

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.

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)**

Submit your MELScript (labeled **Lastname\_City.mel**), and **mb** file. Make sure that you add comments explaining your code and that the code itself is NEAT and readable. Put your name, CA3600 at the top of your code. **All modeling should be done within Maya.**

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)	Good (3)	Average (2)	Poor (1)	NOT TURNED IN (0)
Execution 20 points ( x 2)	code fully and neatly commented with proper syntax- no spelling mistakes - for loops function as described	functional code but MEL script not fully commented - minor spelling mistakes	serious issues in commenting code - some functionality quirks that prevent the code from running	Fails to meet expectations in technical ability and proficiency	
Technical Specs followed 20 points	All technical specifications (file naming convention, project parameters followed)	Minor misspelling or folder organization issues.	Major misspelling or failure to adhere to major technical specifications.	Didn't follow the technical specifications at all.	
Composition 20 points	camera angles for renders suggest depth (foreground, middle ground, background). Excellent balance between positive and negative space.	Solid composition, good contrast between positive and negative space, but composition lacks depth.	Composition is flat, too much negative space, poorly lit scenes.	Weak or negligible attempt	
Presentation 20 points	Prepared, professional, and ready to show work when called upon	Prepared, ready to show work when called upon.	Not fully prepared. (i.e. file not in drop-off box, waiting for files to copy, etc.)	No presentation made.	

**Please note:** Zeros are recorded for projects not turned in.