Final Assignment

Create a small environment for real-time 3D. Work with the theme you researched for the *Research and reference* assignment, and include textures and models created for the class assignments. Create more models and textures as necessary. Also create geometry to define the space of the environment itself.

An example of such an environment is shown on the cover of the book. *Research and reference* for the Buddhist garden theme is contained in the *Research and reference* directory on the book CD-ROM. The models and textures for the space are created during tutorials throughout the book.

Submit the one environment at three Levels Of Detail: submit one MAX file with the environment at 20,000 tris, one MAX file with the environment at 40,000 tris, and one MAX file with the environment at 60,000 tris. Limit texture use to four megabytes of JPEG images.