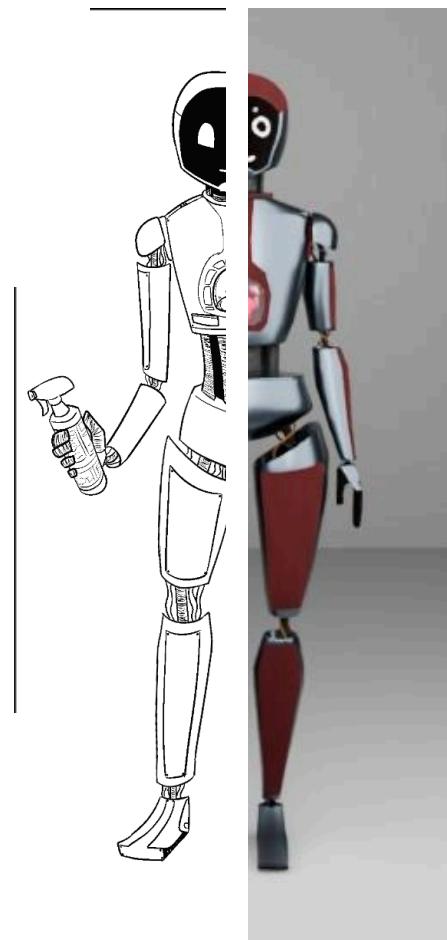


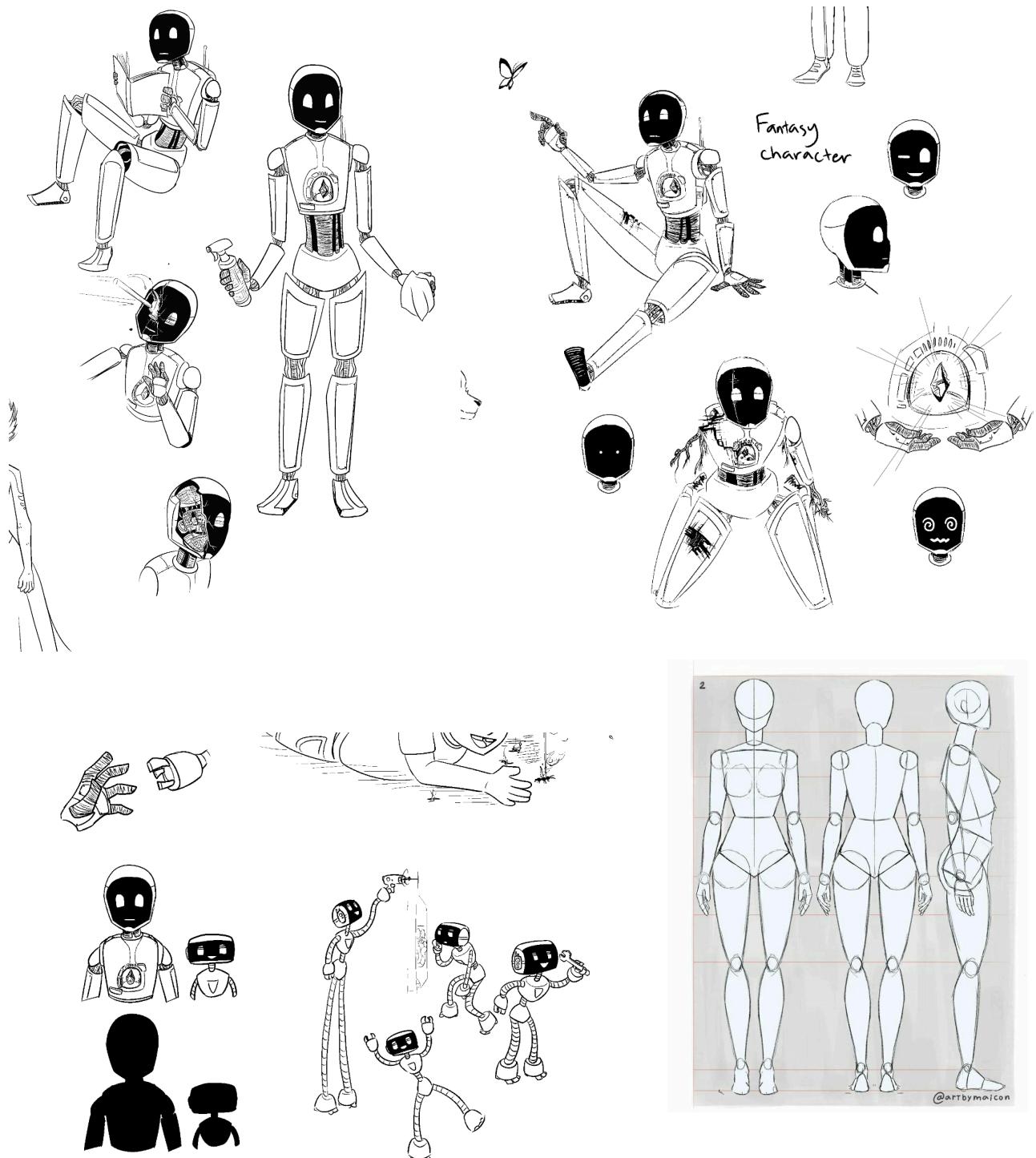
# EM3 the Robot

By Gail Patterson

DAGV 2640, Fall 2025

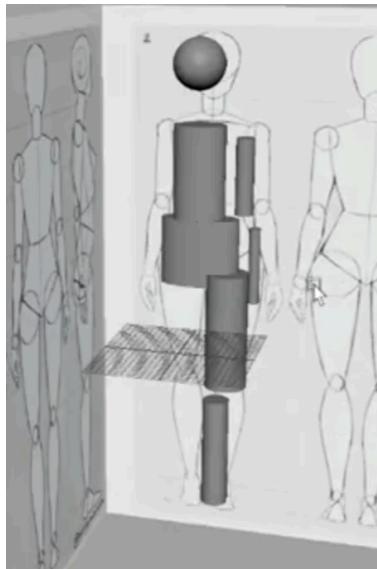


# Design and Concept

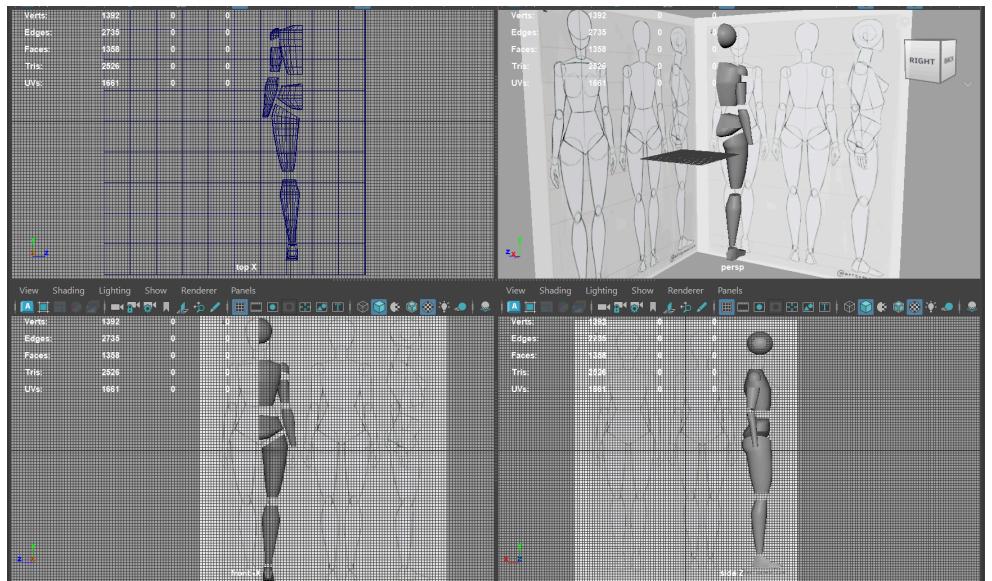


# Modeling

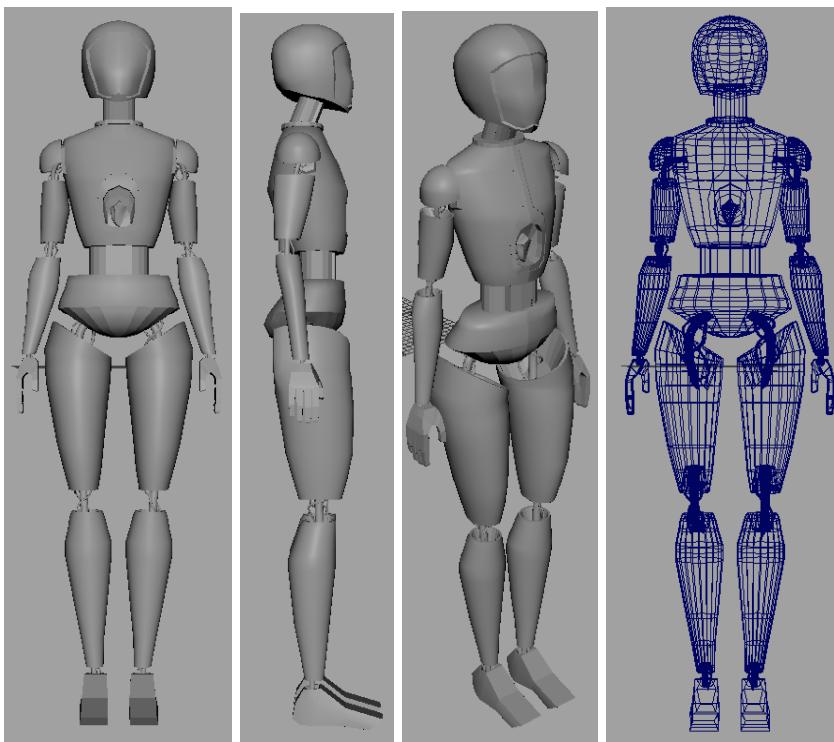
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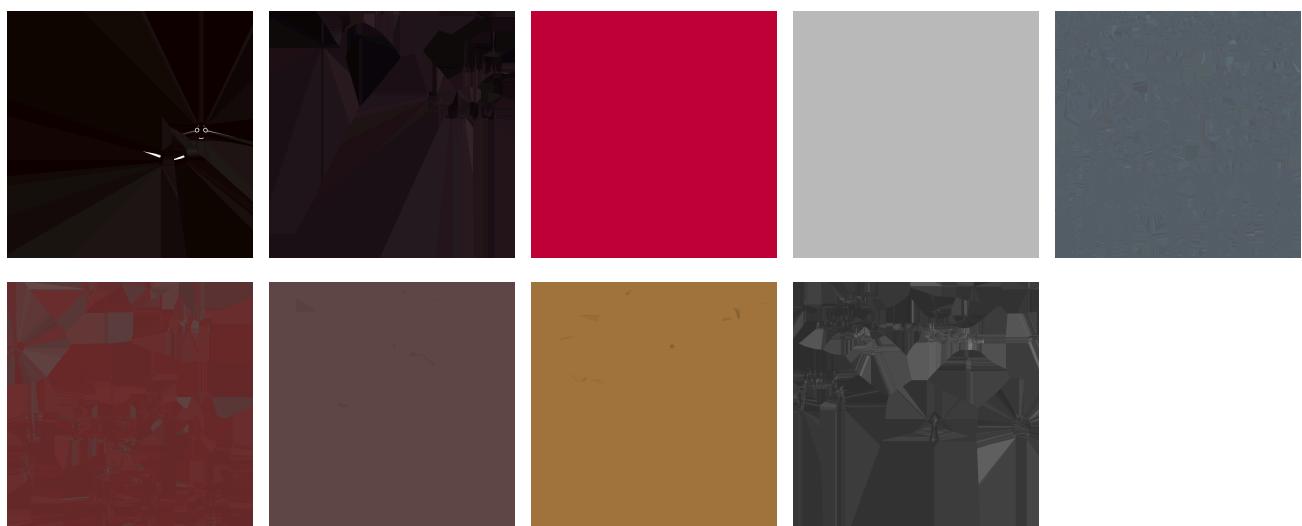
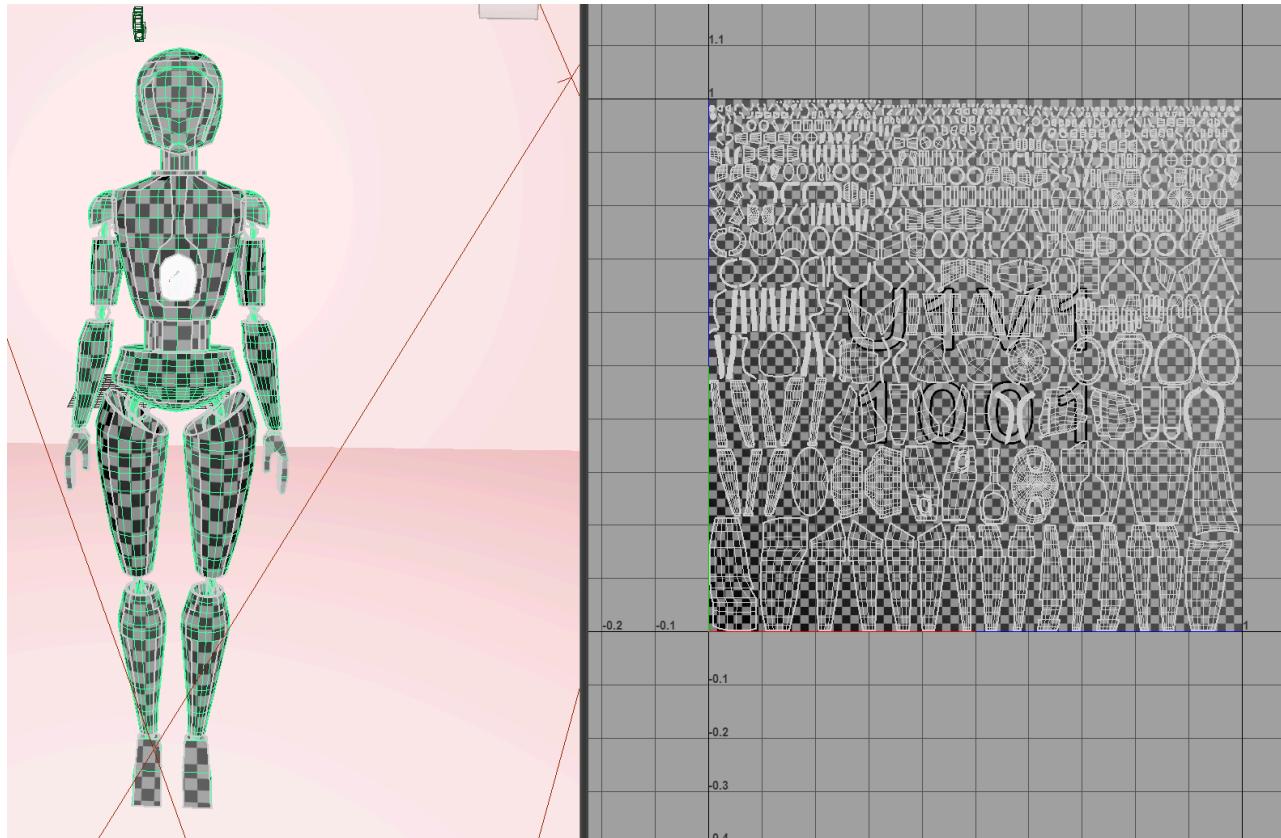
Midway Refining:



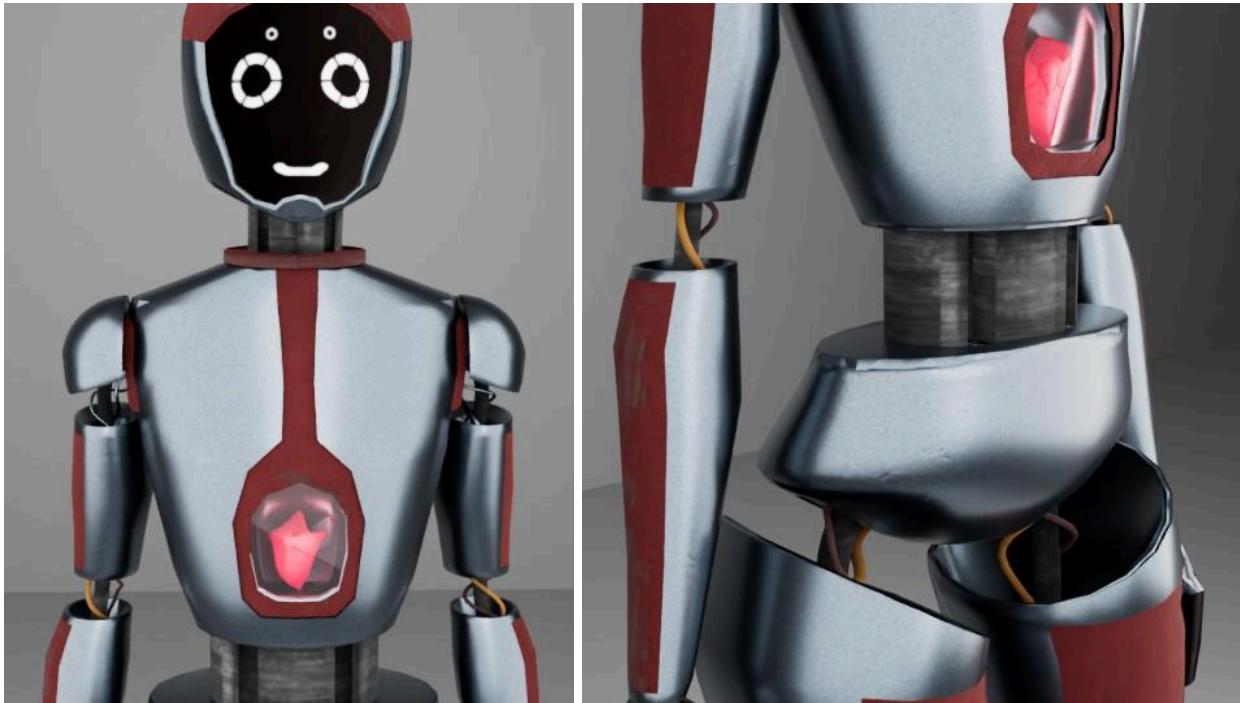
Finished Model:



# UVs and Surfacing



# Final Renders



# Reflection

Creating this robot was a lot of fun. I've found that using a turnaround reference makes a huge difference in good proportions and shaping. Another lesson I learned was how to manage my time with this project— some sections of the robot were going to take much longer than others. For example, I could spend 5 minutes on a leg, but it took an hour for all the wires in between joints. Going forward, I'll definitely be using what I learned with this character for more characters in the future. Now that I've got modeling wires and creating emissions down, I'm excited to see how that can be put into play with similar models, such as science fiction space consoles or aircrafts.

Github link:

<https://github.com/11055380/UVU-AGD-Portfolio/tree/main/MayaProject/Character/Final Project>

Youtube link: <https://youtu.be/jA3bGMHY01Q>