

# 3rd Assignment / Polygonal Modeling

## CREATE A ROBOT!

For this assignment you can use techniques you already learned:

- + Creating basic geometrical shapes
- + You can use modifiers – especially SYMMETRY is very useful.

Use methods of POLYGONAL MODELING – all about EDITABLE POLY you find in Study materials.

Also you can use SPLINE MODELING – also in the study material.

You can GROUP objects.

You can work in LAYERS.

Use HIDE SELECTED/UNSELECTED – to make it easier to focus on modeling.

PRESS G – Hide/unhide GRID in viewport – hide it if you do not need to see it.

Alt+X – makes selected objects see-through toggle

Look for inspiration. Check out Pictoplasma <https://pictoplasma.com/>.

Look for other sources – space travel, old sci-fi movies, machines, human anatomy etc.

**Deadline is Monday Midnight, November 11th – postponed to November 25th!**

**Submit source file, export to FBX or OBJ, textures if you used any, 1 – 3 renders (depends how time demanding rendering is for you)....and of course you can submit more than 3 renders!**



