

Millersville University Department of Computer Science  
Dr. Roger W. Webster  
**CS375 Graphics Assignments**

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## **Laboratory Assignment One**

CS375 Graphics  
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Getting started: Modeling 3D objects.

### Texture Mapping and Modeling in a Modeler (3D Studio Max)

1. Run 3D Studio Max to familiarize yourself with 3D Studio (optionally create the objects specified in the 3ds max tutorial).
2. Make a 3ds model of a series of connected rooms with texture maps.
3. Use texture mapping to make it look photo realistic.
4. The rooms must have 2 rooms
5. Connected rooms must be stitched together to be seamless (Boolean 2 boxes in 3ds max).

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### Lab Exercise 1 Part two -> 3D Modeling

1. Read Ch. 1-3 in your book.
2. Read all the research papers and all handouts given in class.
3. Create your dorm or apt room in 3DS Max with geometry such as: desk, bed, chair, computer, etc.
4. Add textures to the geometries so that it looks somewhat real.
5. All textures should be in jpg file format (to be able to load in MUXNA toolkit).
6. The walls can be one 3D box with textures on the walls (flip normals).
7. Write a C# program to load the room into the MUXNA application world.



**Good Luck**

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