

### **Project: Multiplicity**

To familiarize yourself with Maya, your first assignment will be to create a visually pleasing abstract composition using Maya, focusing on **lighting, spatial arrangement, depth of focus** and **camera placement**. Focus on using ONLY ONE primitive organized into a pattern as the basis for the entire composition.

- 1) Once you have built your scene, **pick 4 different places of interest in your scene. MAKE SURE to vary the colors, depth of field, etc. to make each composition look unique.**
- 2) **Make 4 renders**, each with the following specifications:

**2560** pixels wide  
**1600** pixels high  
**300** dpi  
**TIFF** format

- 3) **Use the 11" x 17" template provided** on the website and **place 1 render per 11" x 17" page. You should have four 11" x 17" pages, each with two renders.**

**\*\* Make sure to put your name on each page layout. \*\***

- 4) **Save each 11" x 17" template page** as a **separate JPG file** and turn in.
- 5) **Place your work** inside a **folder** called **FirstName\_LastName**.
- 6) **Put your folder into the drop-off box** in the **Class\_2\_Due** folder.

Be prepared to discuss and present your work at the beginning of class next week.

#### **Turn in:**

**1) Maya Filename:** Lastname\_Multiplicity.mb  
( Ex. Fischer\_Multiplicity.mb )

**2) 4 Flatbook pages:** Lastname\_mult1.jpg, Lastname\_mult2.jpg  
( Ex. Smith\_mult1.jpg, Smith\_mult2.jpg, Smith\_mult3.jpg, Smith\_mult4.jpg)

This project is worth **100 total points**.

	Excellent (4)	Good (3)	Average (2)	Poor
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
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 3D scenes appear to be a bit too light or too dark.	Poor lighting and/or lack of any color theory application.
Technical Specs followed 20 points	All technical specifications (file naming convention, project parameters followed), 4 renders included along with mb file, properly labeled on 11"x17" format	Minor misspelling or folder organization issues, 4 renders included, along with mb file, properly labeled on 11"x17" format	Major misspelling or failure to adhere to major technical specifications and/or missing mb file	Didn't follow the technical specifications at all.

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.
Participation 20 points	Actively contributes helpful suggestions and feedback during critique	Occasionally contributes to critiques	Has to be called on to offer critiques.	Absent, not paying attention or otherwise not participating in critiques.

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