

CA 3600 Graphic Programming
Instructor: Krishna Sadasivam

Using “FOR” loops (Due Week 10)

With your knowledge of for loops, create a randomized cityscape. Write a FOR loop to automatically generate THREE building types of buildings at different sizes, based on ONLY one base model for each.

In other words, create one model EACH for the following:

1. building 1
2. building 2
3. building 3

Use MELScript and for loops to generate a randomized scattering of the above throughout your scene. Use a for loop to rename the buildings in your scene (building1, building2, etc.)

HINT: For the renaming to work right, you’ll need to create your model, possibly Combine Polys (if your model is comprised of more than one primitive put together), then DELETE ALL HISTORY on your finalized model.

PROJECT REQUIREMENTS:

1. Submit your MELScript (labeled **Lastname_City.mel**), and **mb** file.
2. Include a high level overview paragraph describing what your code does
3. Make sure that you add comments explaining your code and that the code itself is NEAT and readable.
4. Put your name, CA3600 at the top of your code. **All modeling should be done within Maya.**
5. Consider how you would change the angle of your buildings, or their color using for loops, so that they appear more natural. **Extra credit if you can procedurally code these parameters in. (+25 points)**
6. Create a final rendered **JPG** image at 3600 w x 2400 h. Put it into the 11” x 17” template and save it as **Lastname_City.jpg**

Deliverables (Due at the beginning of class: Week 10)

Lastname_City.mel – mel script for Terrain generation
Lastname_City.mb – mb file containing terrain
Lastname_City.jpg – rendered terrain scene on template

	Excellent (4)	Very Good (3)	Good (2)	Average (1)	Poor (0)
Execution 20 points	MEL script flawlessly executes and works as described during the demo.	A minor error prevents the MELscript from running, which is fixed during demo.	MEL script runs, with only partial functionality implemented.	Two or more errors prevents the MELscript from running during the demo.	code does not execute
Documentation 20 points	code fully and neatly commented with student's name, course number, and date at the top of the document. proper syntax- no spelling mistakes. An overview of what the code does is clearly and accurately described.	code neatly commented with student's name, course number, and date at the top of the document. proper syntax- no spelling mistakes - Code does not include an overview at the top of the document.	code includes brief comments with student's name, course number, and date at the top of the document. proper syntax- there may be minor spelling mistakes. Code does not include an overview at the top of the document.	code is sparsely documented. Student's name, course and date not included.	Code is not documented
Technical Specs followed 20 points	MELscript and MB file included and named as specified in creative brief.	MELscript and MB file included and with minor file naming issues that deviate from creative brief.	MELscript and MB file included but files are not named as specified.	MB or MEL script file missing.	work not turned in.
Composition 20 points	camera angles for renders suggest depth (foreground, middle ground, background). Excellent balance between positive and negative space. There is a point of focus that leads the viewer through the entire composition	Solid composition, good contrast between positive and negative space, but composition lacks depth. There is a point of focus that leads the viewer through the entire composition	Solid composition, good contrast between positive and negative space, but composition lacks depth. Missing a point of focus that leads the viewer through the entire composition	Composition is flat, too much negative space. Two competing elements serve as the area of focus.	Composition does not have any area of focus.

Lighting 20 points	Engaging use of color and lights to enhance the composition.	The lighting seems adequate but could be improved by a few additional lights, or by adjusting some of the existing lights, color intensity and/or position	The lighting seems adequate but could be improved by a few additional lights, or by adjusting some of the existing lights, color intensity and/or position	The 3D scenes appear to be a bit too light or too dark.	Poor lighting and/or lack of any color theory application.
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Please note: Zeros are recorded for projects not turned in.

Total Possible Points: 100