

COURSE: ART 195
INSTRUCTOR: KIRK MILLER
PROJECT: Final
DUE DATE:

DESCRIPTION: Model an object of your choice, which requires the use of some organic modeling techniques.

OBJECTIVES:

1. Model an object using organic modeling techniques.
2. This assignment comprehensive and should reflect your knowledge of all of the topics in LightWave covered this term.

DIRECTIONS:

1. Bring photos or sketches of the object you would like to model for teacher's approval.
2. Whatever object you choose, make sure you are able to incorporate some organic modeling techniques. If you are unable to decide on what to do, an insect such as a spider, or lady bug, are good subjects.
3. As you build your model, make sure you create placeholders for final surfaces.
4. After your model is built, carefully apply final surfaces. Try to match the surfaces of the real object as accurately as possible.
5. Lighting can make all the difference in the success of your project. Take time to experiment with basic lighting techniques to ensure your model looks as three dimensional as possible.
6. The final rendering should be 640 x 480 pixels.

SAVE YOUR PROJECT FREQUENTLY WHILE YOU ARE WORKING

MATERIALS: LightWave

PRESENTATION: Present work in a finished comprehensive form. Save illustration on data disk (CD). Also, turn in a printed copy.