

GAM 218 – 3D Modeling & Animation Foundations

Project – emotional egg

DUE DATE: __/__/____

Create a biped character with a descriptive hat/helmet (that covers the eyes) and feet/shoes/boots to match. No arms. You will also model ONE object that symbolizes your particular character's natural environment. You will then unwrap UVs on all elements.

I will be demoing basic leg/biped rigging and how to create a blend/target shape to create an expression.

You will then pose the character – paying attention to *silhouette* – and bring them into Painter for texturing and rendering.

Modeling and UV unwrapping Eggy's body can be found in Vimeos here:
<https://vimeo.com/album/3671286>

Rigging Eggy (covered at the start of our final class, June 28th):
<https://vimeo.com/album/3680018>

Submit:

A zipped folder to Campus Cruiser that includes:

1. Four of your Maya scenes (including the *last* one)
2. An HD 1080 JPG of your render

Upload your render as a comment to the related post on our Facebook group page.

The rubric:

Your work will be graded upon the following criteria:

Character modeling	4
Character rigging	4
Blend/target shape(s) & dynamic pose	4
Texturing, lighting and render in Painter	4
Aesthetic/appeal	4
Late	(-2)
Total	20