University of Arizona, Department of Computer Science

CSc 620 — Assignment 4 — Due midnight, Mon Oct 17 — 5%

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1 Introduction

The purpose of this assignment is to learn about 3D modeling.

You can do this assignment in teams of two.

2 Blender

Do the following:

1. Download and install Blender from `www.blender.org`. It is very easy to install, and seems to run on all platforms.

2. Read some of the documentation.

3. Get confused.

4. Play around with Blender.

5. Repeat from 2, until you get some idea of what's going on.

6. Do something cool with Blender. This could include

   - Draw a simple shape, consisting of a few different objects, like cubes, donuts, cylinders, etc.
   - Add lamps, shading, etc, to taste.
   - Render the scene.
   - If you are feeling adventurous, try animating the scene.

7. If you feel up to it, read up on the `blender` file format, or, alternatively, one of the other formats that `blender` is supposed to support. Are any of them easy enough to generate that `peacock` could use them?

8. Investigate `blender`'s built-in game engine. Would it be useful for `peacock`?

3 Submission and Assessment

The deadline for this assignment is midnight, Mon Oct 17. It is worth 5% of your final grade.

You should submit the assignment electronically using the `Unix` command

`turnin cs620.4 README README`.

`README` should briefly describe your implementation and list the members of your team.

> **Don't show your code to anyone, don't read anyone else's code, don't discuss the details of your code with anyone. If you need help with the assignment see the instructor.**