Project – mechanimal

DUE DATE: __/__/____

Using research and primary image references (steam punk anyone?) design a mechanical animal. Use animal archetypes and/or silhouettes. Build machine parts to fill in the recognizable shape. Make a priority list of what elements you must have and model those first. Add *selective complexity and detail* to help your model pop by giving it weight and a greater sense of authenticity. Set up and use image based lighting and/or any necessary supporting lights. Then render out an HD 1080 JPG of your creation.

Use my assistance in class and refer to the following Vimeo album for machine modeling solutions (individual requests may be added on demand!):

https://vimeo.com/album/3239838

This project is about *detailed realistic* polygonal modeling technique (using quads workflow, edge-looping and smooth preview).

And remember… *Quality trumps quantity every time!*

Submit:
A zipped folder that includes:
1. Four of your Maya scenes (including the *last* one)
2. All research used to inspire your design
3. An HD 1080 JPG of your render uploaded as a comment to the related post on our Facebook group page.

The rubric:
Your work will be graded upon the following criteria:

Primary image references & conceptual design	2
Modeling: edge-looping technique	4
Modeling: selective detail	4
Technical Skill: degree of difficulty	4
Creativity & initiative	4
HD 1080 JPG render posted to Facebook	2
Late	(-2)
Total	20