

## GAM 218 – 3D Modeling & Animation Foundations

### Project – texturing your biography

**DUE DATE:** \_\_/\_\_/\_\_\_\_

Model, UV-texture, light and render your biography by following in-class demos and the provided Vimeo screen-captured tutorials:

<https://vimeo.com/album/4451298>

You will learn the process of unwrapping UVs on your models and exporting out a snapshot for texturing in Photoshop. You will then use imagery and textures that are meaningful and/or symbolic to you in order to personalize your biography. In the process you will use bump mapping, grunge, masks and specular maps.

You will also learn more about lighting, using depth of field and compositing an ambient occlusion render layer to make your 3D pop!

#### Submit:

A zipped folder to Campus Cruiser that includes:

1. Four of your Maya scenes (including the *last* one)
2. Any textures that you used
3. An HD 1080 layered PSD composite

Upload an HD 1080 JPG of your composite as a comment to the related post on our Facebook group page.

#### The rubric:

Your work will be graded upon the following criteria:

Modeling	3
UV Unwrapping	3
Aesthetic	3
Organization	1
Late	(-1)
Total	10