

Name: _____

Period: _____

Own Choice Surface Project

This project is meant to reinforce your knowledge of using surfaces and textures in LightWave along with providing you with an opportunity to practice modeling, animating and rendering. You will be allowed to use subject matter of your own choice along with the below criteria to complete this project.

Criteria:

All of the following criteria are required to be incorporated into your project:

- 1. Procedural Texture:** Your project must have at least one object with a preset procedural texture on it.
- 2. Reflective Surface:** At least one object in your project must have a surface that reflects surrounding light and objects. Set the Raytrace Reflection option in Render Globals.
- 3. Shadows:** Your project must be designed so that objects cast shadows onto the base, background, and/or other objects in your scene. Set the Raytrace Shadow option in Render Globals.
- 4. Animation:** Although the focus of this project is surfacing and texturing, you will also include movement in your scene.
- 5. Rendering:** Your scene will be rendered as an AVI movie file. Remember to set the rendering options to render shadows and reflections.

Extra Credit: You will receive extra credit for including at least one image texture that you create in PhotoShop in your scene.