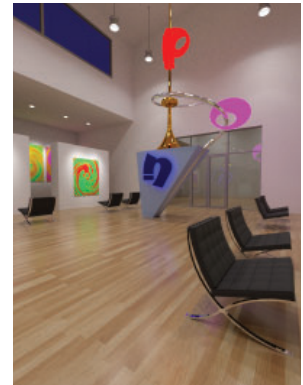


## Project Description

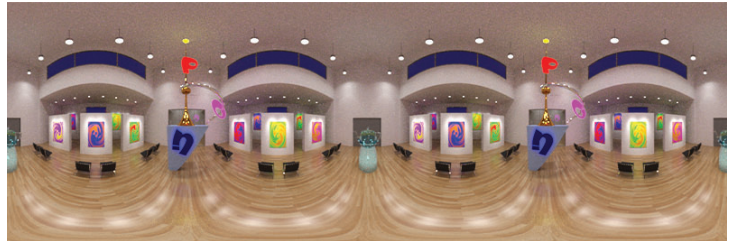
For museum curators, pre-visualizing the layout and lighting conditions of an exhibition can be useful. For our third project, you will present an exhibit of your choosing in the Burdette Keeland Center. Begin by importing the AutoCAD file (P3-Gallery.DWG) into 3ds MAX. NOTE: The floor and ground plane are 2D objects and must be extruded to create 3D surfaces. I have also created a 10' high display box and a single 12" square "painting". You may duplicate, resize or discard them and create your own display system (if the latter, feel free to use the DWG file for reference in your favorite modeling program, like Sketchup). Next "Merge" just the signage geometry you created for Project #2 (i.e. do **NOT** merge the figure, ground plane, Sun or Camera). Your sign should be positioned at the entrance of the gallery, but it may need to be moved, depending on your scheme or how you positioned everything in Project 1 & 2.



As there are no materials in the imported DWG file, you will need to create and apply materials for each object. Flat artwork (paintings, photographs, etc...) as well as textured surfaces (like hardwood or concrete flooring) will require obtaining images and creating texture maps. For general lighting, use "free" lights with the "Photometric Web" distribution. The necessary IES files can be downloaded from manufacturers, such as *lithonia* or *lightolier*. The artwork will likely need targeted lights. *Erco* has a nice collection of these.

For this project, we are going to use two types of cameras - The **Physical Camera** and the Arnold **VR Camera**. For the Physical Camera, set the camera and target to create **TWO** interesting views of your gallery space and render these using the default "HDTV" proportion (i.e. 1280x720 or smaller). Save them as **JPG's**.

Since the VR Camera renders a full 360°, place it in either the "Front" or "Left" viewports and then position it into the center of the space. Set the "Mode" to "Side by Side" and you can leave the other camera parameters alone. Also, the VR Camera is "non-physical" and requires global exposure control ("*Rendering/Exposure Control*" and then "*Exposure Value*"). Make the rendering proportion 2:1 and use a large number of pixels (i.e. 2000 pixels wide by 1000 pixels tall). NOTE: Combined with high sampling, such settings may take several hours. Save this image as a **JPG**.



## Project Requirements

1. Import **P3-Gallery.DWG**, then merge in the signage geometry (**MAX** file) you created for the first two projects. Conceive an exhibit and fill the gallery space with geometry and texture maps that support your concept. Use Photometric (and/or Arnold) lights and render **TWO** different Physical cameras.
2. Place a central Arnold VR Camera and render it in a proportion of 2:1 (width to height), min 2000x1000.
3. Save and upload to Blackboard your model (MAX), two "regular" and one VR image (JPG's) as well as any maps that you create. You may compress these together (ZIP or RAR) before submitting them.

## Schedule

Your **MAX** and **JPG** files are due by 11:59 pm March 6th, 2025. Please upload all files (you can ZIP them together) to Canvas. If you have issues, you can send them as an attachment to me electronically at **pnoldt@uh.edu**