**Assignment: Household Object**

Now that you’ve developed a repertoire of modeling techniques within Blender, it’s time to put your skills to the test by modelling a 3D object of your choosing. There are really only 2 restrictions:

1. It must be found in a room
2. It must be approximately the same complexity level as the Alarm Clock tutorial

**You will both assess, and be assessed on the following criteria:**

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| **BEFORE MODELING**Before beginning your model, **in the “Self” column, record what you plan to do to meet the assignment criteria and how you plan to do it.** Make note of any issues you anticipate, or anything you would like extra advice with. After discussing your plans with your partner, **in the “Peer” column, have your partner assess your idea and add any advice** they think would make it even better! |
| **Assignment Criteria** | **Self** | **Peer** |
| **Object Quality*** Model contains an appropriate level of complexity via multiple parts, materials, and tool applications (complexity must be equal to or greater than the Cup and Alarm clock)
* Model has been generated via polygonal modelling in Edit Mode (though primitive mesh objects may be used as the foundation)
* Model’s overall appearance is neat, symmetrical, polished, and well-proportioned
 |  |  |
| **Tool Usage*** The smoothing tool is used to effectively smooth the object
* Extrude, inset, subdivide, bisect, knife, and loop cut and slide tools have been used to clean up and customize your model
* Modifiers (subdivision surface, bevel, solidify) have been used to enhance the model’s appearance
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| **Material Application*** Materials have been applied and adjusted to add realistic textures, colours, and shading
* Either UV Mapping or Mixed Shading (in the materials panel) is utilized
* Materials enhance the model’s photorealistic appearance
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| **Rendering Process*** Object is rendered using the Cycles Render and rendering options (samples) have been adjusted to produce a high-quality 2D product
* Emission lighting or point lighting has been applied and adjusted (in terms of brightness and placement) to effectively illuminate the object and produce shadows
* Camera angle is appropriately placed to provide the best possible render (i.e. the entire model appears in the render in an angle that showcases all key characteristics)
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| **AFTER MODELING**After finishing your model, **in the “Self” column, record what you did to meet the assignment criteria, how you did it, and what you think of the resulting product**. Make note of any issues you had, or anything you think you did really well with. After sharing and discussing your model with your partner, **in the “Peer” column, have your partner assess your model and give you advice on how you could make it even better!** Feel free to make changes based on your self and partner evaluation before handing in your model. |
| **Assignment Criteria** | **Self** | **Peer** |
| **Object Quality*** Model contains an appropriate level of complexity via multiple parts, materials, and tool applications (complexity must be equal to or greater than the Cup and Alarm clock)
* Model has been generated via polygonal modelling in Edit Mode (though primitive mesh objects may be used as the foundation)
* Model’s overall appearance is neat, symmetrical, polished, and well-proportioned
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| **Tool Usage*** The smoothing tool is used to effectively smooth the object
* Extrude, inset, subdivide, bisect, knife, and loop cut and slide tools have been used to clean up and customize your model
* Modifiers (subdivision surface, bevel, solidify) have been used to enhance the model’s appearance
 |  |  |
| **Material Application*** Materials have been applied and adjusted to add realistic textures, colours, and shading
* Either UV Mapping or Mixed Shading (in the materials panel) is utilized
* Materials enhance the model’s real-life appearance
 |  |  |
| **Rendering Process*** Object is rendered using the Cycles Render and rendering options (samples) have been adjusted to produce a high-quality 2D product
* Emission lighting or point lighting has been applied and adjusted (in terms of brightness and placement) to effectively illuminate the object and produce shadows
* Camera angle is appropriately placed to provide the best possible render (i.e. the entire model appears in the render in an angle that showcases all key characteristics)
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**Handing In: Household Object**

Now that you’ve modelled, collaborated on, and assessed your household object, there are a few things you need to hand in. Create a folder called “3D\_HouseholdObject\_YourName” and place the following items inside:

1. Your .blend (working) file
2. Your rendered .jpeg/.png (image) file
3. Your assignment handout (rubric) file