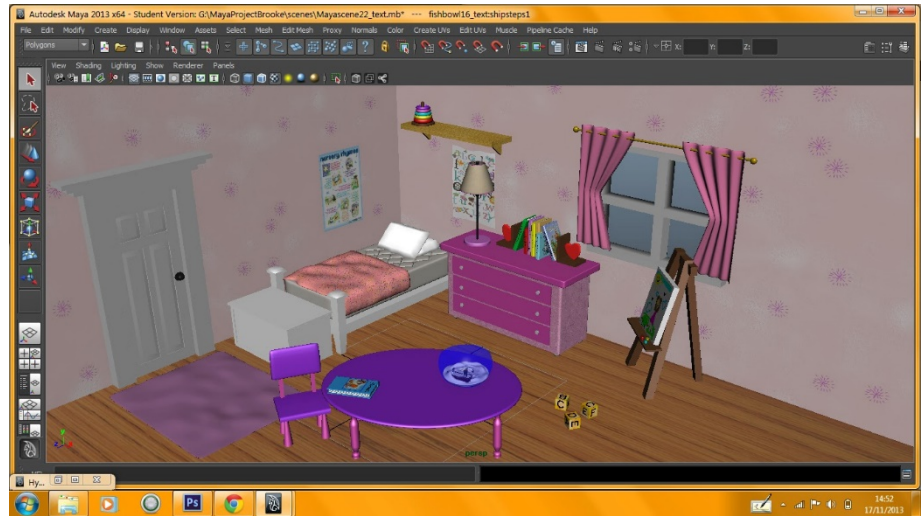


Graphics for Game Development

Final Semester Project: Room Scene

During these past couple of months, you have learned a variety of tools to help you build various 3D game objects that you would see in a 3D Game. For your final project, you will take these tools and build your final piece not only of this Maya unit, but also for the school year: a room scene.



1. Think of a room scene you want to try and duplicate for this project. You can approach this one of two ways: (1) it can be a room scene that exists in your life (i.e. your bedroom, a teacher's classroom, etc.) OR (2) a famous room scene (i.e. the "Central Perk" coffeehouse in the TV Show "Friends"). If you choose (1), you must take enough pictures of the room you are modeling so you can create models representing the detail of the room. If you are choosing (2), then find pictures from the web to use (NOTE: these real images will be part of your Artist Statement later when you compare the two; so make sure to hold on to these images).
2. Create a new folder ("Maya Final Project") followed by a new scene ("finalproject")
3. Create the main structure for your room scene:
 - a. Floor (don't just use the grid already provided; add a cube and stretch it out)
 - b. (2) walls (similar to what you see in the image above; do NOT include all 4 walls as we want to see an open concept with your scene)
 - c. Doors w/ door frames (minimum 2)
 - d. Windows with window frame (minimum 1)
 - e. Do NOT include a ceiling (again we want the open concept)
4. Create the main furniture:
 - a. At least (4) main pieces of furniture (bed, dresser, dining room table/chairs, couch, etc.)
 - i. These pieces of furniture do not have to be super detailed. But an attempt should be made to make it look as close to the originals as you can
 - b. At least (2) appliances (TV, stove, etc.)
5. Smaller details throughout the room:
 - a. Is it the cups on the shelves in the kitchen? Is it the video game console in the bedroom? Create some smaller details for your room (minimum of 3)
6. Detail to the walls:
 - a. At least two (shelves, light fixture, etc.)
7. Materials/Textures
 - a. Add materials throughout your room for the:
 - i. Floor (color or texture)
 - ii. Doors/Windows
 - iii. Walls (color or wall paper looking texture)
 - iv. Furniture (color or texture)
 - v. Detail on walls (color or texture)
 - vi. Appliances (choose a material with a shiny surface)
 - vii. Smaller Details (color or texture)
 - b. (2) images to go on the walls (could act as posters; frames, etc.); make sure the images are good quality
8. From your previous projects, add (1) your snowman, (2) spaceship, and or (3) robot (be creative where you add them)
9. ~~Animate one of the objects from #8 above~~
10. In addition to Steps 1-9 above, you will also be graded on:
 - a. Creativity you use with the shapes and Modeling Toolkit tools used in creating the above objects
 - b. The perspective of your objects (rotated/scaled/placement)

Due Dates:

- Non Seniors: Due at the end of the 1st Hour of your scheduled Finals Day (1st Period: 5/23 at 8:30 AM; 5th Period: 5/22 at 10:50 AM; 6th Period: 5/21 at 10:50 AM)
 - Artist Statement directions will NOT be given until your scheduled Finals Day. The Artist Statement will be due at the end of the period on your Scheduled Finals Day
- Seniors: Both the Maya Project File and your Artist Statement will be due on 5/20 by 3:00 PM.