

# CAD/CAM

## Homework 4

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3ds Max

Due Date : 2006.11.10. 23:59:59

# Animation

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- **Step:**
  - **Open fem.SLDASM file in the Solidworks.**  
( These files are same with last homework )
  - **Each part file can be converted to STL files or IGES files in the Solidworks.**
  - **Import these in the 3ds Max.**
  - **Assemble parts.**
  - **Make lights and plane.**
  - **Mapping (change the color)**
  - **Camera setting**
  - **Give events. (movement or properties)**
  - **Rendering**



# Standard of Grade

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## Requested one

- Camera has to move (position and rotation).
- Frame Number : 0 ~ 500
- Shadow

## Additional one

- Looks good.
- Similar with example file.

# Submission Details

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- **Due : Nov 10, 2006, 23:59:59.**
  - **Credit : 10 points.**
  - **Delay penalty : 2 point per 24 hours.**
  
- **Objects on demand :**
  - **Max file (final one)**
  - **Movie file (file format : .avi)**
  - **Write a short REPORT.TXT file which describes your implementation.**
  
- **Submit : <http://eng.snu.ac.kr>**
  - **You must compress above all files as a Zip file named "HW3\_(student ID).zip"**
  - **Ex) HW3\_99446123.zip  
or HW3\_200012345.zip**
  
- **Question :**
  - **E-mail : [tosungho@gmail.com](mailto:tosungho@gmail.com)**  
**( If you have problem when you make animation  
, you can visit office (Building No. 301 #209))**  
**Nov 3 ( 2:00 pm ~ 5:00 pm, 9:00 pm~)**  
**Nov 7 ( 4:00 pm ~ )**