

Modeling and Animation of Greek Temple in 3ds MAX 3DS Max to Sketchup (and Vice Versa)

Assignment 1

Grading Rubric

1. Modeling	30
2. Adding material (add other materials if not available)	10
3. Adding Sun & Sky	5
4. Rendering	5
5. Add atleast 5 models (restaurants etc.) from sketch up.	10
6. Animation in 3Ds max: (create avi file)	20
7. Create a sketch up file (*.skp) a. add atleast 5 models from 3D warehouse (such as restaurants, sculptures, etc.) b. bring the Greek temple in the sketch up file.	20

Total = 100

Submit the following

1. MAX file and SKP file on black board [Zip the file]
2. AVI file on S:\SSharma Share\COSC729-Submissions-2020\Assignment1 [S: apps (\student)] [create a folder with your name]

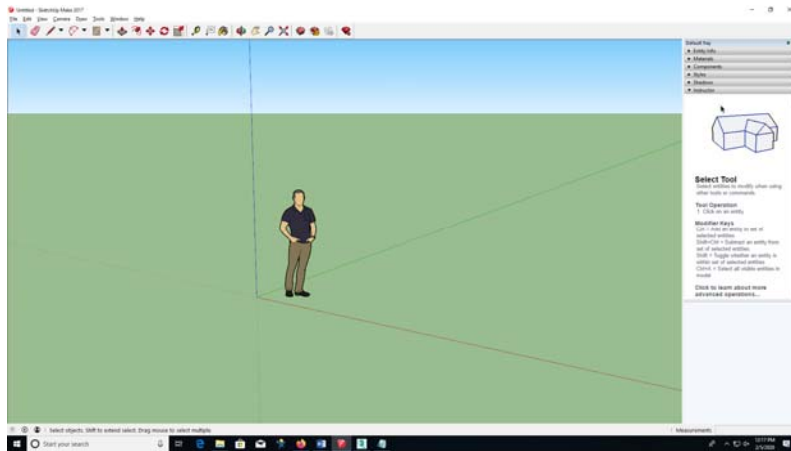
NOTE:


Please do not submit your max file and sketch up file on the shared drive [S: apps (\student)]

Look at the scale when you are importing models.

Google SketchUp

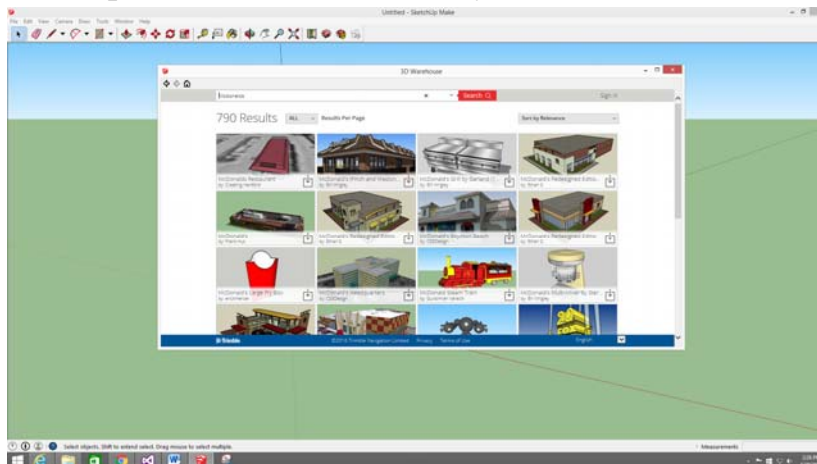
- 1.) Open Google Sketch Up on your Desktop
- 2.) Click “SketchUp 2017”
- 3.) Click on the character, and then press delete on the keyboard to delete the character.



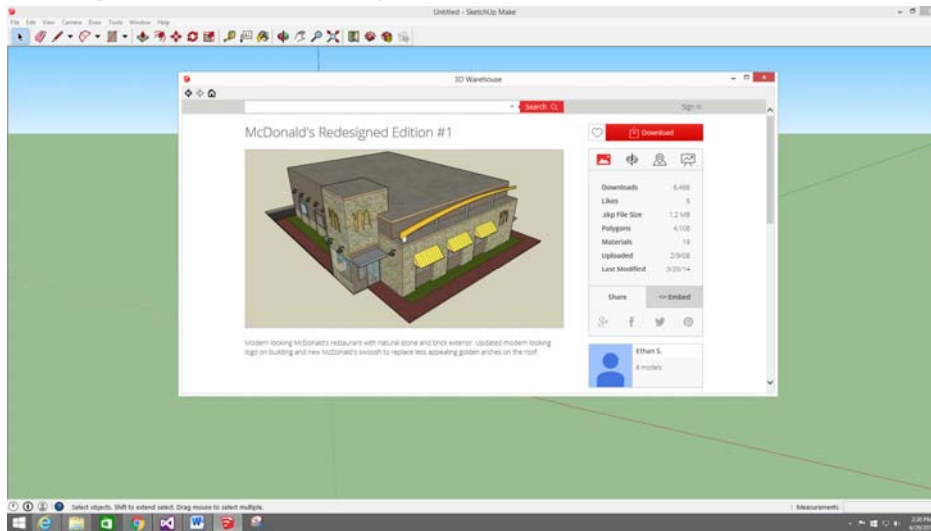
- 4.) Next, look to the top of the screen, and click this () Icon for the 3D warehouse. [create an account if needed]
- 5.) Once in the 3D warehouse, click on the search bar in the example below, and type the name of a restaurant that you want to put into your town.



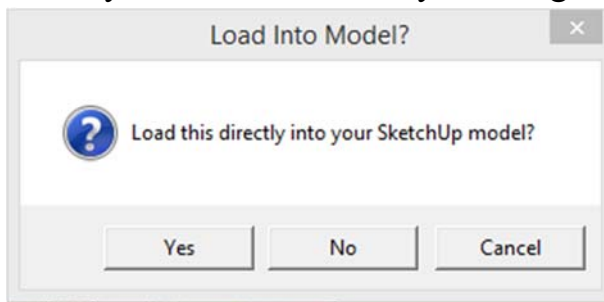
- 6.) Once you see a list of pictures showing the restaurant you searched, click on the picture of the restaurant you want to choose.



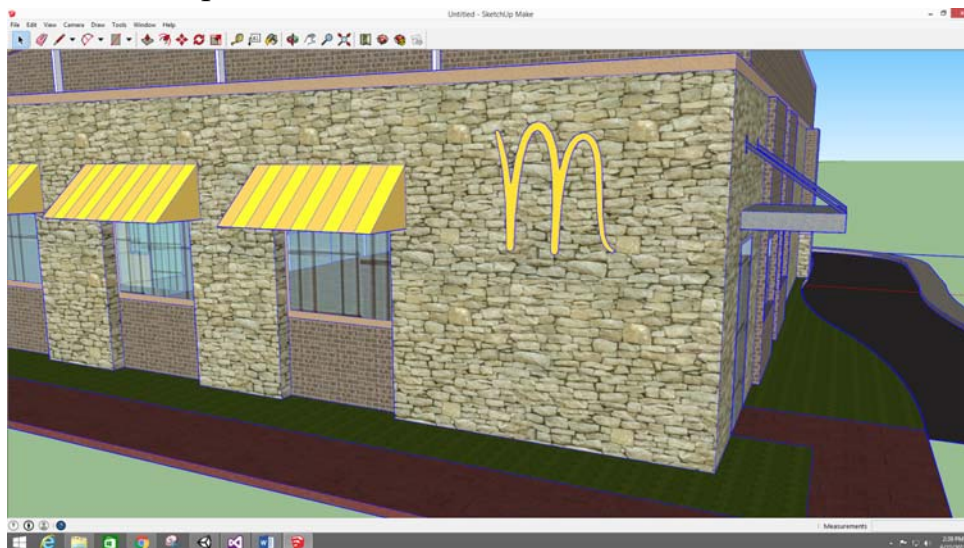
7.) After you have clicked on the picture of the restaurant you want, click the big red button that says “Download”.




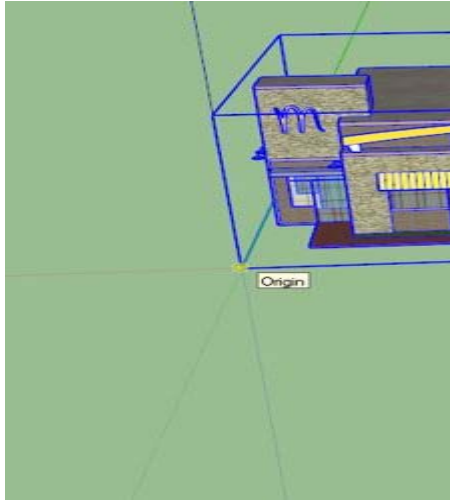
8.) Once you click download, you will get this message. Click Yes



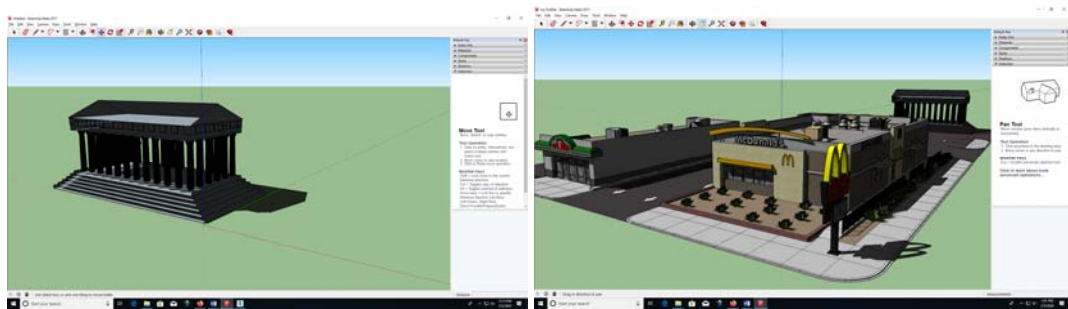
9.) Once your restaurant is loaded, click the mouse **one time** to keep the restaurant in place.



- 10.) Next, zoom out with your mouse wheel and select the move tool (). Then, click the bottom edge of the blue box around your restaurant.
- 11.) Drag that edge to the middle of the cross on the screen. This cross is called the “Origin”. *Add more models from 3D warehouse.*



- 12.) Now, go to the top left of your screen and press File -> Export -> 3D Model (*.dae format)
- 13.) Now import your Greek temple exported from 3Ds Max in DAE format. Edit the scale of the model to fit the environment.



- 14.) Once you’ve finished save the sketchup file (*.skp).
- 15.) Submit the Skp file.