

COURSE: ART 195
INSTRUCTOR: KIRK MILLER
PROJECT: Room Interior
DUE DATE:

DESCRIPTION: Model interior of a room using Primitives

- OBJECTIVES:**
1. Model simple objects using only primitives
 2. Basic lighting, surfacing and rendering techniques

- DIRECTIONS:**
1. After deciding on a room to model (i.e, living room, bedroom, kitchen, etc.), create two walls and a floor.
 2. Often, building scenes in 3D modeling programs is like set design for television and film. You only need to build what the camera sees. Therefore, take time to compose your scene carefully so you only build what is absolutely necessary.
 3. Using only primitives, construct furniture for your room. Break the objects down to their simplest forms and begin to build them as you would using a child's building blocks or legos.
 4. The final rendering should be 640 x 480 pixels.

SAVE YOUR PROJECT FREQUENTLY WHILE YOU ARE WORKING

Your grade will be based on concept, overall design and technique

MATERIALS: LightWave

PRESENTATION: Present work in a finished comprehensive form. Save illustration on data disk (CD). Also, turn in a printed copy.