

3D MODELING PRESENTATION

by Rob Purdue

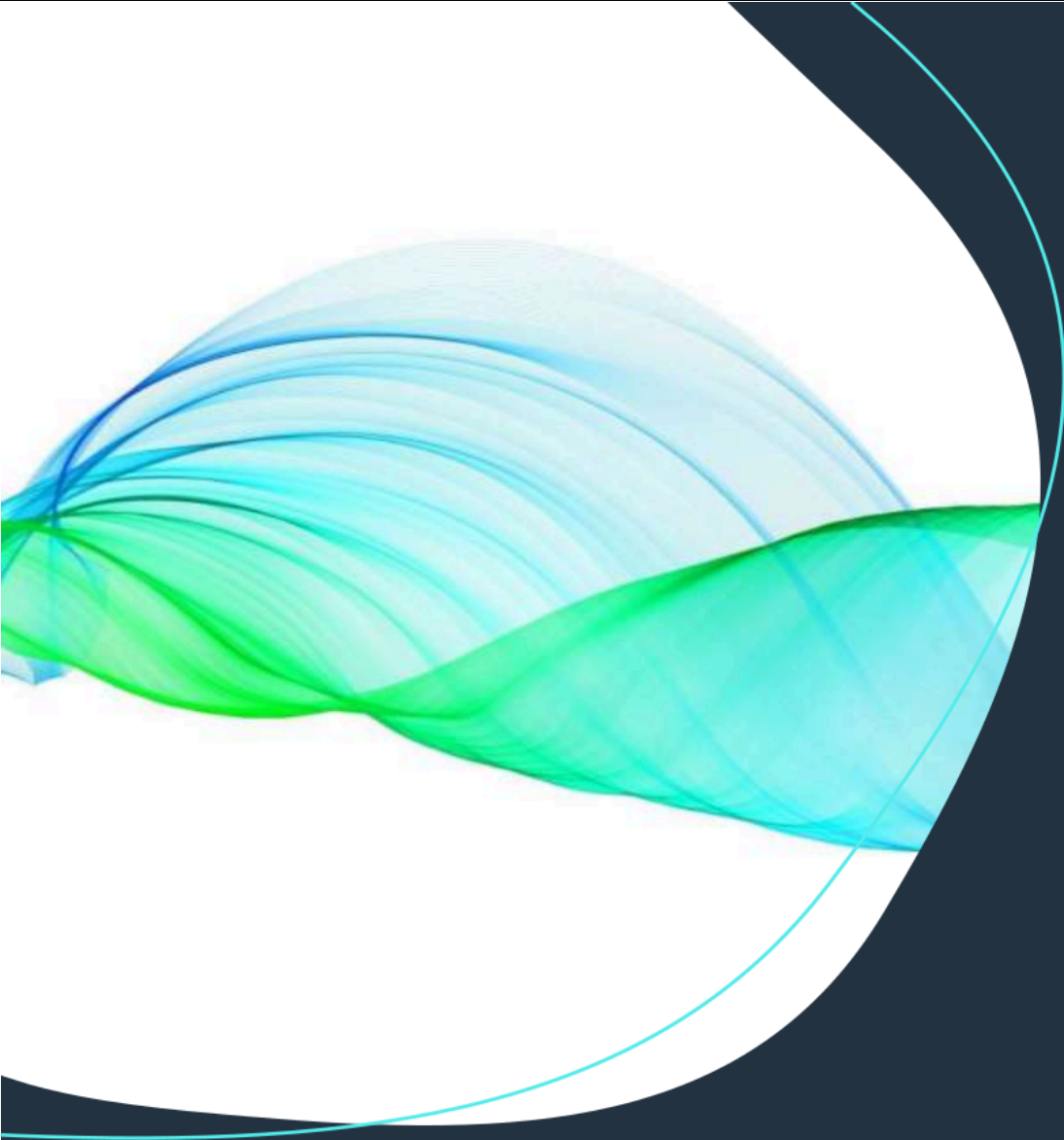
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Submission ID: 245314509

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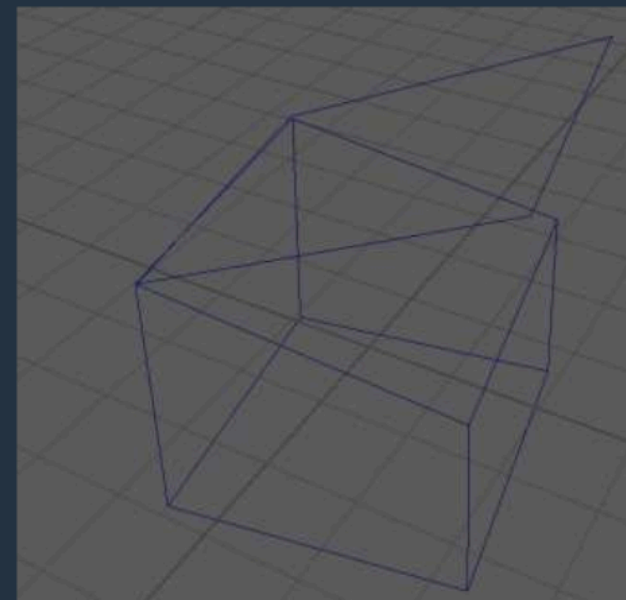
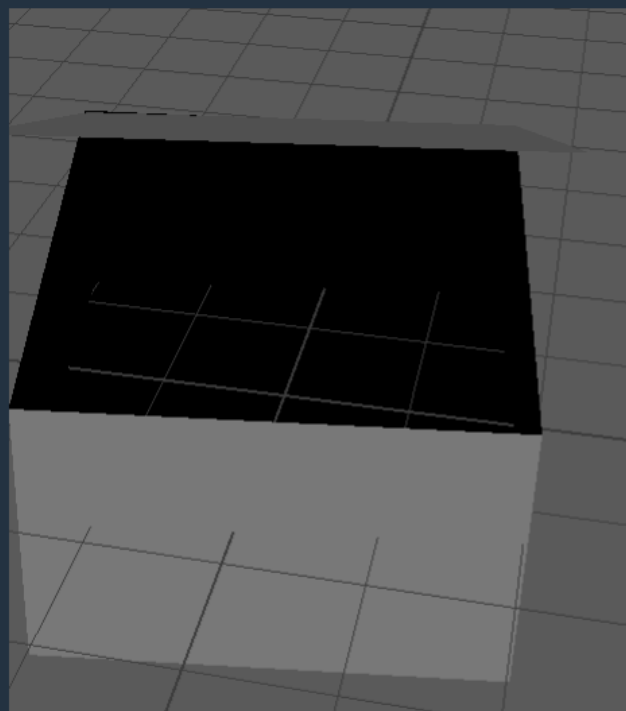
3D Modeling – Video Presentation – Introduction Yo 3D Modeling

By Robert Purdue

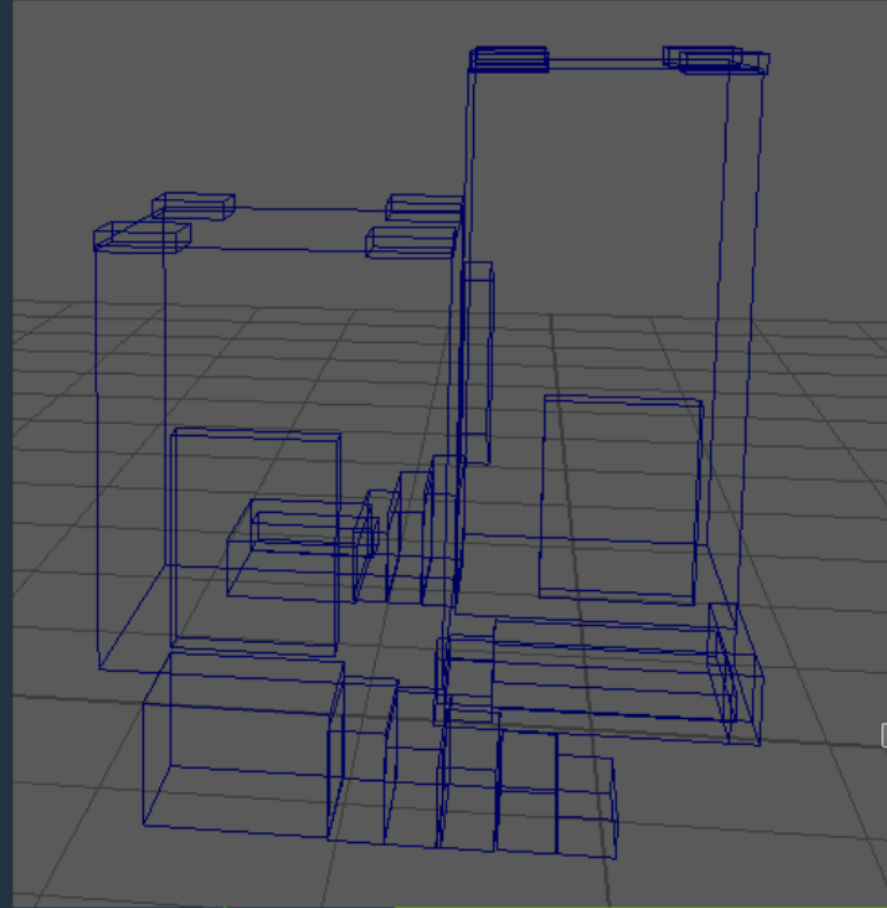
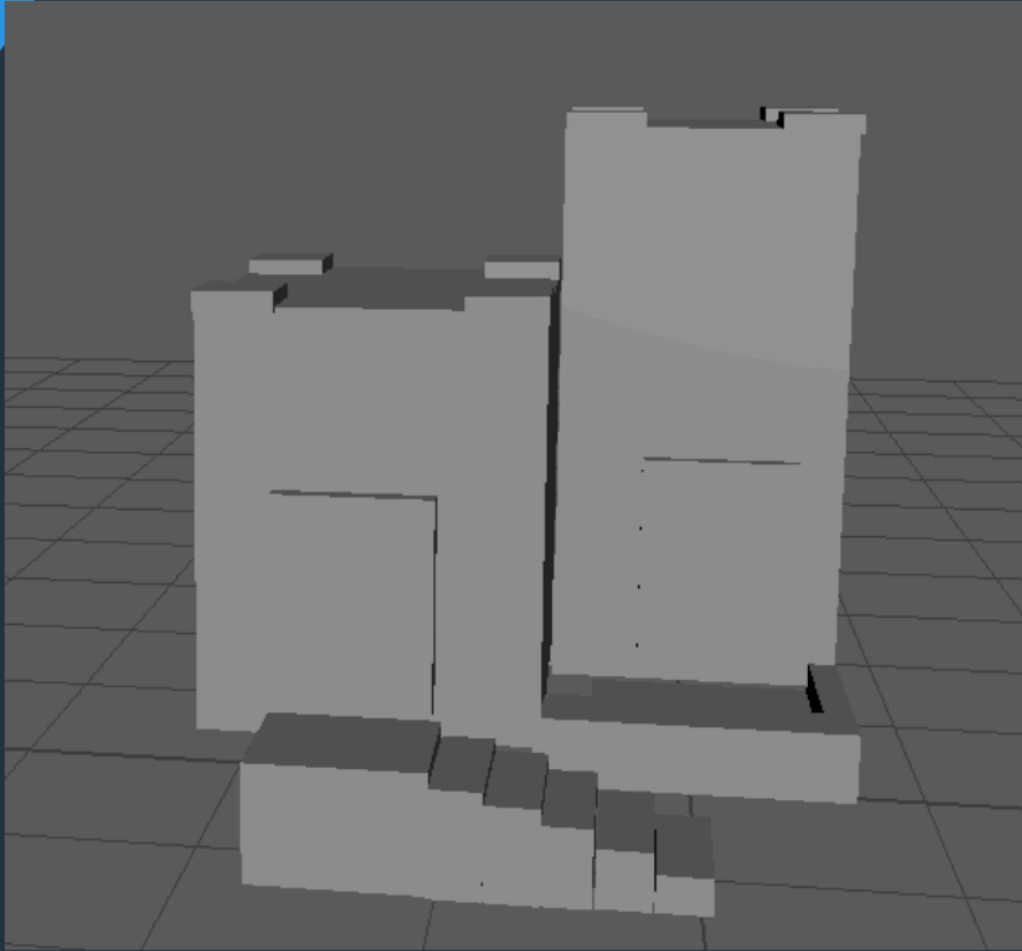
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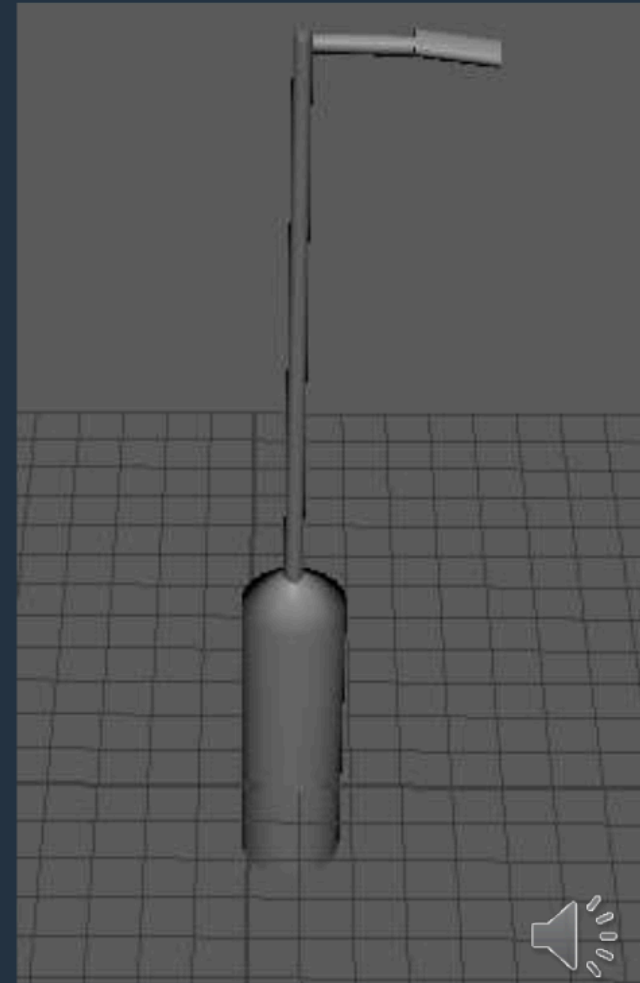
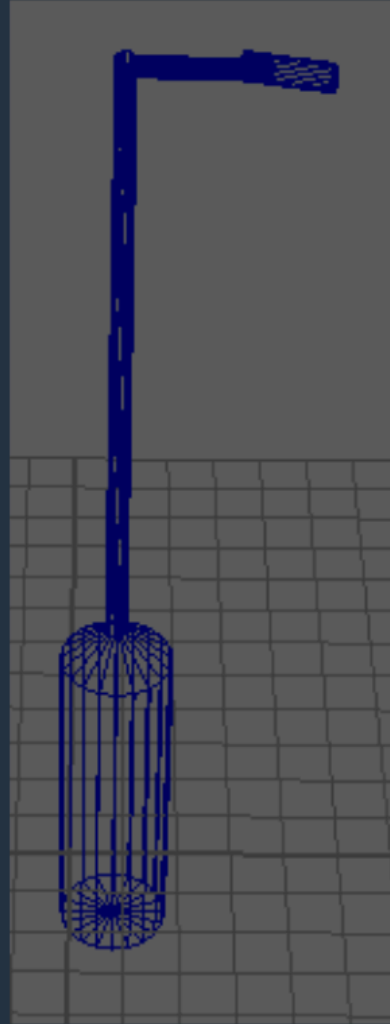
Dumpster



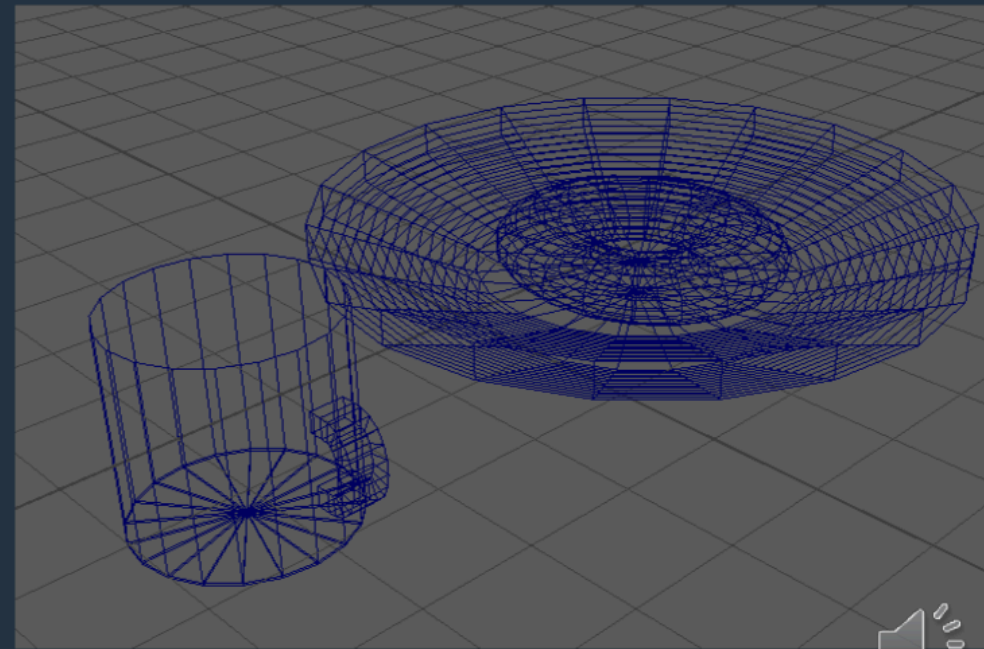
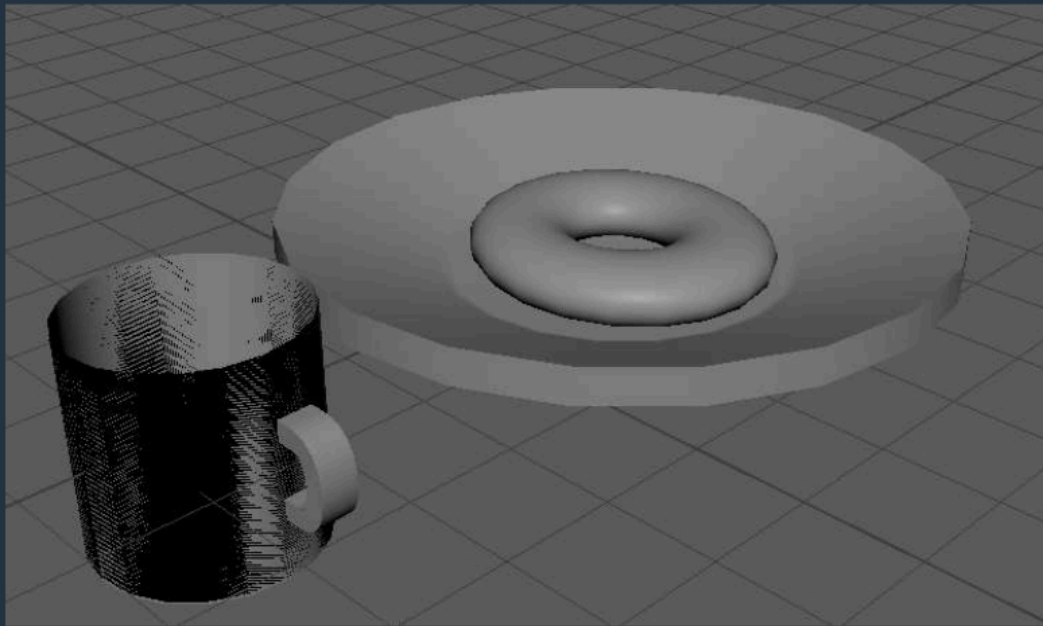
Minecraft Dessert Cartographer house



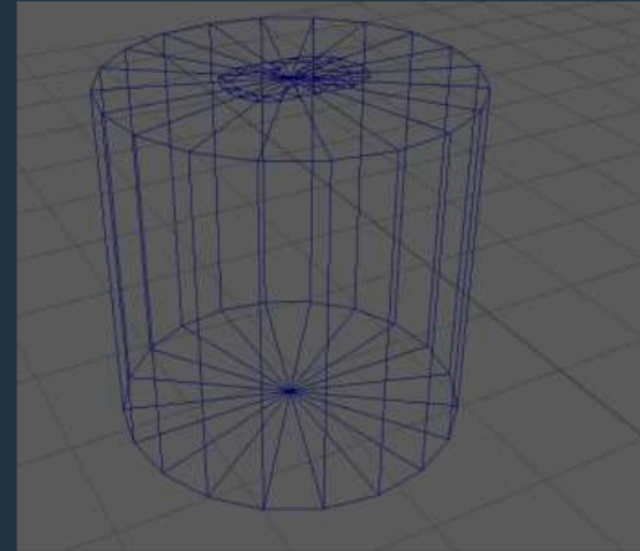
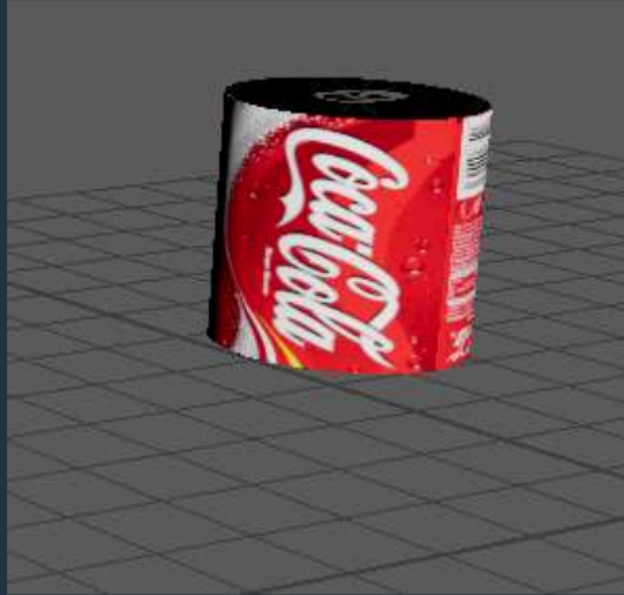
Lamppost



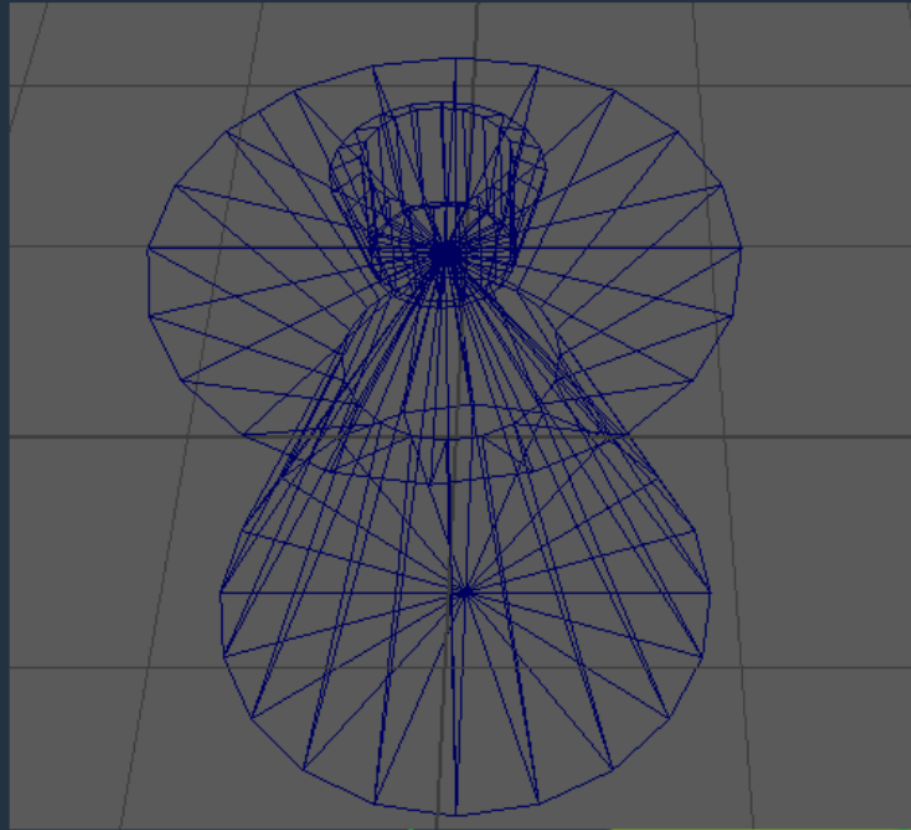
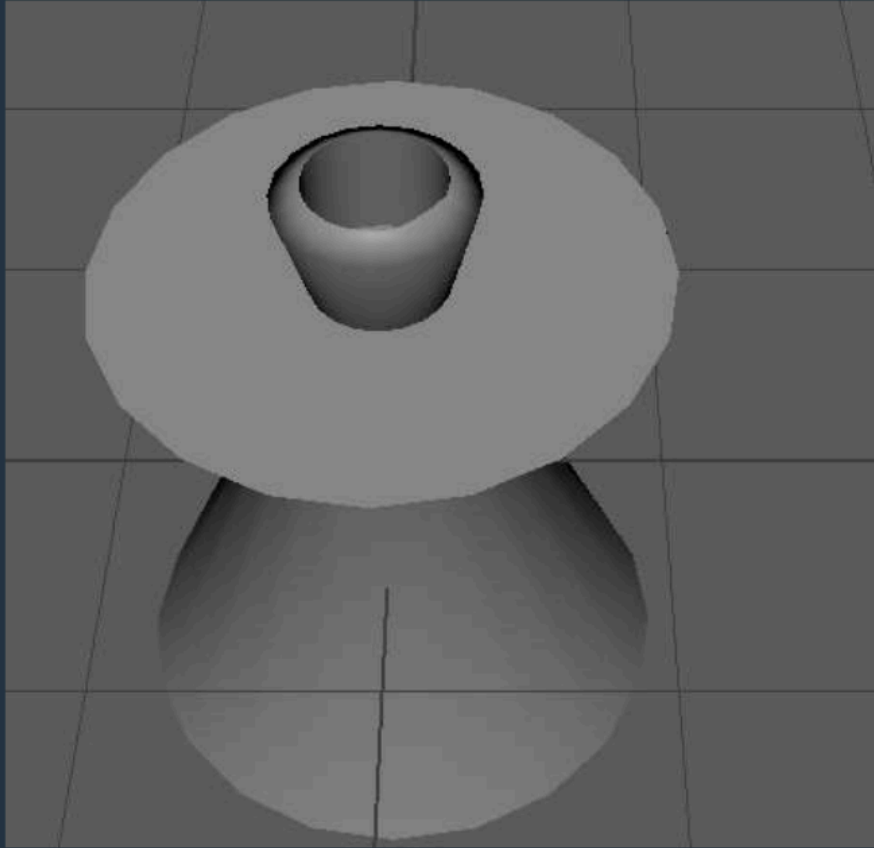
Teacup and saucer/mug and plate and doughnut



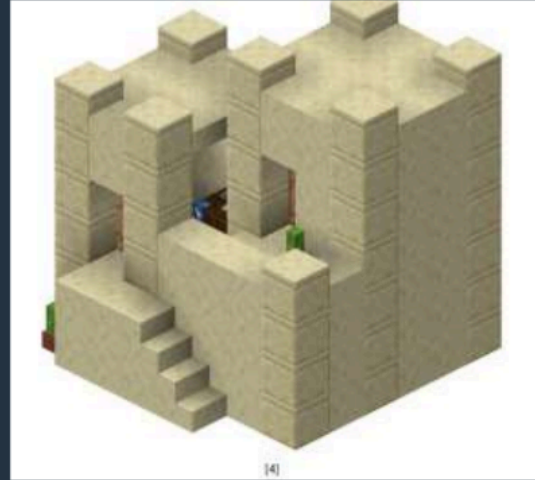
Soda Can



Pot and table



Bibliography And reference



Also, there are other functions that I have used on Maya [1] which is the F key which allows me to focus on the selected model which is the primitive. The other function that I will use is the spacebar this function which switches to viewport point. Also, I will use the alt key and mouse function which allows me to move, rotate, zoom the camera view. The last function that I will discussed that I have used is the extruding tool which lets me create new geometry from primitives.



[3] - <https://www.pinterest.co.uk/nin/larve-posts-403001866629190356/>

[4] - <https://sl.bing.net/jmPsmDm300W>

[5] - <https://youtu.be/SWWNM65obco?feature=shared>

3D MODELING PRESENTATION

GRADEMARK REPORT

FINAL GRADE

48/100

GENERAL COMMENTS

Thanks for the submission Rob. Good effort here with this submission considering its your first time using the tools.

There are some issues with geometry shown in presentation with missing faces and edgeloop issues. There are also issues with Depth fighting on some models.

Work shows promise but try to get some more detail in your modelling in future by introducing some more faces/polygons where needed.

 A voice comment was left for this paper.

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