

MILESTONE 3 due Monday April 10th at the beginning of class

Hand-in a properly-named folder (aka "PerryMilestone3") to the hand-in folder, complete with ALL of the models you need to make your film. Obviously you need to keep your own copies too.

This milestone is about the geometry and the rig, not the color of your models. That'll come later.

We will look at as much of your stuff as time permits on Monday, starting with your character(s). We'll be looking at each model's geometric density, design, hierarchy, pivots, overall rig, and node names (in the outliner).

I would consider it rather difficult to build good models based only on what we've covered in class, so I expect you all to do the Maya Polygonal Modeling tutorials and read/skim the relevant chapter of the online Maya pdf manual ("Modeling Polygons") to supplement what you already know. Don't forget to email the class email list, your colleagues, Bishop, or myself with questions as you come up with them. Chances are, someone else is or was wondering the same thing.

Reminder of some useful things from class:

Image Planes	Created in the Environment sub-menu of the camera attribute editor. Useful for visual reference while modeling.
Pivot Points	Set appropriate pivot points for all of your objects. Select the object, then the move tool, then hit Home. Hit Home again when done.
Changing Selection Type	Hold down the right mouse over an object and move to either vertex, edge, face, or object. Sometimes you can get stuck; try switching tools and right-clicking again over the object.
Modifying Selections	Hold down shift while left-clicking/dragging to extend a selection or toggle the state of an already selected vertex/edge/face/object.
Construction History	MIGHT be useful for you. When you have an object selected, open the attribute editor and examine the tabs at the top. Some of these tabs are from the poly modeling tools and may have variable parameters. Use with caution.
Combine	Under Polygons menu. With multiple, separate objects selected, this command unites them into a single object.
Group	Under Edit menu. Groups multiple selected objects under a shared parent. Useful for encapsulating multiple primitives under one hierarchy node.
Freeze Transformations	Modify->Freeze Transformations. For zeroing-out scale, rotation, or translation values prior to using in a hierarchy. Scale is the most important to deal with.
Expressions	Window->Animation Editors->Expression Editor. For mathematically relating one channel to another.
Driven Key	Animate->Set Driven Key. For creating an arbitrary graph by which one channel is related to another.

This will be a "split class" -- the following students should head straight to ASH 126 instead of 111:

Jeff	Jerusha	Brian	Dan Finnegan	Jen	Taryn
Wilson	Abe	Tim	Deepti	Vibhu	Drew
Joe	Liz	Jacob	Zack	Cam	