Project 4:
Digital Character Modeling

Project Overview:

The main goal of this project is to develop an organic character design to be taken into Maya and realized in 3D. Students will learn polygon box modeling techniques to model their character in a relaxed pose. Attention to edge flow for animation and poly-count will be emphasized. After modeling, students will learn how to unfold UV's using 3D unfold and place the shells in 0 to 1 space. Then students will texture their characters using both Mudbox and Photoshop and finally setup their character in Maya for a turntable presentation with the Arnold renderer.