# Art Test | Project Brief

**University of the Incarnate Word**
School of Media & Design
3D Animation & Game Design

## Description

This summative assessment will evaluate your ability to apply all techniques and knowledge acquired throughout the semester. Your task is to create a production-ready, real-time 3D asset for games. You may select any 2D concept art or real-world object to base your prop on. The asset can be hard-surface or organic and follow any style (e.g., hand-painted, PBR, stylized PBR). This project requires a comprehensive understanding of the full 3D asset pipeline and your ability to deliver a polished, high-quality result.

## Parameters:

- **Choice of Asset:** Students may select their inspiration from 2d Concept Art or Real-world objects.
- **Software:** Any combination of Maya, ZBrush, Substance Painter, Marmoset Toolbag, Unreal Engine, and other relevant tools.
- **Techniques:** Apply techniques such as clean high poly modeling or sculpting, clean bakes, efficient UV layouts, PBR texturing, optimized low-poly models, etc.
- **Style Flexibility:** Choose from any artistic style (hand-painted, realistic PBR, stylized PBR, etc.).

**Due Date:** December 12th at 12:00am (Midnight)

| Grading Checklist | Earned | Possible |
|---|---|---|
| **Concept and Execution** | | 20 |
| Clear and thoughtful selection of the concept or object. Overall fidelity and quality of execution. | | |
| **Modeling** | | 20 |
| High-poly and low-poly modeling demonstrates clean topology, appropriate edge flow, and optimization. | | |
| **UV's and Baking** | | 20 |
| UV layouts are efficient, clean, and appropriately scaled. Bakes are free of artifacts. | | |
| **Texturing** | | 20 |
| Textures enhance the model's visual appeal and align with the chosen style. | | |
| **Presentation and Rendering** | | 20 |
| Final renders showcase the asset effectively with polished lighting, shaders, and composition. | | |
| Total Points Earned | | /100 |