

# 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.
- Render a minimum of 3 images. One image must feature the entire room in an isometric view (see above image), and 2 more images should feature well developed models of your choice. You may choose to render more than 3 images.
- 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!