MEDIA DESIGN 9/10

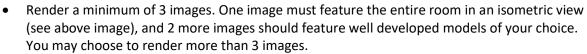
Room Project

Description:

In this unit, you will learn about the virtual world of 3D design as you explore the basic tools of modeling, texturing and lighting a room of your own design.

Process:

- Complete the Online tutorials on the 3D Modeling page.
- Create your models all in one project.
- Assemble the models in a room setting (of your choice).
- Backup your project regularly. Save incrementally: RoomProject01, RoomProject02, etc.



• In Photoshop, create a collage or triptych of your images. A video tutorial is included on the 3D Modeling page to help you. Your final collage must feature the isometric view as the largest photo with smaller shots of your best models on the perimeter.

Evaluation (25 marks)

1. Content (3D Models) – 5 marks

- An A project would contain 20-30 models
- More sophisticated models receive more marks (things like pillows)

2. Color – 5 marks

More marks for more sophisticated coloring that may include decals

3. Lighting – 5 marks

- The room should be properly lit
- Consider where your light source would come from (eg: window, lights) and design your lighting accordingly

4. Format - 5 marks

 Properly formatted in Photoshop featuring a minimum of 3 rendered images on the page.

5. Overall Presentation - 5 marks

This is the Wow! Factor, so aim to impress!

