

# Computer Science 808

## Spring 2001

### Project 1 – Object Modeling

**Due: Tuesday, 2/6/2001**

#### **Description**

For this project, you are to model an object using Maya. You are free to select whatever object you like, but it should have some degree of complexity – that is, you could model a trombone, but not a beach ball. The object is not required to exist in the real world, but it should not be something abstract.

You should shade your object appropriately and provide some lighting so that images of your object can be rendered.

#### **Submission Requirements**

You should create a web page with the following:

- your name, the date, and a title/description of this project
- an explanation of your model and how you created it
- images of your model from at least 3 different camera angles
- a link to your Maya source file

You will be graded on the quality and complexity of your model, as well as the presentation of your work on your web page.

#### **For Students Without Maya Experience**

You must complete the first tutorial (the bouncing ball animation) in the *Learning Maya 3.0* book. You may use the on-line tutorial or borrow a book from me. You must also create a web page with

- your name, the date, and a title/description of this project
- 3 frames of your final animation
- a directory pathname of the location of your frame files