

# Digital Imaging Daily Assignment

Week 01 Day 01

**DUE: Week 01 Day 02 (next time)**

The objective of today's assignment is to test your existing knowledge of the software, 3DS Max and Photoshop.

***Click on the link above and download the scene "Day 01.max" and open it. In 3DS Max and Photoshop, create three (3) realistic images depicting the scene before, on or after a New Year's celebration, (whichever 'New Year' you choose).***

1. Decide where the scene takes place, i.e., interior, exterior, etc.
2. Decide when it is taking place, i.e., dawn, sunset, midnight, etc.
3. What is the mood of the scene?
4. Who are the characters in the scene? (unseen)
5. Include your name somewhere in the scene.

- You should create materials and lighting that reflect a real world situation, ("photo-realistic")
  - You MAY NOT add geometry (objects) to the scene
    - You may move, rotate or scale the objects
  - You may add any additional lights or cameras that you choose
  - You may add texture-specific modifiers to the objects, (i.e. UVW mapping, etc.)
- You may make tonal adjustments and alterations to the rendered image in Photoshop.

Your images should be:

1. **1600 X 900**
2. saved in a **.tif** format.
3. labeled **Lastname\_Firstname\_Day01**
4. Saved in a folder with your name on it, then the entire folder copied here:  
**\\DropOff\StevePaul\Digital Imaging\Day 1**
5. Turn in **ONLY** your final images. I do not need the original materials or .max file.

Scoring Rubric (50 points total possible):

1. All objects texture mapped = +10 pts
2. Clarity of intended time and mood = +10 pts
3. Name included clearly on an object in the scene = +10 pts
4. Technical requirements stated above = +10 pts
5. Finished file named as per above = +10 pts