

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

DESCRIPTION: Model a child's toy using Primitives and Boolean tools

OBJECTIVES:

1. Model simple child's toy using Primitives and Boolean tools
2. Intermediate lighting, surfacing and rendering techniques

DIRECTIONS:

1. Bring an actual toy(s) to class for teacher's approval.
2. After deciding on a toy to model, analyze it carefully, and try to build it using mostly Primitives.
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

Your grade will be based on concept, overall design and technique

MATERIALS: LightWave

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