



# Semester Exam #1

Studio Production (TES301)  
General H.H. Arnold High School  
*Programs in Technology Education*

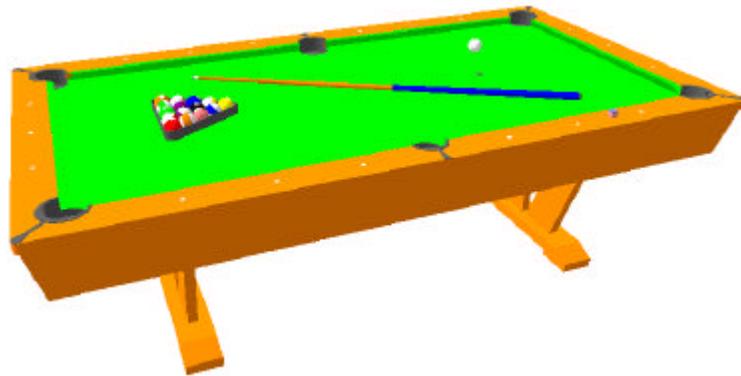
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## PROBLEM:

Design a pocket billiards table using 3D Studio Max. This project is divided into four tasks; Table design, balls and cue, animation and sound effects, and scene building. It doesn't have to look like the table below, but it must have the frame, rails, slate, pockets, legs, balls, chalk, and cue. It should conform to the specifications below.

**SPECIFICATIONS:** As listed in [www.bestbilliard.com](http://www.bestbilliard.com)

1. Frame 53' x 97'
2. Playing area 44" x 88"
3. Table Bed Height 29 ½ "
4. Pockets 5" Diameter
5. Billiard Balls, 2 ¼" Dia.
6. Cue Tip Width: 14 mm Dia.
7. Cue Length: 57"
8. Cue Handle Width: 50mm



## PROCEDURE:

- Pool Table** Construct the table according to the specifications listed above. Give all surfaces an appropriate finish.
- Balls and Cue** Put at least five (5) balls on the table. Make one of the balls the cue ball and the others an equal number of solids and stripes. Don't number the balls. Build the cue according to the specifications listed above.
- Animation** Animate the cue so it strikes the cue ball, hitting another ball bouncing it off a far rail.
- Scene** Position the table in a suitably sized room with three walls and a tile floor. Texture the walls and floor with an appropriate surface. Install a hanging lamp over the table illuminating the playing surface of the table.

## PRESENTATION:

Render the table in isometric view saving it as a bit mapped image. Transfer the image to a word processor and type in the appropriate title block information. Print out the work and turn it in to the instructor

## WHEN FINISHED:

Leave your animation solution displayed on the screen for the instructor to examine.