

Computer Science 807, Fall 2012
Project 2: Modeling a Virtual Character
Due: Wednesday, 10/17/2012

Description

Character modeling is an essential part of any computer-animated production. For this project, create a model of a Pixar character.

Please adhere to the following guidelines:

- find reference images of your character on the Internet or elsewhere
- create the model in Maya and finalize it as a polygonal mesh, you can optionally add basic shaders/textures
- focus on the head, don't put too much detail on the body
- present the results on your webpage

Try to make the final object appear as close to the original model as possible.

Submission Requirements

The following information should be on your webpage:

- the date, a title, and a brief description of this project
- a link to the Maya file (.mb) of your project
- images of your work, including your reference images, wireframe and smooth-shaded images from several views
- a description of how you proceeded

We will view (and critique) your models in class. Your grade will be based on the quality of your model.

Tips

Good models:

- look good
- have detail only where needed
- can be setup for animation easily (avoid n-gons, quads are preferred)
- are well-organized