

3D

Introduction to 3D computer work Autodesk Maya

The aim of this exercise is to introduce you to basic 3d modelling and rendering. You will learn how to produce objects that will not only help you understand 3d qualities of your studio project proposal but also instigate further consideration of site relationship, proposal function and structure.

1 Project

Use your current studio project. Select element(s) of your project (site, surface, structure) to produce three dimensional representation using the 3d software as instructed by your tutor. Discuss your choice with your tutor.

2 Views

Select 2 or more views of your project. Consider relationship between the viewer and the object. Be selective of whether the eye level or the aerial view is more appropriate to best experience the proposal. Multiple views of your proposal/site might be composed together in one image to communicate your proposal intentions.

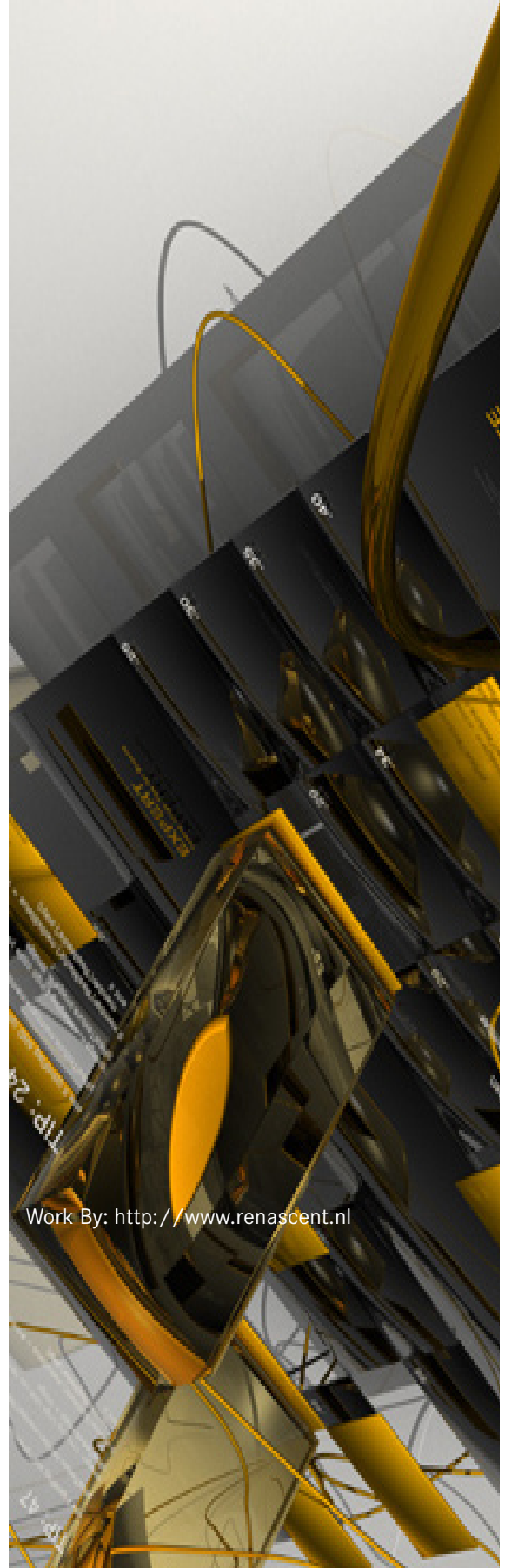
3 Collage

Use photo/vector editing/compositing tools - Illustrator, Photoshop and InDesign to produce collages integrating your three dimensional elements within site photos or using your 3d images created to integrate photographic elements into your proposal. Include people and other photographic elements that play a role in your proposal. Refer to recent exercises for style of presentation

Final Requirements

2no Compositions/Collages with 3D elements describing Three Diomensional qualities of your proposal. Both as PDF and working 3D files on CD and A3 Prints.

fv 2007



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