

Computer Science - Paper 342 - Graphics - 2009

Assessable Assignment 1 Weighting: 20%

DUE DATE: Friday 3 April 2009 at 5 pm

NO LATE ASSIGNMENTS ACCEPTED

We use a team of markers and you should get feedback immediately.



Using Computer Graphics

You are asked to build a 3D model of the scissors pictured above and on display in the laboratory. You are to use Blender, the software provided in the Linux Lab.

1. Learn to use Blender sufficiently well to make the model. You have already had laboratory time set aside for this.
2. Build your model to represent the shape of the scissors with reasonable accuracy. You may measure the original or estimate the dimensions from the picture.
3. Make sure that each main component of your model is made in a separate layer. This is to make it easier for us to see how it is built.
4. Give your model suitable material properties to approximate the look of the original.
5. Submit three files:
 - a. A .blend file of your model
 - b. A sample image file.
 - c. A short report as a plain text file.

Put these three files into a directory whose name is the same as your usercode.

Make sure that the report file contains your name and student ID.

Submit using the 342 submit script: submit342 <directory name>

Please note that all parts of this assignment are to be submitted electronically.

High marks will be given for a model that has a good level of detail and has captured the shape and proportion of the parts. It will be represented in three to five layers and the material will look reasonably correct.

Crude Example worth about $5/20 = 25\%$

Report file:

A. Student

No: 123456789

The blades are identical. I made one from an edited, extruded five point circle and duplicated it.

The handles are also modified extruded circles. Each handle uses one circle for the main part and one for the red insert. The materials were chosen just for colour.

Details of shape have been left out because I spent only an hour on this.

