

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)

ASSIGNMENT 5: THE RIGHT TO ROBOT ARMS

TASK

Assemble a simple, multi-part structure that is capable of articulation at two or more points, such that those points do not necessarily lie in the same plane. Render an image showing at least three copies of your structure, each posed in a unique arrangement.

Texturing, background and lighting effects are optional, but strong aesthetics help.

Going beyond the minimal requirements increases your chance of a higher grade. Consider building something more than a single leg (image available on blog). Arms with hands and fingers seem a logical next step. Keep in mind, though, that you will have an option to create a complete body (robot or otherwise), expanding on this assignment, as your Portfolio Project (Assignment 6); so you might want to hold something in reserve.

You're not required to model robot arms or legs. They just happen to be a convenient subject for this exercise. You can probably think of other sorts of bodies and mechanisms that have two or more easily manipulable joints.

Pay attention to the clause, "such that those points do not necessarily lie on the same plane." Note that this requirement rules out DOORS, whose hinges always rest on the same plane.

DELIVERABLES

1. Final render, in the form of a JPEG at 800 x 800, showing the variously posed versions of your model to best advantage. This file must be named **assn_5.jpg** and placed in your **cosc410** directory on **student-iat.ubalt.edu**. Do not create a sub-directory.
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_5-x.max**, where "x" is some number starting with "0". Place these files in your **cosc410** directory on **student-iat.ubalt.edu**.
3. A Word document titled **assn_5.doc** discussing the process of creating this project and indicating remarkable features, problems you met and solved, and things you learned.

FINAL PROJECT DUE: April 21th by the beginning of class.