

Inside 3D Modeling...

Lesson 3: Primitive Mech #2

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Essential Question

Why is a render important in the design process?

How to Render a Model

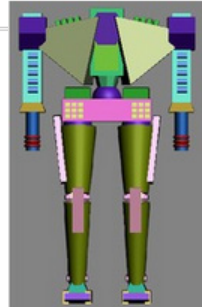
What is a **render**? We have created this virtual Mech in a virtual three-dimensional space. We view that space by looking through the viewports. We may want to show our work to someone who does not have this software package. We need to create a digital media form of our work that is easy to transport and view. The easiest form of media is the single image — a digital picture, and that is a render. Just as a camera takes a snapshot of the three-dimensional world and creates a two-dimensional image based on a particular point of view. This image can be saved out as digital media in an easy to transport file format such as a jpeg file. How do we render a file?

- Select the perspective viewport and manipulate the viewport with the **Navigational Controls** until you get an angle that you like.
- Go to the **Main Tool Bar** and click on the **Render Production** icon. It is the teapot with nothing else but the teapot.



- This will render the scene from the point of view of the selected viewport and show the rendering in the **Rendered Frame** window.

- For the moment, worry about only two buttons. The **Render** button in the upper right corner can be used to re-render the scene. Keep the window open and select another viewport. Click on the **Render** button to re-render the scene from the point of view of the selected viewport.
- The **Save Image** button looks like a floppy disk.



Description

Applying finishing touches to the first primitive mech, and moving onto another more difficult mech.

Lesson Specific College and Career Readiness Standards addressed for your state can be found [here](#).

Assignments

Primitive Mech Project

Creating a primitive mech

Discussion

Add Assignment

Manage Assets

Primitive Mech

Description

In this lesson we built a complex Mech from smaller simpler models. We learned how to create primitive objects and translate them in 3D space. You made the model your own based on the assignment directions. Now upload your finished work making sure you have met the guidelines below.

Expectations:

- The Mech looks like the reference image.
- All objects are properly named.
- Mesh color is used to accent and differentiate parts of the Mech.
- Personalized with custom details.
- Renders are made, using interesting camera angles, on a non black background.

Hand in:

There are six files to hand in. See below. Compress them and upload one .zip file.

- Max file named: Mech_yourName.max
- 5 .ico Renders named similar to the following: Mech_yourName_1WordDescription.ico

Instructor Note

Have students work in teams.

Do not accept:

- Renders with a black background – they were asked to change it.
- Improper file naming conventions.
- Missing files – six files in total.
- Extra files – if students have more than five renders they should choose the best five.

When grading look for:

- Were all expectations met?
- Are the customizations meaningful, interesting, and creative?

Question 1:

Upload your compressed file here.

No files selected.

Creating a primitive mech

Description

What did you find most challenging about creating a primitive mech? Explain why.

Instructor Note

Use the Discussion Rubric for assessment.

Answer

