

GXXXXXXX: 3D Graphic Modelling

Assignment Two: Group Project: Modelling and Animating an Airbus A380

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Learning Outcomes

This assignment will test the following learning outcomes:

- your understanding of bitmapped image concepts, mapping to solid objects, shading types and their appropriate application;
- your ability to create bit-mapped images and colour maps and to modify them to produce graphic images in a variety of formats; and
- your ability to design and implement a modelling production using a range of visual techniques.

Assessment Requirements

You are required to submit:

- an animated presentation with a duration of at least 45 seconds. This should be submitted on a CD-ROM in a standard video format e.g. WMV, QuickTime, DIVX, XVID or FLV; and
- a short written report in support of the above. This report should:
 - include a title page, contents page, references and, if appropriate, appendices;
 - should be a maximum of 1000 words. This report is of secondary importance to the practical element of this assignment; and
 - follow the University guidelines for presentation.

Notes and Suggestions

As this is a group assignment you will be assigned an element of the finished model to complete. Collaborating with your fellow students to ensure that the final model can be assembled correctly is an important element of the assessment and your experience of this should be included in your written report.

You should also note that the assessment requires you to produce an animation. Although the model will be constructed with your team mates it will be up to you to add animation and produce the final file as an individual. As a result you should think about the types of animation you will include.

When considering video formats remember that some FPS rates may not be suitable for viewing on a computer. It may be useful to create several versions of the animation at different resolutions and frame rates although this is not compulsory.

Your development files are an important part of the assignment. Save revisions of your files appropriately.

Task

Your task is to create short animation that must include the following elements:

- a model of an Airbus A380 aircraft along with some supporting scenery. This element of the assessment will be carried out as a group activity;
- appropriate bitmapped textures applied to the model;
- appropriate lighting;
- particle or other animated effects.

You should use 3DS Max to create these elements, however you can use other software if you feel that this is more appropriate. You should detail any other software you use in your written report.

Grading Criteria

This assignment is worth 40% of the final module grade.

A16-14	Exceptionally high standard of work. Very well detailed modelling combined with sophisticated texturing, lighting, effects and animation with a good sense of composition. High standard of grammar, structure, and presentation throughout the written report. Evidence of resources outside 3DS Max having been considered and used. Demonstrates a very good understanding of the subject and all learning objectives have been exceeded.
B13-11	A high standard of work. A highly detailed, well presented animation with appropriate texturing, lighting, effects and animation. The assignment shows clear evidence that all learning outcomes have been met and additional research is evident. A well presented report that has a high standard of presentation, grammar and structure. References are accurate and appropriate.
C10-8	A good standard of work. A detailed model with good use of lighting, textures, effects and animation. The assignment shows clear evidence that all learning outcomes have been met and some additional research is evident. The report demonstrates understanding and knowledge and is nicely presented with appropriate referencing.

D7-5	A satisfactory standard of work. A finished animation consisting of sufficient models, textures and lighting. The assignment shows clear evidence that all learning outcomes have been. The report is satisfactorily presented with appropriate referencing.
E	A marginal fail. An unsatisfactory animation showing poor consideration or understanding of the 3D Graphics process. Assignment shows insufficient evidence that all learning outcomes met. The report fails to meet the objectives and does not demonstrate a satisfactory understanding.
F	Unsatisfactory work. An incomplete or very poor animation that demonstrates little knowledge or understanding of the subject.

Plagiarism

Plagiarism is a serious breach of University Assessment Regulations and can result in serious consequences.

You must correctly reference any and all material that comes from a third party. Additionally you must have permission to use third-party materials that may be subject to copyright.

For more information in respect of plagiarism please refer to the University Assessment Regulations at the following web address: <http://quality.newport.ac.uk> .

If you are in any doubt please contact the module tutor before submitting your assignment.