DAGD 230 Project 1: Asset Modeling

For this Project, you will model a complex object that is comprised of smaller objects. Think about how most complex objects are created in real life with separate sub objects, this will help you dictate separate mesh objects.

You will use the polygon modeling techniques learned throughout this class, any previous class, and any additional modeling tutorials you have come across. The object you chose to model can be anything with a decent amount of complexity to it that is comprised of multiple "sub" objects. The Example I like to use is a Rifle, the wood is a separate object from the metal but comes together to make up the rifle as a whole.

There will be graded check-ins (Milestones) throughout the process that will affect your grade. There will also be multiple in class critiques.

Ultimately, you will present your model as a series of still images and a rendered turntable.

More detailed requirements to come in the future.