

## Intro to 3D Modeling assignment 1

### *“Speed Modeling”* (50 points or 5%)

The focus of this assignment is to create a measure of your skills. This is the level that you are beginning with, these are the skills and the knowledge you are bringing into the class.

Hopefully, you will have more when you leave.

Your task is to create a room, in much the same way that we did at the end of Computer Applications, only this time you have two days instead of two weeks.

The room can be any room you like, but should showcase your modeling skills, for better or worse. This is an evaluative exercise.

This also differs from our Computer Apps room in that texturing and lighting don't count. In this class, modeling is primary.

In fact, everything in your room should have only one matte gray material on it, and be evenly lit with subtle, if any, shadows.

I would like you to turn in three renders of objects you feel are successfully modeled, your choice, and your final Max project file.

The room and the objects in your room can be anything you like but should include a variety of different surfaces. These can include:

- Tables
- Chairs (both hard and soft)
- Sofas and Love Seats/Divans
- Lamps (floor and table)
- Shelves
- Electronics
- Musical instruments
- Sporting equipment
- Etc.

This is due at the beginning of class on Day 02 of Week 01