



UNIVERSITY OF
LINCOLN

Department of Computing & Informatics

Assessment Package Briefing Document

**Title: CMP2003 3D Modelling
Assessment 1, Semester A**

Indicative Weighting: 50% (20% & 30%)

Learning Outcomes:

On successful completion of this assessment package a student will have demonstrated competence in the following areas:

- [LO1] plan a 3D sequence;
- [LO2] employ appropriate modelling methods in the production of a prescribed scene;
- [LO3] apply textures and lighting effects to objects within a 3D scene;
- [LO4] produce a 3D animation using appropriate computer animation techniques.

Branding a Building Plan

At the beginning of the unit you will be given a plan of an unidentified building. You will be required to construct a 3d model of the plan and to “brand” the building. You could brand the model as a cinema, nightclub, a leisure centre or a sports venue. It can be any type of building.

The assessment is divided into two components. Component one is an individual 5 minute presentation that should highlight your interpretation of the brief – the theme, 3d modelling techniques, texturing and lighting techniques. This presentation carries 20% of the unit grade.

The second component is the modelling task. You are required to construct the exterior and then furnish and finish the interior of your selected building plan. Ideally you should look to model the majority of your work but third party models may be employed and/or modified but

you should ensure that the sources of these materials are acknowledged.

Once you have completed the modelling you may wish to animate the lights or produce a neon sign or projection screen. The final stage requires you to produce an animated walk pass / camera pan of the exterior followed by an animated walk through of the interior. All of your work should be supported with a detailed, illustrated production log that charts your progress through this assessment. The second component carries 30% of the unit grade.

The lectures and seminars for this unit will discuss and analyse solutions to this assessment and will provide you with the technical and creative support to this problem.

Submission Guidelines

Please submit animated sequences on CD/DVD as lightly compressed, high resolution video files. The original Max file should also be submitted along with a written and illustrated production log that explains your production process and the original concept. The CD/DVD should be submitted in a plastic sleeve to the Deans Office.

This unit is graded using a criterion reference grid. You should be clear in your understanding of the grading principles; if you are not, please seek the advice of the unit coordinator.

Hand In Instructions

The deadline for submission of this work is presented in the Departmental Hand-in schedule as presented on Blackboard. An appropriately completed front sheet must be included with your submission of this work.