Computer Science 417 Computer Animation Spring 2022 Project 2 – Treasure Chest

Due: Thursday, 3/3/2022

Description

For this project, create a model of a realistic treasure chest using polygonal modeling. Try to take advantage of the extrusion, bevel, poke, taper, etc., features in Maya. The textbook contains a tutorial on how to construct a decorative box in Chapter 3, which you might find useful as a guide for this project.

Specifications

Please adhere to the following guidelines:

- find one or more reference images of the treasure chest you would like to model must be a real treasure chest (no computer-generated or cartoon chests)
- create a model of the chest in Maya using polygons
- add some shading to enhance the look of your model
- include images of the chest closed and open with treasure inside!
- create a webpage showing your work (see below)

Be careful to choose a model that is neither too complex nor too simple. In any case, your final model should be very close in shape and appearance to your reference image(s). For the treasure items, you may model objects, or download models from the internet (e.g., 3drender.com), but please note the location of these downloads on your webpage.

As an alternative, you may substitute completion of the decorative box tutorial (plus three enhancements) in Chapter 3 for this project for a maximum score of 85.

Submission Requirements

Create a webpage with the following items:

- your name, the date, and project identification
- images of your work, including:
 - o source sketches or images
 - wireframe images from several views
 - o smooth-shaded images from several views
 - 360-degree turntable animation showing both wireframe and smooth shading of closed chest (embedded, vimeo, or YouTube)
- any explanation of your work that you would like to provide

We will view and critique the models from your webpage in class (at the same web location you sent previously). You will be graded on your webpage and the quality of your model. Have fun!