

Project 1: Introduction to Modeling, Texturing and Lighting (Asset Creation of Glass, Bottle and Book)

Project Overview:

The main goal of this project is to demonstrate introductory level modeling, texturing and lighting skill sets and basic understanding of the Maya User Interface (UI). Students will use several modeling workflows involving curves, NURBS, polygons and deformers to focus on modifying primitive geometric shapes into simple complete forms. Students will be introduced to the Hypershade and learn how to apply Maya shaders for color, bump and specular to control the look of the 3D surfaces. Basic UV mapping will be introduced and students will create images in Photoshop to map to the 3D mesh. Students will setup their final scene with Image Based Lighting and render out a single 1080HD frame using Mental Ray.