

DES 350 Creative Coding

2018
Office Hours: Arranged

[https://www.
evl.uic.edu/
datsoupi/2018_350/](https://www.evl.uic.edu/datsoupi/2018_350/)

Credit Hours: 4
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Assignment 2 UV textures

Create any new type object in Illustrator (2-6 letters) and import it in Maya using techniques you learned in class. Use extrude tools, bevel tools, layers, outlines and hierarchy if needed. Create new image textures in Photoshop or use image manipulation techniques to combine photographic materials and open source textures. Import your image in Maya and use UV editor and techniques you learned in class to texture your typographic objects. Use IPR rendering techniques to export a series of images. Submit the best image (image>save as image) your_last_name.png