

Lamp Modeling Project
Computer Graphics and Animation
Marist School

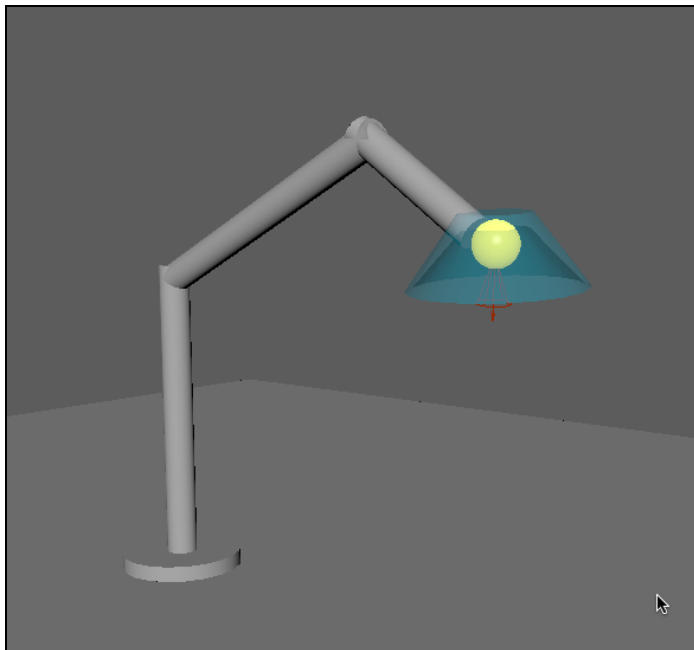
Description:

In this project you will create several models of Lamp Objects. You may decide on the structure and style for the lamps. The requirements are that the lamps are made out of a combination of shapes, have a bulb with incandescence, and use a spotlight object.

These will not be animated lamps - that is for a later lesson!

Process:

1. Create a new Maya Scene and call it "Lamp Project Week 2"
2. Model the Lamp. Use Cylinders and spheres as needed. Here is a suggested model (but be creative with your own!)

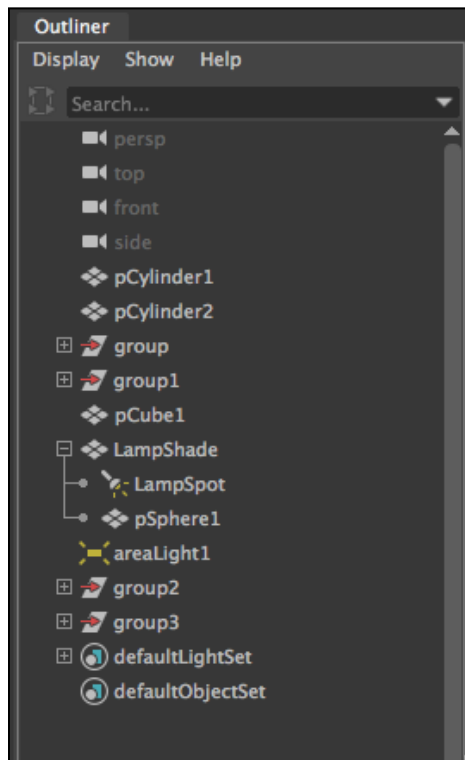


Note the following from the above example:

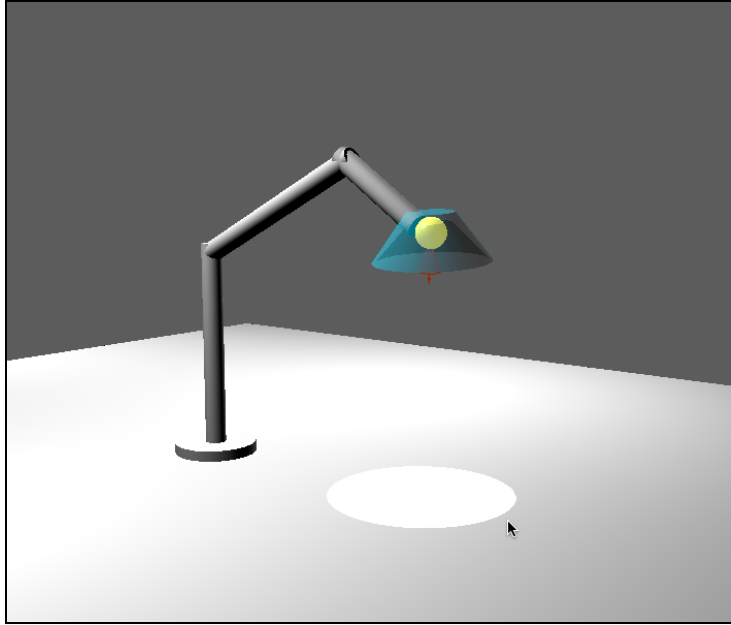
A. I added a large rectangular prism for the "floor". This provides a surface for light to reflect.

B. For the Lampshade - the Lambert has the opacity dialed back to let light and the bulb show there.

C. You can make the lightbulb a “child” of the Lampshade. Notice the outliner of the different objects in the scene



3. Add a spotlight by going “Create - Lights - Spotlight”. Then, move the spotlight into the LampShade and make it a Child of the Lampshade.
4. Adjust the lighting as needed. I also Needed to add multiple Area Lights to light the scene.
5. To see the lighting, select “Lightin - Use all Lights” in the Sub Menu Bar:



Requirements:

1. Create a Scene called "Lamp Project Week 2" in Maya
2. Create a Floor and one wall for a "Lamp Room"
3. Design and create at least three different types of Lamps. Be creative!
4. In each Lamp, add a lightbulb and spotlight to simulate how lighting emanates from lamp.
5. Add other lighting to scene.
6. Add texture, colors, or UV maps to the scene.
7. Create a Google Doc named "Lamp Project"
8. Take at least 3 screenshots of each lamp from different angles and place them in the Google Doc. Make sure to show your lighting and creativity!