L5 MMP

3D MODELING

HOMEWORK

1. Analyze how mesh unwrapping contributes to accurate texture projection on a 3D model and explain why it is considered a fundamental technique in 3D modeling.
2. Compare automatic unwrapping and manual unwrapping by analyzing their impact on UV layout precision and texture quality.
3. Analyze the relationship between UV map organization and efficient texture use, particularly in minimizing seams and texture stretching.
4. Examine how poor seam placement can affect texture distortion and visual fidelity on both hard-surface and organic models.
5. Analyze the effect of texture size and resolution on visual quality and performance in 3D models used for real-time applications.