

## **Mesh Modeling Assignment – DGIM 1490 – 3D Animation Fund.**

Review the Mirror Modifier tutorial at [www.vimeo.com/46062005](http://www.vimeo.com/46062005) and then either choose one of the image files provided or find your own from <http://www.the-blueprints.com/search/>. Using the techniques demonstrated in class, apply the blueprints as background images to a blender project. Remember to save the blend file as well as the background images in the same folder as shown in class. Make sure to scale and offset the images if needed as demonstrated in class. Apply the mirror modifier along symmetrical axis.

Use the Join, Loop Cut and Extrude techniques to modify the mesh and create a detailed realistic model. While this will be the first time most have attempted this, please focus a lot of attention to detail during this time. Grading will be partially determined on model complexity and attention to detail. Do not be afraid to either start over completely or use the Save As option to save multiple versions at various stages of the design.

Add lamps and background images applied on to planes as desired. Render from at least three different perspectives. For extra credit, keep the camera stationary and rotate the object about the z axis to see all sides dynamically. Upload the blend file, along with all images and/or video files to the Mesh Modeling folder on D2L.