

## Project 1

### *Famous Architectural Building*

**Objective:**

The objective of this assignment is to further develop your 3D modeling skills by familiarizing yourself with various Maya tools, including the extrude, bevel and more.

**Description:**

You will create a famous architectural building of your choice. Use reference to get an accurate height/width and look of building. Final model will be placed in a turntable and rendered using occlusion as well as wireframe to show the model's topology.

*Final:*

Final render is a movie of model on a turntable with an occlusion shader and wireframe topology.

**Format:**

Movie in MOV format (.mov) - proj1\_lastname.mov

**Tips for this project:**

Pay attention to details! The more the model looks like the real architectural building, the better your grade.

**SCHEDULE / DUE DATES**

**Starting Model is DUE at the BEGINNING of class at week 2.**

**Final DUE at the BEGINNING of class at week 3.**