Computer Animation II Assignment 2

One goal of this assignment is to give you experience working with single-skin models and subdivision surfaces. The other goal is for you to spend time designing and modeling a compelling, expressive character head.

You are to sketch and then model a single-skin, quad-only model of a character head. Your head must have at least one eye, an eyebrow, a neck, and a mouth. The rest is up to you. Err on the side of caricature/exaggeration/simplicity rather than photorealism/complexity with your designs (*you will have to articulate your head model next week*). The goal here is to get the most expressiveness you can out of a clean, low polygon-count model.

Due Wednesday February 6 at the beginning of class

>A digital image of the design sketch (or sketches) of your character's head. I'm making you scan them because I don't want to take your original sketch and I'd like for you to have the sketch available to use as a backdrop in Modeler. It's smart to try and sketch the character from multiple orthographic views to help you get a better sense of its 3D appearance.

>Name the file appropriately and put it in the hand-ins folder on Course Storage.

>There is reading due Wednesday as well:
>>Kerlow sections 5.2 and 10.5.
>>The Bay Raitt character modeling document (bayRaitt.pdf) available on the class web page (soon) and on Course Storage. It's online at http://www.izware.com/news/pdf/derived-surfaces.pdf
>>The subdivision tips page "how to" document: http://maxrovat.sns.hu/subdiv/subdivmodeling.htm

>I also encourage you to get started with your head model, following the approach outlined in class and in the subdivision "how to" document online. Bring questions to Wednesday's class about creating edge loops, maintaining quadrilaterals, exploiting symmetries in your model - whatever!

Due Monday February 11 at the beginning of class

>Your finished head model, named unambiguously, in the Course Storage folder.

>We are going to do a quick model review session first thing on Monday the 11th. I will be checking to see that your model is a single surface, that there are no redundant points/polygons, and that every polygon is a quadrilateral. So you should do this yourself using the **statistics** window (w) before finishing your model. Here's a good set of instructions to follow to "clean up" your model prior to review:

>>Construct->Reduce->Merge Points (this automatically makes coincident points into one point)
>>Construct->Reduce->More->Unify Polygons (if two polys happen to be identical, it merges them)

>Remember that to be safe you should do **Save As** every time you save your model (and do so frequently). Increment a counter in the file name to keep a good bit trail of your work. Only hand in one version, of course.