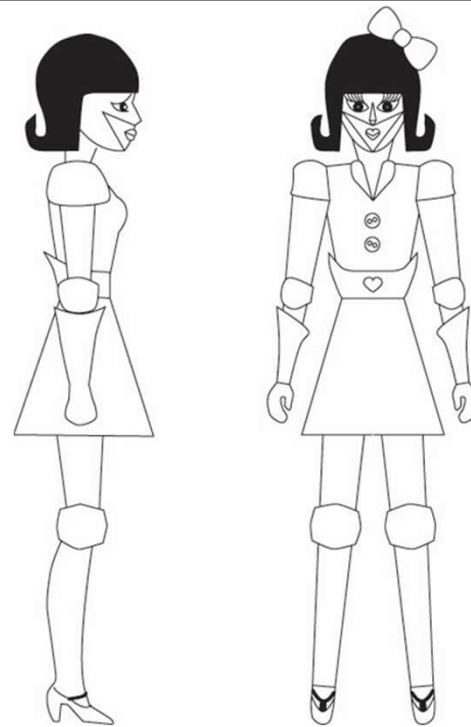


Modeling a Robot with Polygons (15%)

Objective: Use the tools and techniques learned in class and the tutorial, to model a Robot of your own creation. It is up to you how human or non-organic your model is going to look.

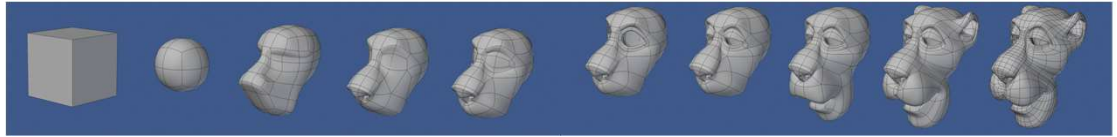
Steps:

1. Construct your robot using simple shapes
2. Use any paint, drawing software or paper and pencil and scan or take a picture
3. Draw Front and Left views (Top optional). These are your Reference Images
4. Get your design approved before you begin modeling



Robot sketch by MJ Franco

Box Modeling

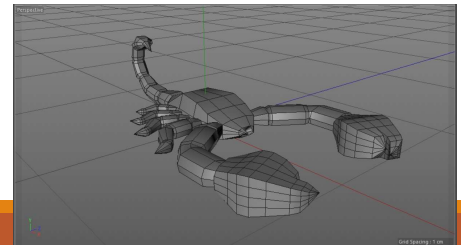
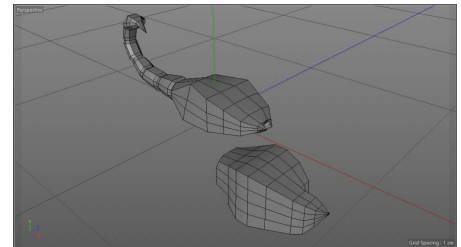
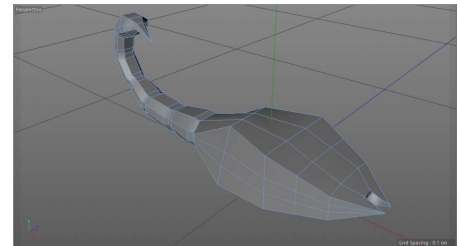
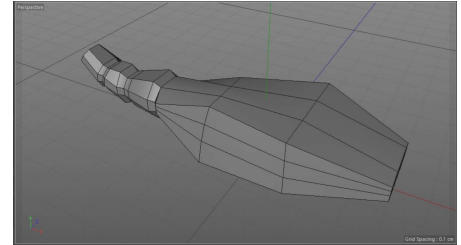


In polygonal modeling, an artist creates a digital representation of a 3D object with a geometric mesh composed of faces, edges, and vertices. Box modeling is probably the most common form of polygonal modeling:

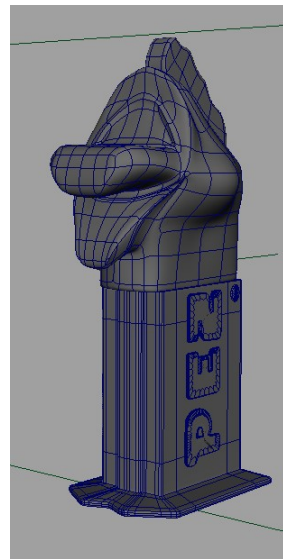
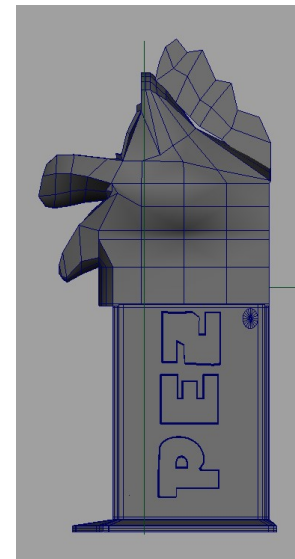
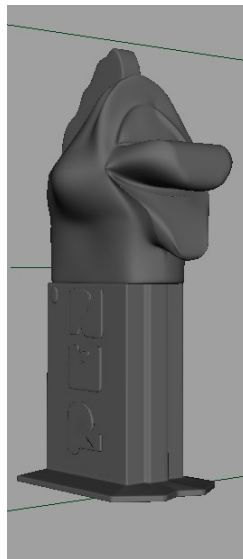
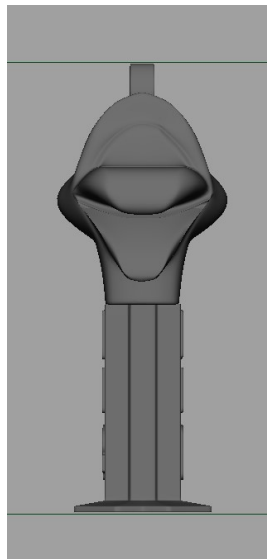
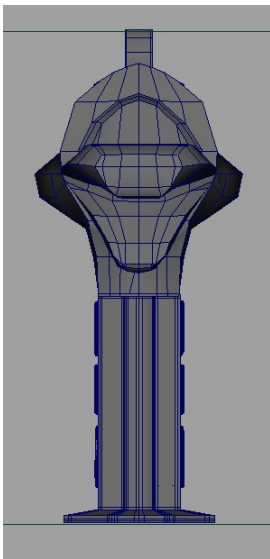
- The artist starts with a geometric primitive usually a segmented cube and then refines its shape until the desired appearance is achieved.
- Box modelers often work in stages, starting with a low-resolution mesh, refining the shape, and then sub-dividing the mesh to smooth out hard edges and add detail.
- Watch Basic Box Modeling in Cinema 4D by artONI23 at <https://www.youtube.com/watch?v=60PEKOO80vY>

Project Requirements (15%)

1. Polygon model is due Wednesday, October 25 BEFORE the end of class (2:59 pm). Model turned in after due date/time, will be graded minus 20 points.
2. You must be present, in class working in your model. Twenty percent (20%) of your grade for this project comes from attendance
3. Robot must be a polygon model, started with a segmented cube (made editable cube primitive). Your model may use several cubes if required
4. Add texture and materials to your robot
5. Save your file as Save Project with Assets...
6. Submit to Canvas the following files:
 1. Zipped folder saved as Last_Name_robot.zip
 2. Rendered image saved as Last_Name_robot.jpg



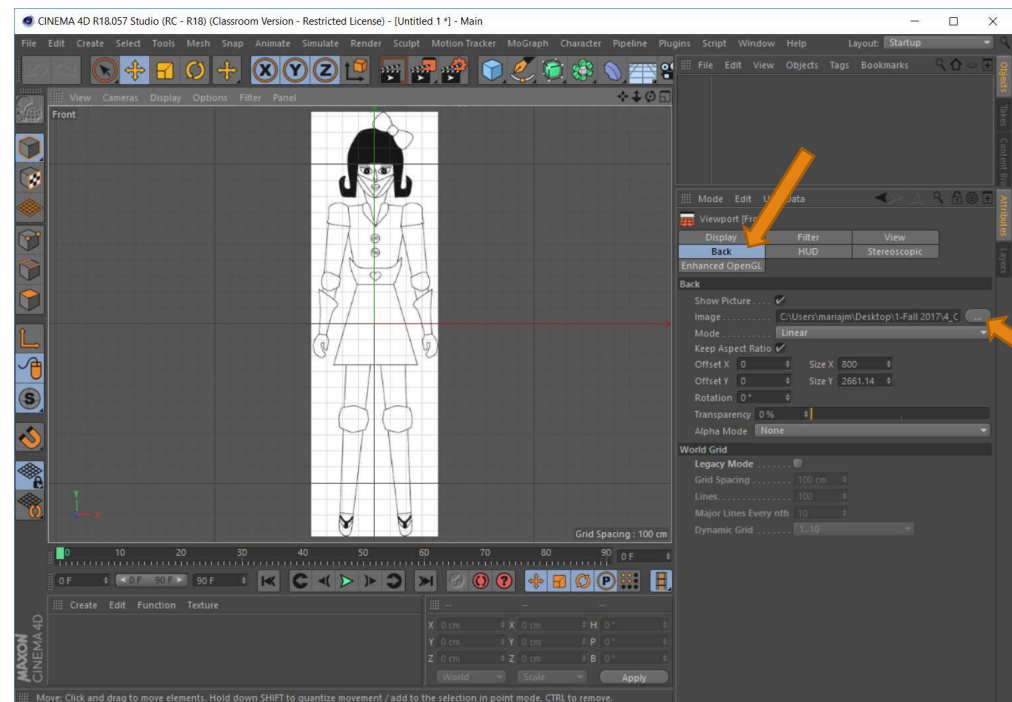
Tip: Rounded objects take longer to model with polygons

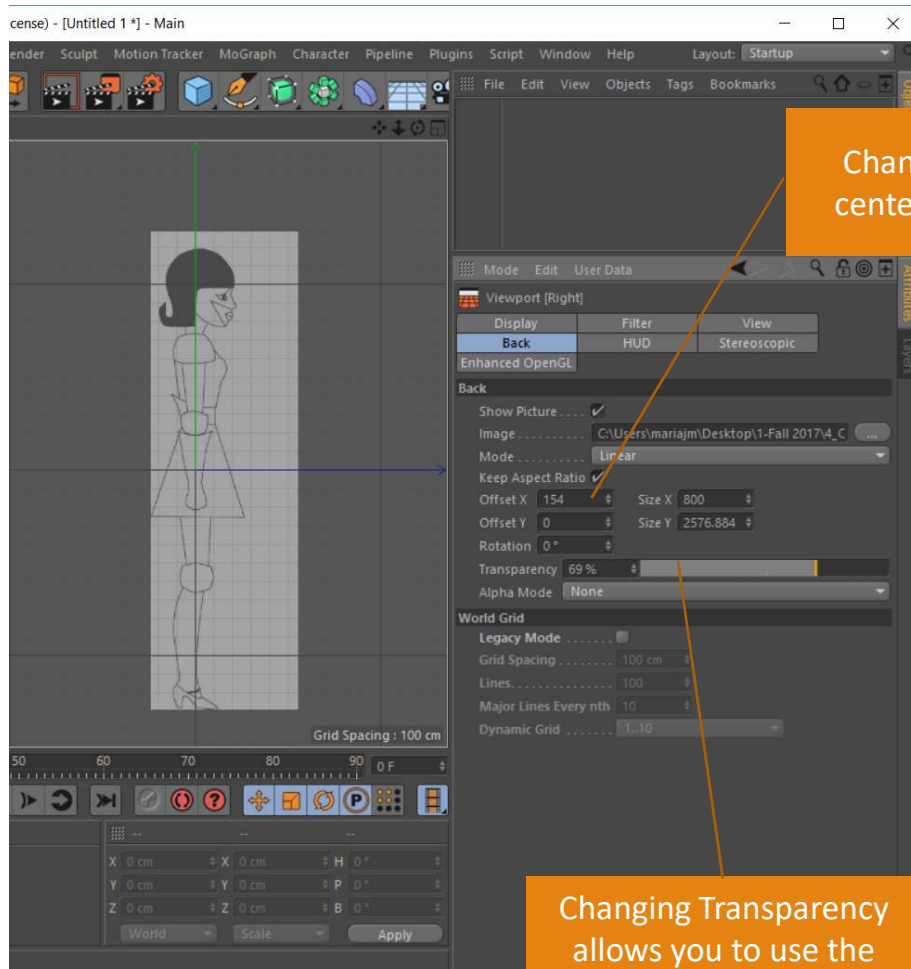


Setting up a Reference Image in C4d

Setting up the Front View Reference Image:

1. Go to Front View
2. In Viewport > Options > Configure (Shift+V)
3. In Properties Manager > Back tab (for Background)
4. Browse to select Front reference image
5. Change Offset, Size and Transparency if needed
6. Go to the Right View to setup the Side Reference Image





Changing Offset X
centers image on Y

Changing Transparency
allows you to use the
image while modeling

