about the Prop Model project. [10]

**total grade** [100 points]

**This grade is also 2.5% of the Cumulative Homework grade for this course.**

**grading scale: A (90-100), B (80-89), C (70-79), D (60-69), F (0-59)**  
**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 an F grade.**
- **Resubmissions of projects for better grades are not accepted, do the best work the first time.**
- **Deadlines are important.**

**HOMWORK 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 6 hours** on the 1.5 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.