



UV & Bake Test | Brief

Description

This exercise is designed to evaluate your ability to efficiently UV map and bake textures for a 3D asset. You will work with three objects in a Maya scene: Polysurface A, Polysurface B, and Polysurface C. Your task is to cleanly and efficiently UV map these objects into one 0-1 UV space, ensuring minimal draw calls. You will then bake the textures in Marmoset, aiming for clean normal maps, ambient occlusion (AO) maps, and ID maps.

Due Date: In Class

Parameters:

- **Software:** Maya for UV mapping, Marmoset for baking.
- **Objects:** Polysurface A, Polysurface B, Polysurface C.
- **UV Mapping:** Combine all three objects into one 0-1 UV space.
- **Draw Calls:** Ensure one material draw call and one geometry draw call.
- **Baking:** Bake the combined object into one asset named "Polysurface".
- **Maps Required:** Normal map, AO map, ID map.
- **File Naming:** Name your materials, bakes, and model files appropriately using the asset name "Polysurface".

Grading Checklist	Earned	Possible
Participation Active participation in the project.		5
UV Mapping Clean and efficient UV mapping of all objects into one 0-1 space.		5
Draw Calls Achieving one material draw call and one geometry draw call.		5
Baking Quality Clean bakes with minimal artifacts.		5
File Naming Correct and consistent naming of materials, bakes, and model files.		5
Completion Completion of the exercise within the allocated class time.		5
Total Points Earned		/30