# Assignment 6 – Character Modeling: Base Mesh

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| 1. | Model a character. It should be organic and complex, like a human, a horse, a dragon, a fairy, an android (but not just a trash can with wheels), or any other kind of character you want to make. Then in assignment 7 you will unwrap, texture, and sculpt it, then you will animate it. | 100% |
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|  | It should have a minimum of 3,000 polygons (a Half-Life 2 NPC), and a maximum of 40,000 polygons. Try to tell a story and imply its personality in your model.  As a ‘Base Mesh’, it will be clean, comprised of mostly continuous edge loops, and have mostly quads (no n-gons, and minimal triangles – usually in the fingers or toes or joints). |  |

Submit the Maya Binary (.mb) file on MUOnline.

Please note that while it is difficult to define, there is a minimum quality expectation. If I say model a bucket for example, it shouldn’t include every individual grain and knot in the wood, and it doesn’t even need individual nails or planks, but it should be more than a cube with the top face deleted. It should reasonably convince a random person looking at it that it’s a bucket. You can always show it to me prior to turning it in if you aren’t sure.