

## The Many Clocks

1. ***As a team*** – You have been hired by ***Brian Laws Wooden Clocks*** to build 3D models of his clocks based on the plans provided.
  - a. You can divide up the modeling labor any way you like – that is you can assign modelers to “mass produce” some parts, and others to assemble them. Or you can come up with your own production plan.
  - b. You must complete all four clocks accurately by day 2 of week 3.
  - c. I will need at least three renders of each clock:
    - i. Large, full view
    - ii. Closeup, detail
    - iii. Exploded, showing all the parts.
  - d. The clocks, and their parts should have a basic matte texture.
  - e. It is possible to score up to 100 points for each member of the group, if you complete all four clocks satisfactorily.
    - i. Each member will turn in a folder containing their contribution to the project.
    - ii. The team as a whole will turn in a folder with the final Max project files.