Computer Animation I

Final Project Milestone 3: Models

It's time to build all of your models.

MILESTONE 3 due Monday April 7th at the beginning of class

Hand-in an appropriately-named folder ("ChrisObjects") to the hand-in folder, complete with ALL of the models you need to make your film. Obviously you need to keep your own copies.

This milestone is about the geometry, not the color of your models.

We will look at your primary character .lwo file and your primary object .lwo file in Monday's class, and I'll be checking for geometric density, accuracy of the model relative to your design, and pivot point placement.

I would consider it almost impossible to build good models based on the little we've covered in class, so I expect you all to read the relevant sections of the online LW manual (see the modeling tips sheet for the chapters) to supplement what you already know.

Don't forget to email the class email list, your colleagues, Cristin, or myself with questions as you come up with them. Chances are, someone else is or was wondering the same thing.

Reminder of some useful things from class:

Lathe	create a surface by revolving a polygon or polygons about an axis
Bevel	"lift" a box out of every polygon you've got selected
Smooth Shift	"lift" a connected box out of every polygon you've got selected
Knife	cut through the model, making new polys and vertices
Pivot	set the pivot point for that layer
Layer Window	name and set the parent of a model layer
Sketch	draw a polygonal line freehand
Statistics Window	see the total number of points and polys in your model
Merge Point	turn multiple coincident vertices into one vertex
Unweld	create a unique set of vertices for every selected polygon