Final Project – Weapon Design

Assigned to: 1. Wesly AJ
2. Gobinaath S
3. Benson Cyril
4. Pranesh V

Duration of the project : One month

Reference:
- Look for reference like side view, top view and bottom view.
- Collect images which match the reference as much as possible.

3D Model:
- Import all four views of the reference.
- Then start from basic blocking.
- Make two copies of backup file and name it as Lowpoly & Highpoly.

Highpoly & Lowpoly:
- Add supporting edges to Midpoly & make a copy and smooth the mesh.
- For lowpoly reduce the polygons without affecting the geometry.
- Mesh clean-up and history must be deleted after reducing the polygons.

UV Unwrapping & Layout:
- After completing above said steps UV unwrapping can be used in lowpoly.
- Completed UV should be placed in the UV layout.

Texture baking:
- Highpoly map can be transferred to Lowpoly by using rendering option.
- Maps like Normal, Ambient occlusion, ID map & normal details.

Texturing & Rendering:
- After completing all the process export the mesh and respective maps to a specific folder.
- Insert the ID map in Photoshop and start texturing the mesh.
- Import all the completed textured maps in the rendering software.
- Lighting and other effects can be used for enhancing the model.

Submission :

      Submit in OBJ, exported texture images, render images.

Regards,
Tamil Selvam
CEO & Senior Mentor
Yellow Tree Academy

Final Project- Vehicle Design

Assigned to : 1. Arunraj.R
2. Ramesh Aravinth
3. Santhosh
4. Surendar Sellapillai

Duration: Two Month

Reference :
- Collect all reference images related to vehicle model.
- Top, Side, Front and Back View of Vehicle Design
- Also collect part by part reference

3D Model
- Import the reference images and set to a compactible view
- Then start basic blocking for 3D model
- After Blocking is done, recreate it to get the perfect 3D model

High-Poly
- Create Mid-Poly for the 3D model
- Add supporting edges to mid poly to Create high poly

UV Unwrapping & Layout
- After completing above said steps UV unwrapping can be used in lowpoly.
- Completed UV should be placed in the UV layout.

Texture Baking
- Highpoly map can be transferred to Lowpoly by using rendering option.
- Maps like Normal, Ambient occlusion, ID map & Details Normal

Texturing& Rendering

- After completing all the process export the mesh and respective maps to a specific folder.
- Insert the Id map in Photoshop and start texturing the mesh.
- Import the all the completed textured maps in the rendering software.
- Lighting and other effects can be used for enhancing the model.

Submission:

Submit in OBJ, exported texture images, render images.

Regards,
Tamil Selvam
CEO & Senior Mentor
Yellow Tree Academy

Final Project   –   Prop Design

Assigned to: 1. Wesly AJ
                     3. Pranesh V

Duration of the project : One month

Reference:
- Look for reference like side view, top view and bottom view.
- Collect images which match the reference as much as possible.

3D Model:
- Import all four views of the reference.
- Then start from basic blocking.
- Make two copies of backup file and name it as Lowpoly & Highpoly.

Highpoly & Lowpoly:
- Add supporting edges to Midpoly & make a copy and smooth the mesh.
- For lowpoly reduce the polygons without affecting the geometry.
- Mesh clean-up and history must be deleted after reducing the polygons.

UV Unwrapping & Layout:
- After completing above said steps UV unwrapping can be used to lowpoly.
- Completed UV should be placed in the UV layout.

Texture baking:
- Highpoly map can be transferred to Lowpoly by using rendering option.
- Maps like Normal, Ambient occlusion, ID map & normal details.

Texturing & Rendering:

- After completing all the process export the mesh and respective maps to a specific folder.
- Insert the ID map in Photoshop and start texturing the mesh.
- Import all the completed textured maps in the rendering software.
- Lighting and other effects can be used for enhancing the model.

Submission:

Submit in OBJ, exported texture images, render images.

Regards,
Tamil Selvam
CEO & Senior Mentor
Yellow Tree Academy

Final Project – Sci-Fi Models

Assigned to : 1. Karthick ME
2. Benson Cyril

Duration of the project : One month

Reference:
- Collect images which match the reference as much as possible.

3D Model:
- Import all four views of the reference.
- Then start from basic blocking.
- Make two copies of backup file and name it as Lowpoly & Highpoly.

Highpoly & Lowpoly:
- Add supporting edges to Midpoly & make a copy and smooth the mesh.
- For lowpoly reduce the polygons without affecting the geometry.
- Mesh clean-up and history must be deleted after reducing the polygons.

UV Unwrapping & Layout:
- After completing above said steps UV unwrapping can be used in lowpoly.
- Completed UV should be placed in the UV layout.

Texture baking:
- Highpoly map can be transferred to Lowpoly by using rendering option.
- Maps like Normal, Ambient occlusion, ID map & normal details.

Texturing & Rendering:
- After completing all the process export the mesh and respective maps to a specific folder.
- Insert the ID map in Photoshop and start texturing the mesh.
- Import all the completed textured maps in the rendering software.
- Lighting and other effects can be used for enhancing the model.

Submission:

   Submit in OBJ, exported texture images, render images.

Regards,
Tamil Selvam
CEO & Senior Mentor
Yellow Tree Academy