Project 04: Set Design:

Project Objectives:

The object of this project is to model and texture a scenic design for a play of your choice within the confines of the Tufts University Arena Theater.

The focus for this project is on modeling and texturing; providing the viewer with a sense of the scenery you have designed for the chosen play in a 3 dimensional format.

Tufts Arena Theater:

You can download a .blend model file of the Tufts University Arena Theater named "TuftsArenaTheater.blend" HERE.

You can use this file as a base to add your set design.

The Area Theater, as the name implies, is a "Theater-In-The-Round" with seating on all sides of the acting area.
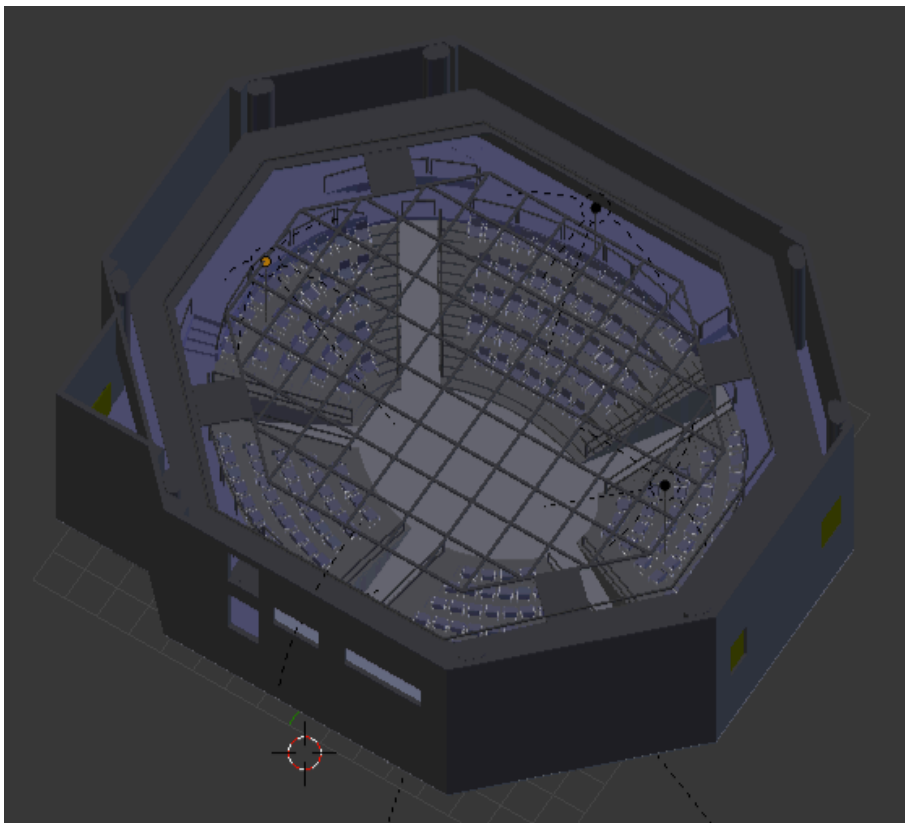
The TuftsArenaTheater.blend file has objects on 7 layers:

Layer 1 - Floor, 5 Trap Lids, 5 Seating Sections (1-5), Concourse, 2 Concourse Trap

Lids, 4 Entry Deck Lids, 5 Entry Deck Steps

Layer 2 - Arena Walls, Air Shafts, EntryTop, Main Door Left, Main Door Right, Light Booth Window, Sound Booth Window, Emergency Door, and Gallery Door

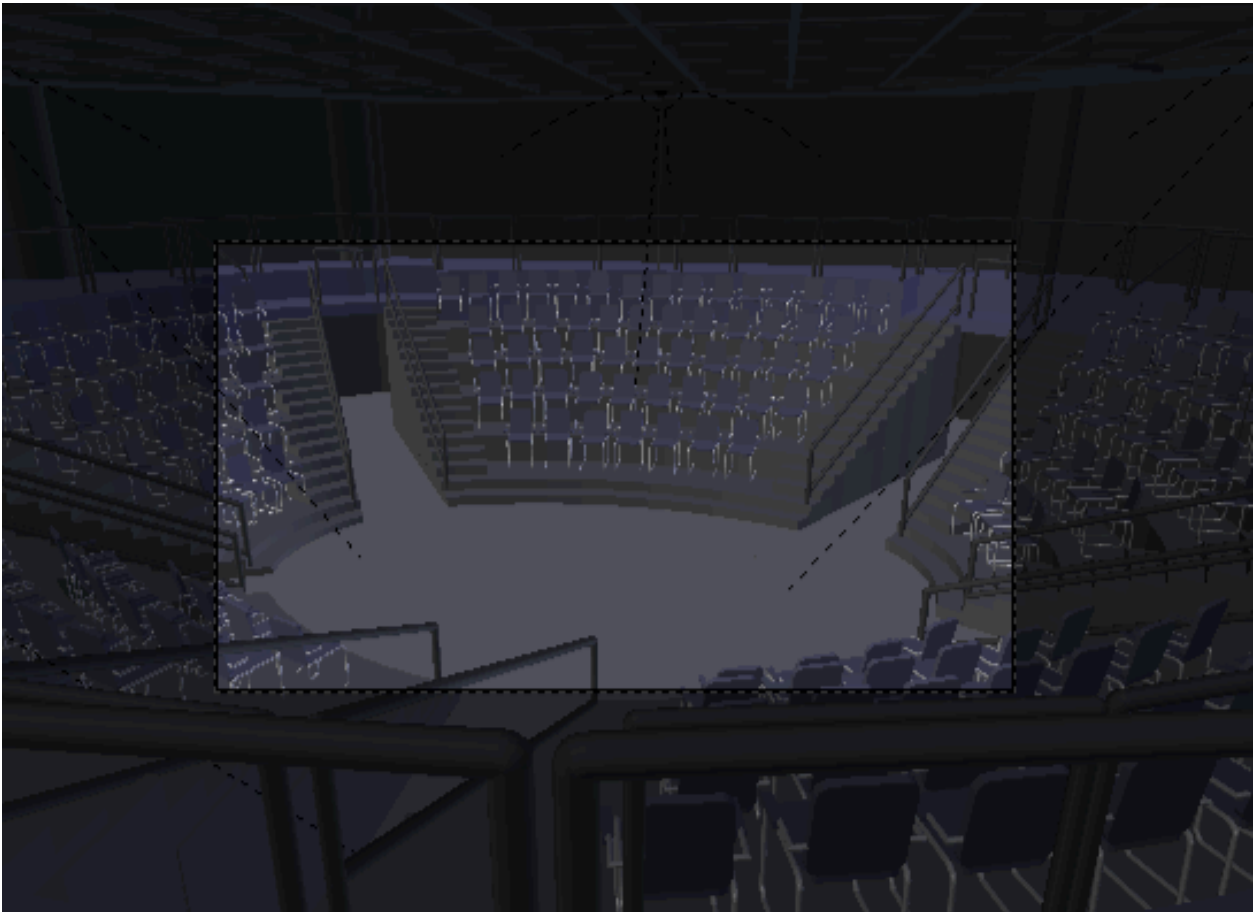Layer 3 - Catwalk, Catwalk Rail, Grid

Layer 4 - Trap Room

Layer 5 - Railings

Layer 6 – Seating Section Chairs

Layer 7 – Camera and basic lights

The Camera is set to an eye-level position on the main concourse looking down on the acting area.

You may, for the purposes of your design, remove any of the seating sections to provide additional space for design and acting.

If needed, an AutoCad .dwg file of the Arena Theater can be downloaded [HERE](#).

A .dfx file of the Arena Theater can be downloaded [HERE](#).

Project Requirements:

1- Your set design object(s) must have materials applied to them. These 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 (if used) must be named.

4- Render 4 "PNG" image files of your jewelry. These 4 images should present your scenic design from different camera angles or different distances with an eye toward presenting your model to best effect.

As an alternative, you can render an animation – a camera fly-around of the scenic design.