

3D assets Rhys Myer 2400921

by Rhys Myer

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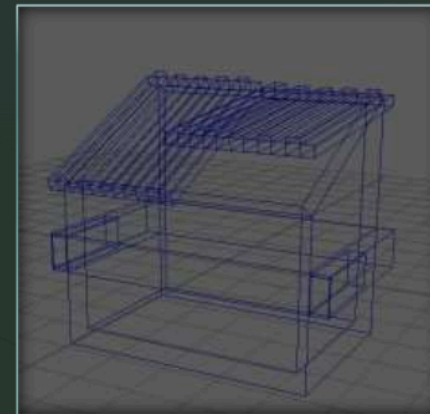
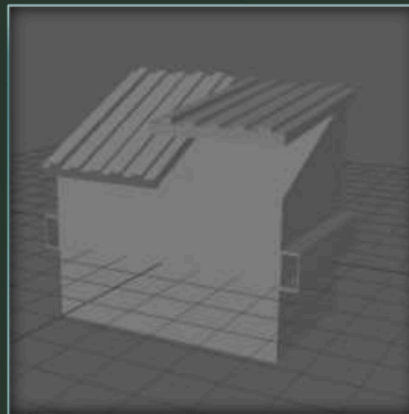
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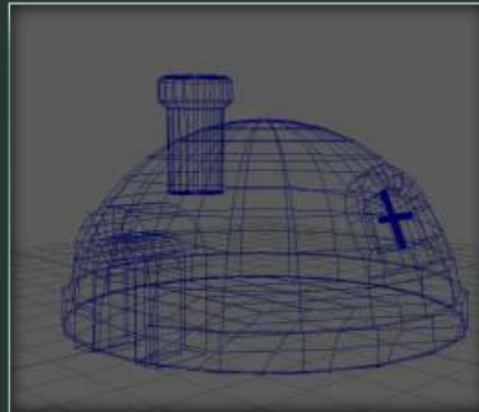
Rhys Myer 3d model assets



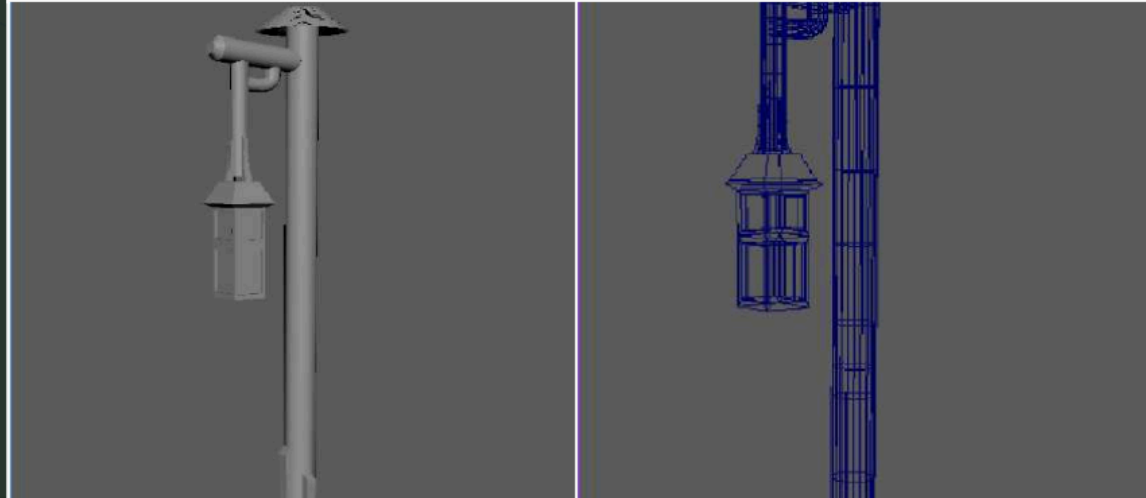
Dumpster asset

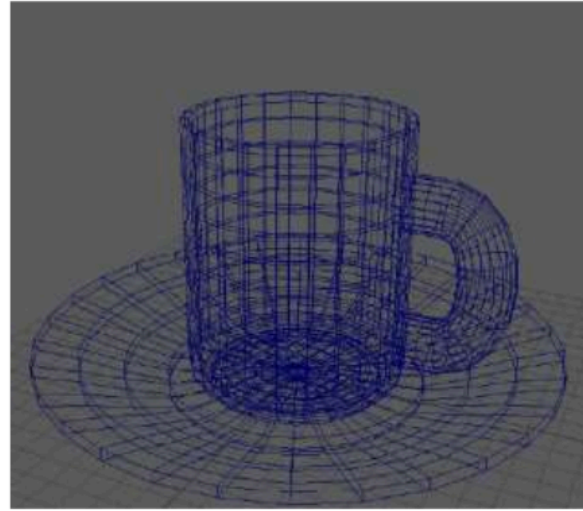
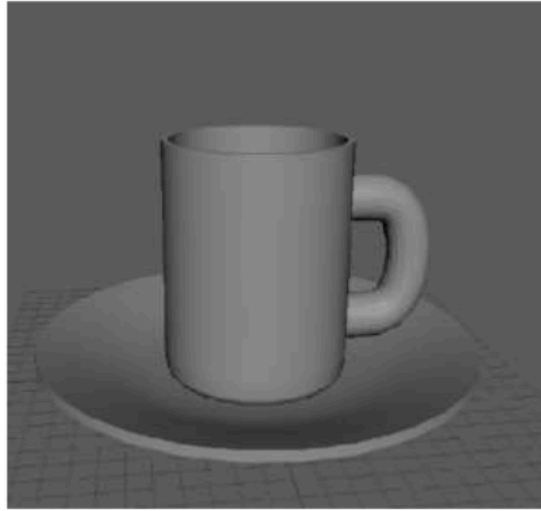


House asset

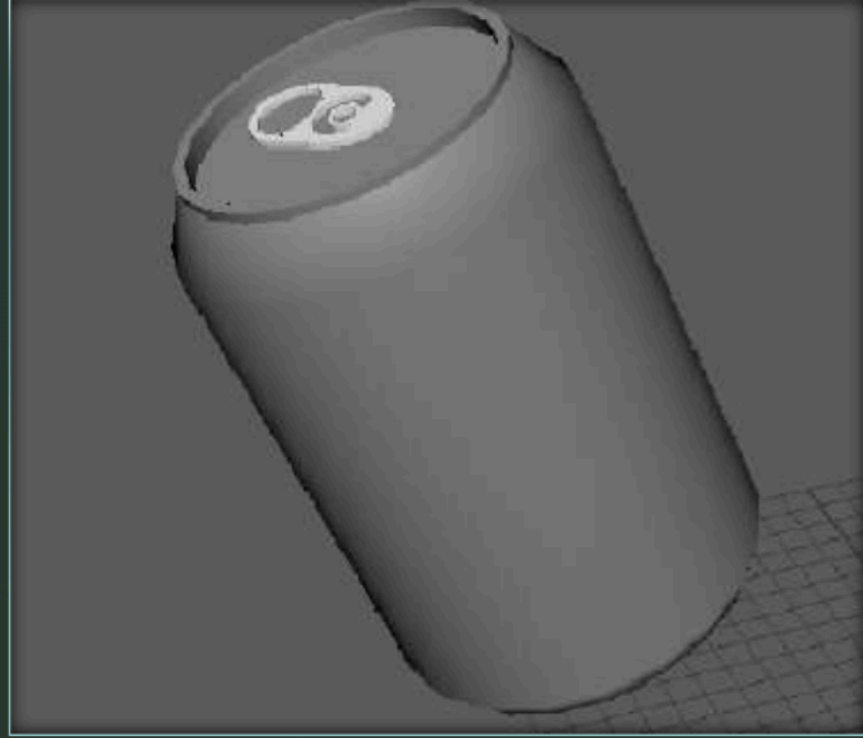
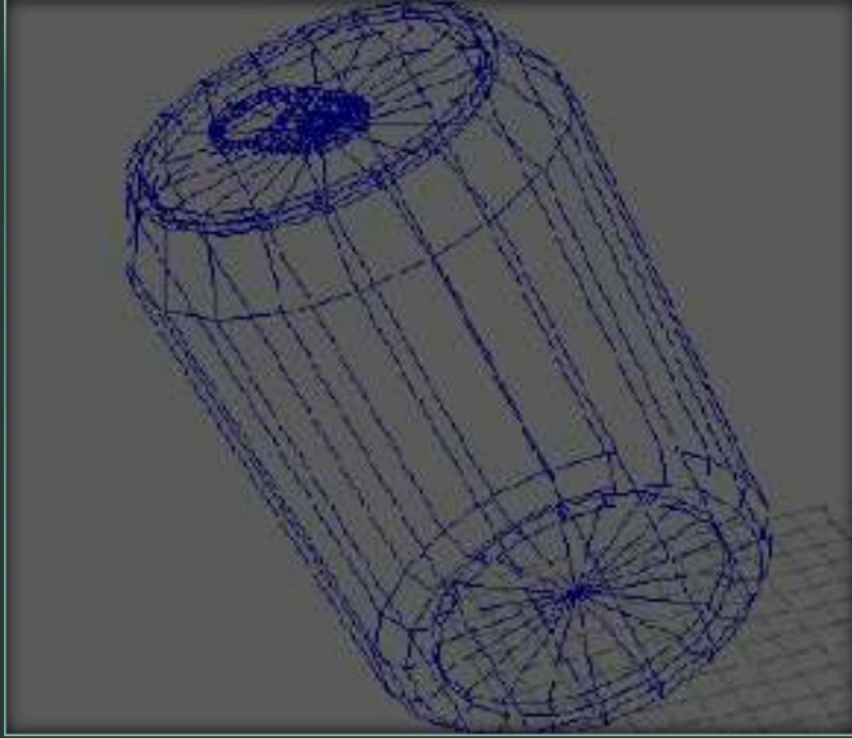


Lamp-Post asset



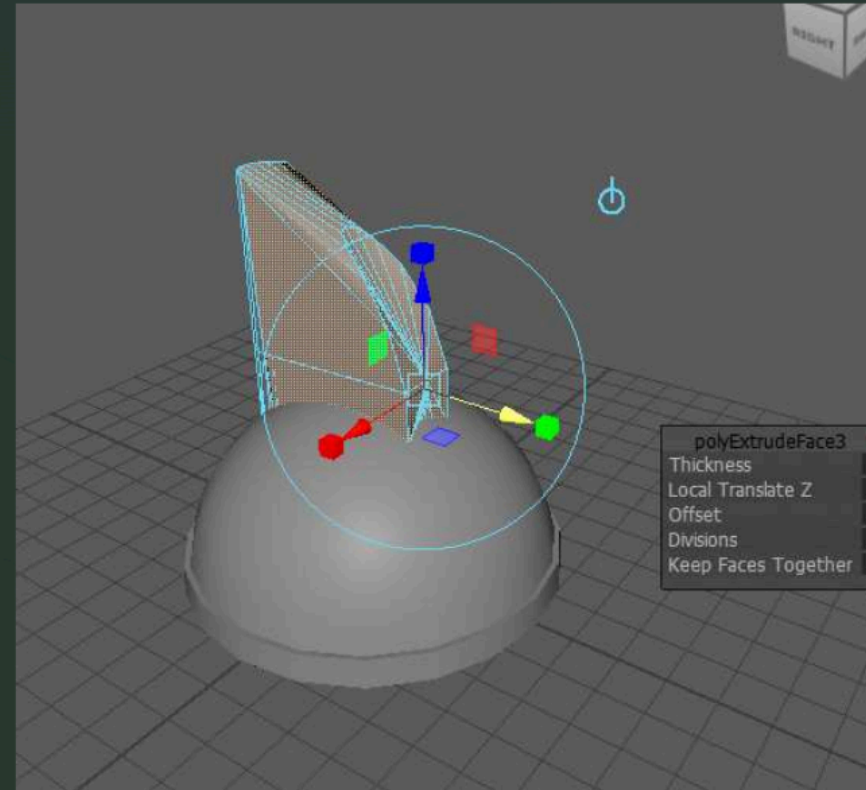
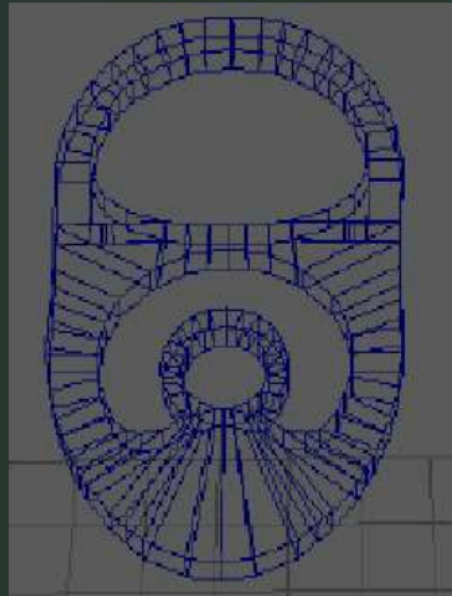
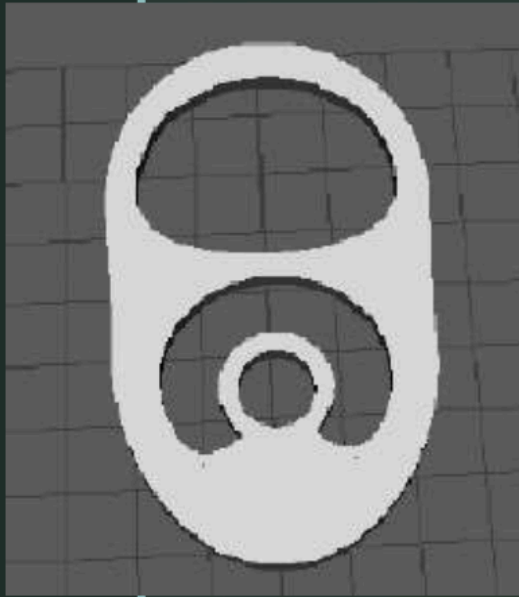


Cup and Saucer



Can asset

The project as a whole



- “Steampunk Street Lamps by andreysc7 on DeviantArt,” www.deviantart.com. <https://www.deviantart.com/andreysc7/art/Steampunk-Street-Lamps-428322867>
- “Hoshi no Kirby,” *IMDb*, Sep. 14, 2002. <https://www.imdb.com/title/tt0338621/> (accessed Dec. 1, 2024).
- “Maya Tutorial: Model a Coffee Cup,” www.youtube.com. <https://www.youtube.com/watch?v=V59XKklgfDE>
- MH Tutorials, the Modeling Hub, “Maya tutorial : How to model a Cup and Saucer,” *YouTube*, Jun. 01, 2015. <https://www.youtube.com/watch?v=VRcGsMYEtQ4> (accessed Dec. 3, 2024).
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FINAL GRADE

76/100

GENERAL COMMENTS

Thanks for this submission Rhys. Overall work submitted is of a very good quality, with an awareness for topology and edge flow evident in models exhibited.

Advanced tools have been used such as Quad Draw and their usage has been explained well. Well done.

Presentation is laid out and spoken confidently and professionally, good job. There is also a good reflection on the issues faced throughout the process.

Perhaps having all assets laid out in the way the Can Asset slide is, would allow viewer to see topology a little clearer - but inclusion of reference images and IEEE referencing is very good.

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