

D.ART

Event Description:

In today's generation most of the visualisation works like Machines, prototype of vehicles are first made in 3D for testing its performance. 3D modelling is also one of the major part of game development like 3D model, level design etc. The more realistic the graphics are the more players of the game. 3D is also a part of all CGI movie. So for the first time in Technoosis' history we have a 3D modelling competition for you, where you need to make a 3D model based off of a 2D image. You may use any graphics software may it be a industry grade software Maya or open source software Blender. The event is to check your creative skills and to amplify your knowledge towards 3D development.

Problem Statement?

- To create a 3D model of a 2D image along with proper texturing and lighting to make it look close to photorealism.
- Time allotted: 6 hrs

Rules

1. Participant should bring their own laptop along with them.

2. Each team should contain no more than two members.
3. The model should not be downloaded from internet or any other source.
4. Pre-made models will also be not acceptable.
5. Any model other than the one shown in the image will not be accepted.
6. Non- Rendered models will not be accepted.
7. Model must be made within the hall and one is not allowed to make the model anywhere else.
8. You are needed to submit images of the rendered model along with the source file:
 - a. Front View
 - b. Back View
 - c. Perspective View
 - d. Top View
 - e. Left- Side View
 - f. Right- Side View
9. Scoring will be based on:
 - a. Detailing of the model(more detail, more marks)
 - b. Photorealism(more photorealism, more marks)
 - c. Glitchy(less glitchy, more marks)
 - d. Technical Knowledge(based on questions)

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