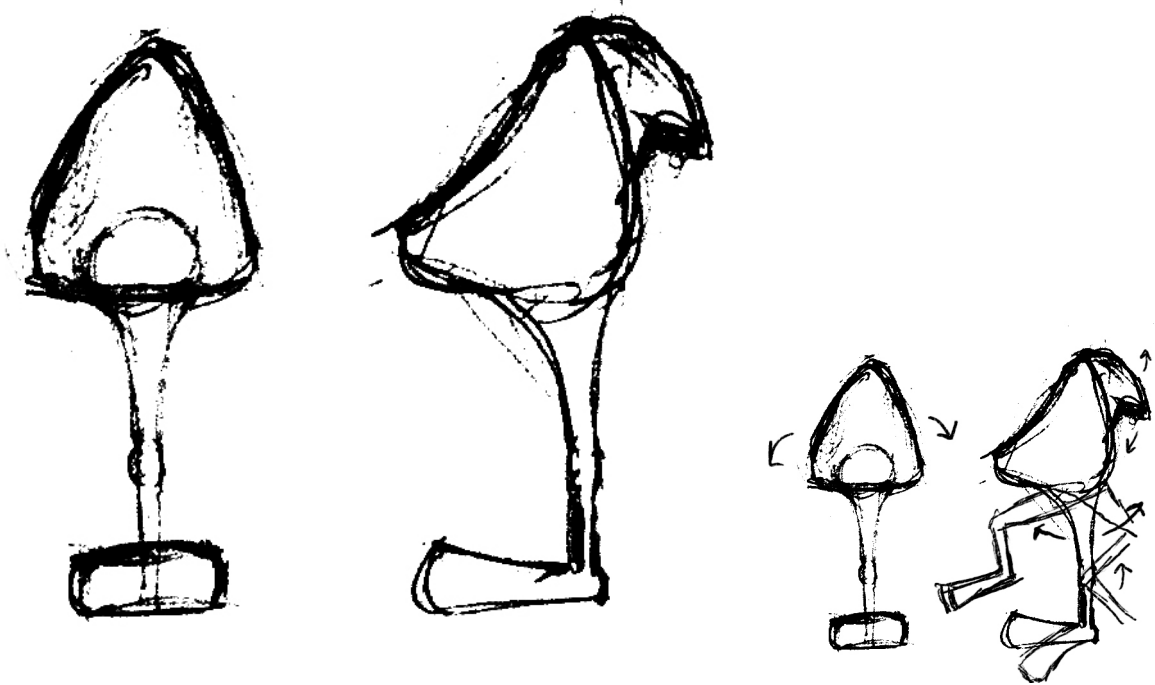


The purpose of this assignment is to give you experience building an organic, single-skin, polygonal character model. In the interest of learning from each other's work and not biting off more than you can chew, everyone will be modeling the same character. For lack of a better name, we'll call him "Dippy."



In case it's not clear, Dippy has no eyes or mouth. He's just got that one leg, head, and the strange protuberance hanging off the back of his head.

Requirements:

- Your model must be a single-skin polygonal model.
- Use only quads.
- Build the model for articulation (BUT DO NOT ARTICULATE IT) as shown in the smaller image: bendable foot, knee, thigh/body connection, and "flap" (protuberance).
- Use edge loops to appropriately sculpt the contours of the object.
- Minimize redundant edges.
- Evenly distribute face sizes.

Notes:

- There is a digital version of these design sketches on the website and the handouts folder on urza for you to use as modeling reference images.
- You should model one half of the object and use Smooth Proxy to see the smoothed whole object.
- Sketch out edge loop lines before building and lay out a plan for how to create the topology you want.
- Familiarize yourself with the JWToolBox and MJPolyTools MEL functions. They are invaluable.
- You may want to try building Dippy twice. Let yourself experiment the first time and learn from your mistakes.
- Schedule to be in the lab with classmates so you can discuss strategies together.
- Bring specific questions to class along with scene files so we can look at your problem together.
- I highly recommend checking out Bay Raitt's visual examples and writings on the topic of modeling: <http://cube.phlatt.net/home/spiraloid/> (also in the hand-outs folder).
- The sample videos from the Organic Modeling DVD are also inspirational: http://www.freedom-of-teach.com/products/det_anadvd1_bd.html# (one in hand-outs folder too).

DUE Wednesday February 9th at the beginning of class