

Design & Animation 11/12 – WLSS – Mr. Hawk



Blender Project #3 – Original Model

Instructions:

Your task is to create a model of a living creature (person, alien, animal etc...). Your model must be 3-dimensional and will be utilized for the next two projects (rigging & animation).

You can utilize any of the Blender techniques that we have learned in class (including sculpting) to produce your model. Experiment with the different settings for smoothing, beveling & extruding your primitives to produce your model.

- Extrusion
- Scale
- Location & Rotation
- Vertice, Edge, Face selection
- Subdivide (to create more detail)

Below is a human modeling tutorial if you need a refresher:

Blender Character Model Tutorial

<http://www.tutorialized.com/view/tutorial/Character-Modeling-in-Blender/57355>

Your animation must be saved as a .blend file. You will be marked according to the criteria below:

Model is original and creative	/3
Model is smooth & free of glitches	/2
Model demonstrates exceptional detail	/3
Class time is used effectively	/2