

# Video Games: Characters & Effects - Project Check Off List

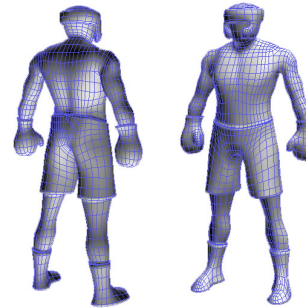
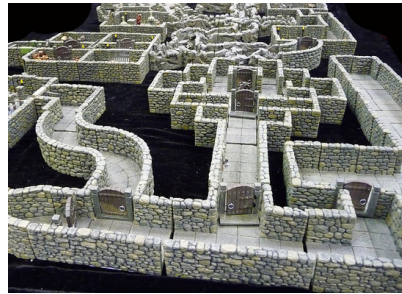
Use this form to keep track of the different effects and obstacles that you have placed in your maze and other projects you completed. At the end of the course, print this out and we can review your work.

Student Name \_\_\_\_\_



## MAZE

- Emissive Objects
- Particle Effects
- Breakable Objects (BSP)
- Animated Doors
- Simple Pool of Water
- Swimmable Pool of Water
- Glass Materials ( Walls or ? )
- Lighting Fixtures Modeled in 3D Max
- Spawn Point
- Normal Maps, Custom Made For Walls, Floors and Other Props
- Teleporters
- Jump Pads
- Bots
- Weapon Pick-Ups



## 3DMAX MODELS

- Boxer
- Mecha



## PHOTOSHOP/3DMAX/UDK

- Shield with "Normal Map"
- Chain link Fence with "Opacity Map"

## LIST OTHER STUFF YOU MAY HAVE MADE FOR YOUR MAZE

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## PHOTOSHOP/3DMAX

- Game Box Art

