**Modeling Assignment**

In this first assignment, you will learn the basics navigation, tools, creating models with polygons, setting projects and basic lighting using a professional 3D program. You’ll model assets for a room and render them. Be creative, have fun and take it one step at a time.

**Instructions:**

1. Google images for furniture you would like to model (see min. requirements below)
2. Start gathering image references for models you want to create. As many as you can and keep them in a folder
3. Watch the appropriate tutorial videos to get started
4. Create a project in maya that you will take with you.
5. Create a new scene
6. Import the RoomAssignment.ma and the GeorgeScaleRef.fbx file into your scene and save it as “yourname\_Room.ma” into your project scenes folder
7. As you learn the program and tools, model your assets and make sure they are scaled properly
8. Light the scene
9. Render the scene to HD 1080 as a .jpg with “**Save color managed image turned**” on in the save settings. Render at least 3 images at different angles. Consider close ups of models you spent a lot of time on and look good.
10. Upload images to VoiceThread to be critiqued and graded

Model and light furniture for a room. You can either use the house supplied or you can create your own room. Some ideas for the room can be:

* Living Room
* Game Room
* Bath Room
* Dining Room
* Bedroom
* Kitchen
* Office

**Concepts to be studied and discussed in class:**

* Navigation in 3D Space
* Scale
* Anatomy of a Polygon – Vertex, Edges, Polygon faces
* How 3D is used in games and movies.
* How lighting works in 3D
* Modular Design

**Minimum Requirements:**

1. 1 Table
2. 1 Chair/Couch
3. 1 Light Fixture (lamp, ceiling light, sconce, etc.)
4. Scene lit using simple lighting

**Extra Credit:**

items you would find on a table or in the environment you made.

game systems, glasses, computers, monitors, books, bookshelves, game controllers, pencils, phones, etc.

Make the area feel full but don't try to make the area large. It's better to have the corner of a room filled up then to have a huge space with only a few things in it. Frame the shot you're going to render and don't worry about things outside of the shot. Think of it as an Ikea display rather than a full house or large environment.