

Instructor Aaron Oldenburg  
MW 11-12:15, Room 2215  
Office Hour: Weds 1:50-3:50 (rm 3147)  
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## 3-D MODELING (COSC 410)

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**ASSIGNMENT 4: LIVING IN THE MATERIAL WORLD**  
Developing and applying complex materials.

Since this assignment is on a tight deadline (2 weeks), it asks less than previous assignments. You do not need to do any modeling for this one: you may use one of your box-modeled objects, for instance, one of those ubiquitous goldfish, or anything else you've built that might lend itself to an interesting materials exercise.

You also do not need to worry about elaborate scene design here. While you are free to create a setting for your objects, you are not required to do so. Also keep in mind that your models should be lit sufficiently to show texture details, so it may not be the best idea to render them in the distance and with complex lighting.

### TASK

Render one image that includes two models, or two copies of the same model, each showing a different approach to texturing. You may choose, or mix and match, from these options:

- Complex material using multiple sub-maps
- Multi-sub-object material
- UVW mapping
- Unwrap UVW

The fourth option, Unwrap UVW, is the most challenging. If you aspire to a job in 3-D art, you should have at least one example in your portfolio using this technique.

### DELIVERABLES

NOTE: Do NOT create any sub-directories. Three types of product are required:

1. Final render, in the form of a JPEG at 800 x 800, showing your two models to best advantage. NOTE THIS IS A LARGER IMAGE SIZE THAN USED IN EARLIER ASSIGNMENTS. This file must be named **assn\_4.jpg** and placed in your COSC410 directory on student-iat.ubalt.edu.
2. Source files (.max). Include all the .max source files used in your project, including files for objects that were developed separately. These files must be named **assn\_4-x.max**, where "x" is some number. Place these files in your COSC410 directory on student-iat.ubalt.edu.
3. A document consisting of comments about your work identifying the two approaches to material development shown in your models. Also discuss any remarkable features, indicate problems you met and solved, things you learned, etc. This document file must be named **assn\_4.doc** and placed in your COSC410 directory on student-iat.ubalt.edu.

**FINAL PROJECT DUE: April 9<sup>th</sup>** by the beginning of class.