**School of Computing, Electronics and**

**Mathematics Coventry University**

Module Leader – James Tedder [james.tedder@nwhc.ac.uk](mailto:james.tedder@nwhc.ac.uk)

**NWC601COM – 3D Modelling and Animation**

**Assignment 1 – 301COM Animated Vista - 30%**

**Hand In date – 23rd November 2018**

**Location – South Leicestershire College**

**Learning Outcomes to be assessed in this assignment**

* Analyse and evaluate current 3D game engines and technologies, allowing the students to generate ideas and concepts suitable to create contents for interactive applications and computer games.
* Create and design a well-crafted 3d scene containing rigged 3d characters and vehicles that can be used in a game engine using advance 3d modelling and animation techniques.

**To Hand in:-**

**A CD / DVD / USB with the following data:-**

* All files from the 3D editing package that you have created, including any textures and UVW maps
* 1920 x 1080 resolution animation in .avi file format
* PDF document with one thousand word evaluation

**Task 1**

**Create Terrain and water**

Using either self-generated height maps or Spline modelling create a landscape for your animation to take place. These should then be textured using materials that you have created yourself. The vista should include some water in the scene this can be created using any technique that you deem appropriate. Evidence of production methods needs to be provided (Maya / Photoshop files / Videos / Word Processed).

**Task 2**

**Model and animate at least two features to be used in the scene**

Within the scene there should be at least two separate animated objects. These can be anything that you want for example Plane, Boat, Helicopter, Lighthouse, and Windmill would all be acceptable. Water and camera movement will not be considered as one of the two animated objects. If you are in doubt check with teaching staff. Evidence of production of each object will be required.

**Task 3**

**Produce a fifteen second animation to be rendered in High Definition (720p)**

The animation should run to fifteen seconds and be rendered at 1280 x 720. This can be rendered in one scene although it is recommended that you export as image files to a video editing program and create the video from there.

Once complete this video should be uploaded to a video streaming site with a link provided in your submitted documentation.

**Task 4**

**Evaluate the work that you have done in a 1000 word report**

Create a 1000 word report that critically analyses the work that you have done during this project. Your evaluation should show consideration of game engine requirements when modelling, texturing and animating your scene. Make sure to analyse and evaluate rather than just describe what you have done.

**NWC601COM Assignment 1 Marks Breakdown**

Student Name............................................ Student ID..............................................

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Create Terrain and**  **water** | **Model and**  **animate at least two features** | **Produce a fifteen**  **second animation** | **Evaluate the work**  **that you have done in a 1000 word report** |
| 1st  70-100% | Create a high  quality terrain model with detailed water effects. These should be complemented with high quality detailed materials.  As well high quality production evidence. | Create two high  quality animated models accompanied by UVW maps with well thought out and designed materials. | Produce a high  quality well edited fifteen second animation. Rendered in 720p. Sound should also be included to a high quality. | Create a high  quality analysis and critical evaluation of the whole project. |
| 2.1  60-70% | Create a good  quality terrain model with detailed water effects. Complemented with detailed materials. As well as quality production evidence. | Create two good  quality animated models accompanied by UVW maps with materials. | Produce a high  quality well edited fifteen second animation. Rendered in 720p. Sound should also be included. | Create a quality  analysis and critical evaluation of the whole project. |
| 2.2  50-60% | Create a good  quality terrain model with detailed water effects. Complemented with detailed materials. With production evidence. | Create two quality  animated models accompanied by UVW maps with materials. | Produce a high  quality fifteen second animation. Rendered in 720p | Analyse project to  a good standard. |
| 3rd  40-50% | Create a terrain model with water effects. With materials. | Create two animated models with suitable materials. | Produce a 15 second animation. Rendered in 720p | Analyse the project. |
| Fail  0-40% | Do not reach objective. | Do not reach objective. | Do not reach objective. | Do not reach objective. |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  |  | Overall Grade | % |

**Feedback**