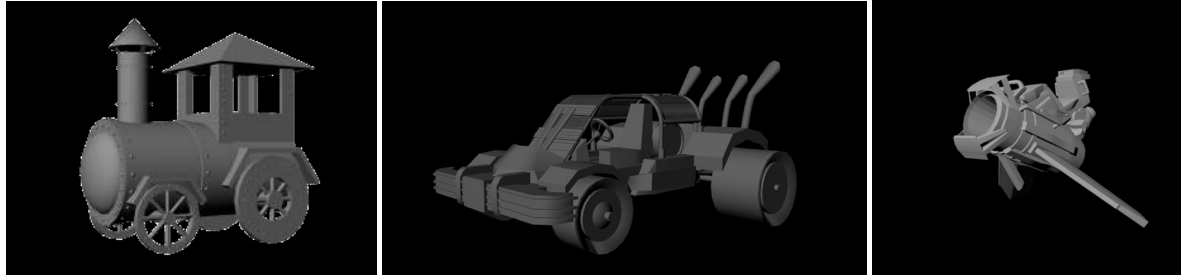# Modeling Challenge 1: The Vehicle

Challenge:

For your first modeling challenge you will create an imaginary vehicle using Maya's polygon primitives. Have fun and be creative.

Requirements:

1. You must use at least 4 different polygon primitives
2. The vehicle must be symmetrical from left to right
3. It must have a visible form of locomotion: (wheels, wings, skis, pontoon etc.)
4. All objects must be named.
5. Group your vehicle and name the group
6. Set your project folder
7. Save your scene into your Scene folder
8. Save your scene as LastnameFirstname_vehicle01.mb
9. Create a camera and name it
10. Look through the camera and compose a nice shot
11. Render that shot out and save the file as lastFirst_vehicle01.jpeg
12. Save your Scene as lastFirst_vehicle01.mb

Be prepared to hand in your **whole project folder** with your vehicle scene saved in the **Scenes** folder and the render saved in the **Images** folder, *as directed,* at **the start** of class next week.

Incorrectly named files will result in a full grade reduction.

Grading Criteria (22 total points):

o At least 4 different poly prims are used? 2pts
o The vehicle is symmetrical on two sides? 2pts
o Type of locomotion is visible? 2pts
o All objects and groups are named in outliner? 2pts
o Vehicle is grouped together? 2pts
o Camera made and named? 2pts
o Render in a well composed view? 2pts
o Project folder is complete? 2pts
o Scene is saved in the scene folder? 2pts
o Creativity. 4pts