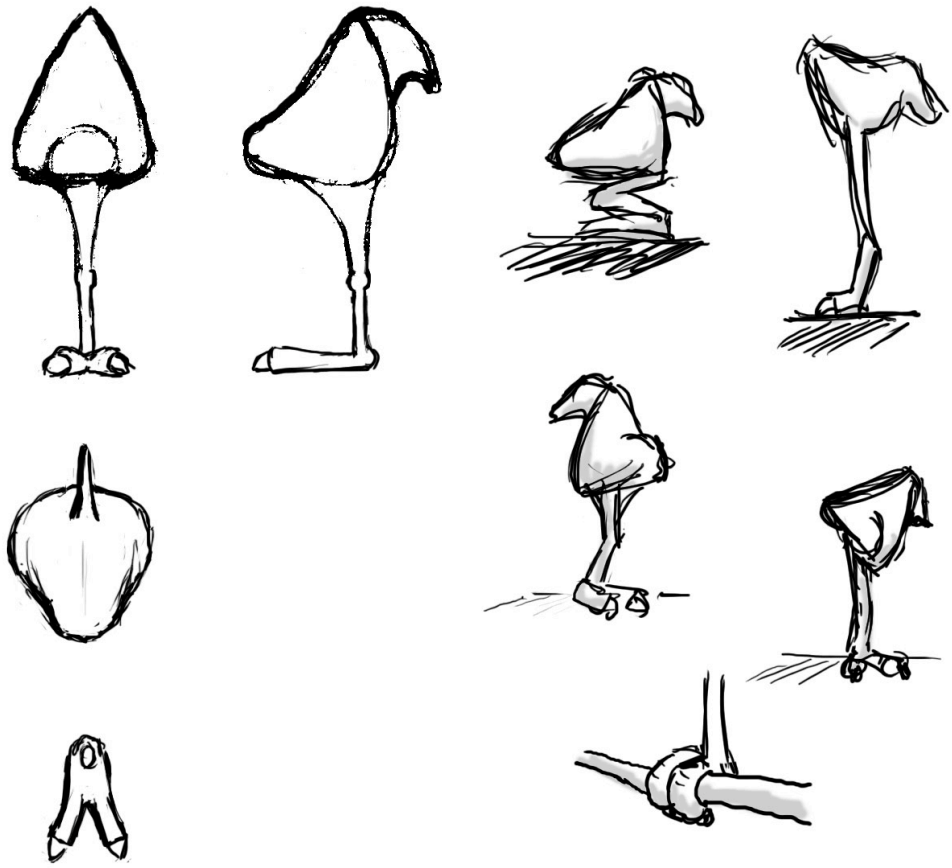
Computer Animation II

Assignment 2

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. This guy has been known by many CA2 students as “Dippy.”



In case it's not clear, Dippy has no mouth. He's just got that one leg, one foot, two toes, a head, and the strange flap hanging off the back of his head.

Requirements:

- Your model must be a single-skin polygonal model.
- Use only quads.
- Build the model with articulation in mind: as visible in the sketches of Dippy moving, he has a bendable foot and toes, knee, thigh/body connection (hip?), and flap.
- 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 for you to use as modeling reference images.
- You should probably only model one half of the object and use some technique to mirror the rest.
- Sketch out edge loop lines before building and lay out a plan for how to create the topology you want.
- Familiarize yourself with the all of the poly modeling functions (OMToolbox). They are invaluable.
- You may want to try building Dippy twice. Experiment the first time and learn from your mistakes.
- Bring specific questions to class along with scene files so we can look at your problems 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).

DUE Wednesday February 11th at the beginning of class