

**Piedmont Community College**  
**Digital Effects and Animation Program**  
**DEA 221 DEAT Modeling**

Character: Modeled with UV Mapped Shaders

Instructions:

Create an original character model and apply UV mapped textures to it.

Skills:

Demonstrate your creative application of:

- Maya Modeling Skills
- UV Mapping & Texture Application
- Photoshop texture painting and final composition
- Rendering

Goal:

Create an interesting character that is fully textured and rendered.

Grade Criteria:

Originality \_\_\_\_\_ / 20

Character: Overall aesthetic quality \_\_\_\_\_ / 20

Technical Skills

Model/Mesh shows attention to detail, proper use of edge loops, clean geometry

Anatomy: shows understanding of proportion and scale \_\_\_\_\_ / 20

Texture Mapping & Style: Adds value to the design \_\_\_\_\_ / 20

Shows good use of tools in developing the finished piece \_\_\_\_\_ / 20

Requirements    Rendered Image size: 11X14 inches at 300 dpi    Format: .tif