

## Project #1: Jewelry



The history of jewelry is almost as long as the history of humankind. It has endured for tens of thousands of years as an expression of wealth, social status and artistic sensibility. Jewelry has been crafted to adorn nearly every part of the human body, from hairpins to toe rings and has been made out of almost every natural material known to mankind.

Long before the development of language, there was jewelry. The earliest evidence of jewelry has been dated to over 75,000 years ago and comes from people in Africa using perforated beads made from shells.

Throughout time and throughout the world humans have fashioned jewelry from almost every natural material known; bone, teeth, mother-of-pearl, shells, stones, metals and gems.



Poets have sometimes referred to jewelry as a “window into the soul of humanity”, possessing inherent power or magic. Indeed some jewelry is designed as a “charm” or “amulet” used to ward off evil spirits or attract good fortune.





### **Project Objectives:**

The object of this project is to model and texture a piece of jewelry.

Your jewelry can be either of your own design or it can be patterned after an existing piece of jewelry.

### **Project Requirements:**

- 1- Your jewelry must be placed in some sort of environment that best displays its attributes. This might be a “store-type” display stand or it might be placed in some suitable (or unsuitable) surrounding. You will need to either model this environment or create such an environment with images.
- 2- Your modeled objects must have materials applied to them. Some of the materials must include textures (either image or procedural). You can download textures from the “Blender Materials Repository” link on our course site or download them from the web.
- 3- All of the objects in your model must be named (something other than the default mesh name). All of the Materials must be named and all of the Textures must be named.
- 4- Render 3 “PNG” image files of your jewelry. These 3 images should present your jewelry from different camera angles or different distances with an eye toward presenting your model to best effect.

