DES 350   Creative Coding

Assignment 1
Maya Scene

The goal is to create a still life scene using 5-6 objects and practice transformations. Each object can be created in Maya directly or imported from a free 3D modeling repository. Your objects should reflect your interests, so choose them to represent a specific concept you attempt to communicate. Do not use same object multiple times. Use the editor to adjust the view of your scene. Export the scene as an image. The objective is to get used to Maya editor and basic 3D modeling, import/export. Be creative with your scene and your composition!

1. Import still_life.fbx file in Maya
The scene in the file is an empty *still life setup* made from two scaled cubes. You see the stage in the camera view, you can rotate the view with the middle mouse button, and you can drag the view by pressing the shift key while dragging with the middle mouse button.
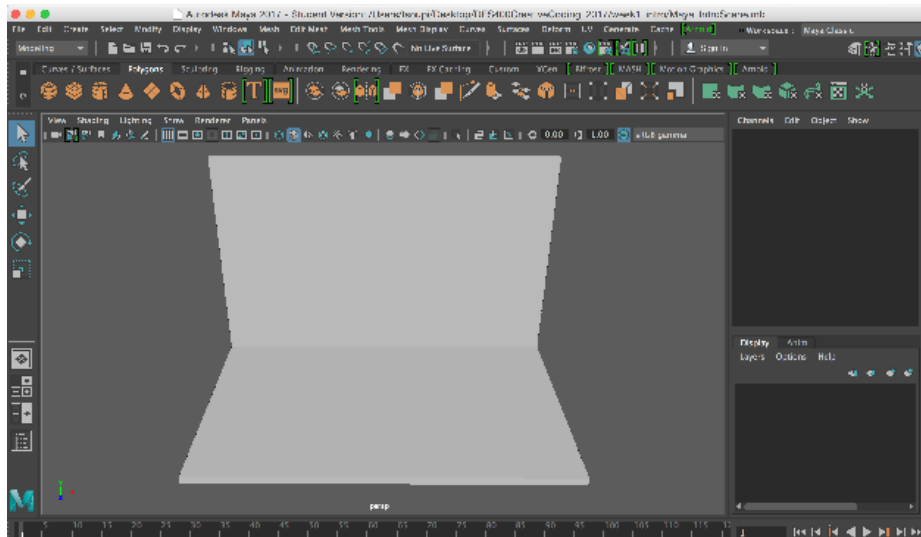
2. Do a research to find free models online (tubosquid, https://www.turbosquid.com/)
You can import models in the following formats:
ma, obj, fbx
You will need to create a free account to download models (turbosquid).

3. Import your models. Place them on the stage. Scale, rotate and move your models.
You may find that some models are missing textures. Design your composition in color of monochrome theme for consistency.

4. Save a series of the screenshots from different angles of your scene.
Save the best image (image>save as image) your_last_name.png

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Inspirations and examples:
Paul Cézanne

Henri Matisse

3D scenes - image copyright by Karyn Ho and Pixar