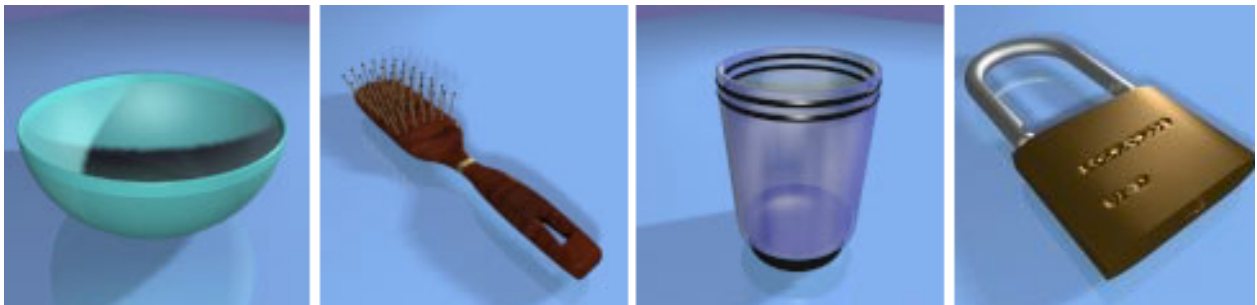


Project #3: Reality 3D



Sometimes..., creativity and self-expression just gets in the way of your 3D model.

Sometimes..., the object is to reproduce an existing item with exactness and precision. That sometime is now.



Project Objectives:

The object of this project is to reproduce in 3D model form an ordinary household object **with as much exactness and precision as possible**. This can be any handheld object (example: dish, cup, spoon, fork, comb, pen or whatever...).

Examine the object closely, and reproduce it in 3D form. Pay special attention to **detail** (edges, color, texture). You **MUST** have the object in front of you while you model - you may not do this from memory.

I am interested in seeing exact reproduction in terms of detail, color and texture. You may want to place your model in an appropriate environment.

Project Requirements:

1- Your modeled objects must have materials applied to them. Some of the materials must

include textures (either image or procedural). You can download textures from the “Blender Materials Repository” link on our course site or download them from the web.

3- All of the objects in your model must be named (something other than the default mesh name). All of the Materials must be named and all of the Textures must be named.

4- Render 3 “PNG” image files of your model. These 3 images should present your model from different camera angles or different distances with an eye toward presenting your model to best effect.

The following are some examples of student Reality 3D projects:

