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Computer Science 807, Fall 2012

Project 1: Modeling a Lamp

Due: Wednesday, 9/26/2012

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Description

For this assignment, create a model of a desk lamp using polygonal modeling, NURBS modeling, or a combination of the two.

Please adhere to the following guidelines:

- find a physical desk lamp, take pictures of it
- create a detailed model in Maya and finalize it as a polygonal mesh, you can optionally add basic shaders
- present the results on your webpage

Try to make the final object appear as close to the real-life object as possible.

Submission Requirements

The following information should be on your webpage:

- the date, a title, and a brief description of this project
- pictures of the desk lamp, in the style of an animation sheet: front view, side view, 3/4 view, details that are specific to the lamp
- a link to the Maya file (.mb) of your project
- wireframe and smooth-shaded images from several views (including the basic views provided as pictures)
- a description of how you proceeded

We will view (and critique) your models in class. Your grade will be based on the quality of your model.

Tips

Good models:

- look good
- have detail only where needed
- can be setup for animation easily (avoid n-gons, quads are preferred)