Session 02: Getting up to speed, polygonal modeling...Bricks.

1. General announcements
2. Questions about last assignment?
   a. Using the web to post progress images + assignments
3. Getting up to speed, polygonal modeling
   a. 3d studio max interface + basic scene construction
      i. Where it is and how it works
      ii. Navigating 3dsmax space
      iii. Working with objects
      iv. Working with sub-objects
      v. Basic parametric objects
      vi. Splines + meshes
      vii. Rendering basics
4. Lab: Working with bricks…
   a. How big is a brick? Setting up units.
   b. Lets model an assembly of bricks.
      i. Model one brick and copy it?
      ii. Model the assembly and apply a material to it?
         a. As a brick colored material - basic material properties
            a. Blinn shader
            b. Color – ambient, diffuse, specular
            c. 2 sided material
            d. Quick render
            e. Lights
            f. Camera
         b. As an image - material maps
            a. Diffuse map
               i. Picking an image – Bitmap
                  1. How many bricks are in our image?
                  2. What are the corresponding physical dimensions of such an image?
                  3. Setting tiling properties in the map
            b. Bump map
               b. As an image using UVW modifier
                  a. Object modification structure-the stack
                  b. Adding modifiers to the stack
                  c. Adjusting UVW map properties and relationship to material map properties
                     i. Planar and Box mapping
                     ii. Tile size
d. Modifier gizmo
   i. Object/sub-object relationship
   ii. Navigating sub-objects

e. Navigating the stack

- As a procedural map
  a. Diffuse map
    i. Creating an image – Tile
       1. Tile map properties
       2. Running bond
       3. Tiling
       4. Color variation

5. Post Lab image
   a. Update html file
      i. Sizing image
      ii. Labels
   b. Upload new content

6. Bring design content/subject matter for next class.