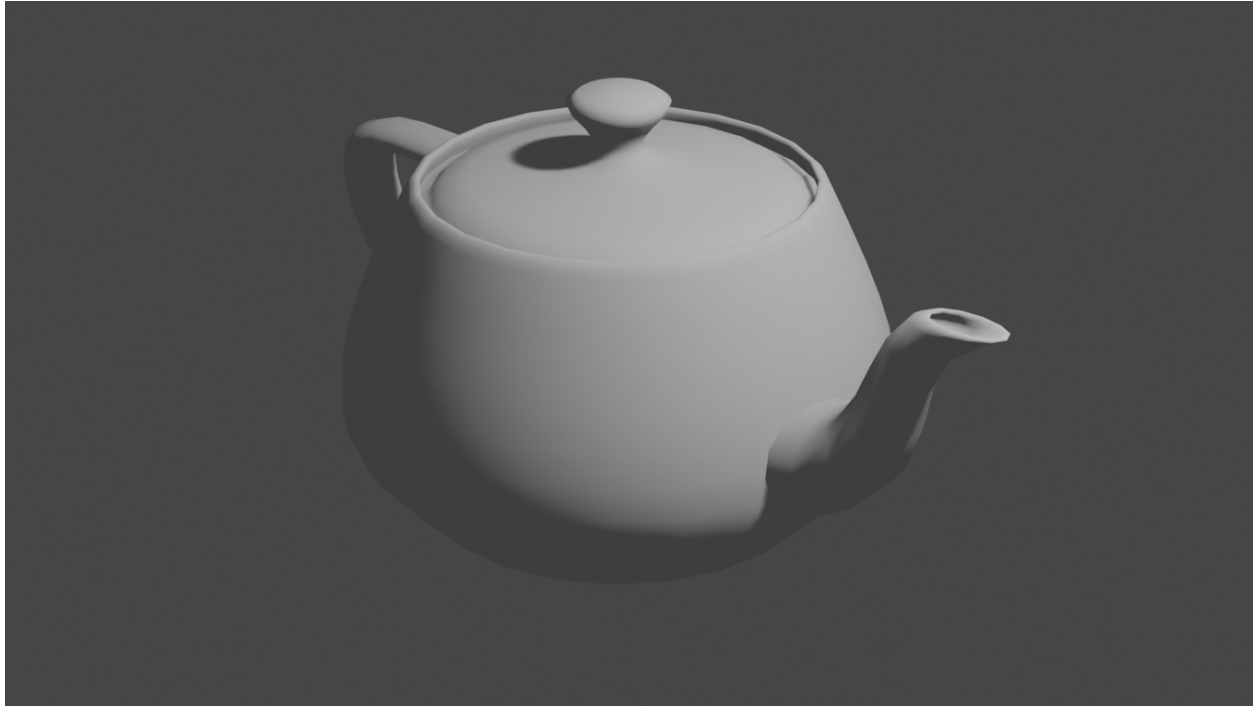Ben Riesett
CSC 322
Dr. Bui

Blender Activity 5

Checkpoint 1) Render Object

Checkpoint 2) For my geometry I added a handle to the teapot using extrude region, smooth, rotation, translation, and subdivisions. I then draped a cloth over the teapot using a plane with subdivision.