



Reflection

Throughout this assignment, the complexity of 3D modeling became more and more apparent to me. Prior to the assignment, I did not know some of the possible geometries even existed, let alone their application and use. The interoperability between Blender and Rhino is very interesting to me, especially because there are certain tasks that I prefer to perform in Blender, and some that I prefer to perform in Rhino.

When comparing the three forms of modeling, I found meshes both the best and easier to work with. The ability to edit vertices, edges, and faces is incredibly useful, especially when creating a complex form such as Squirtle. The ability to extrude individual faces was key when modeling the eyes, toes, and fingers. It was key to completing my final model and achieving a higher similarity to the real Pokémon. I also found that meshes result in a smaller file size and less lag compared to NURBS, making them easier and faster to work with. Meshes have also always been my go-to, especially with my initial limited understanding of Blender and the various geometrical forms. However, achieving the organic shape of Squirtle is impossible to do with meshes. I found the subdivision modifier in Blender to be extremely useful as it allowed me to see my “final” organic form without permanently modifying the shape. Quickly switching between the low-poly mesh model and smooth subdivided model made it easy to make small changes while viewing between the forms, ensuring that the final model could be as accurate as possible. I did not work with NURBS very much for this assignment due to the ease and preference of meshes, but converting to NURBS allowed me to unroll my mesh model to create the final low-poly paper model.

Understanding both 3D modeling softwares and their capabilities is a significant step towards a future that will likely involve lots of 3D modeling. Utilizing the simplicity of meshes and the complexity and accuracy of NURBS will greatly benefit my future modeling projects and will further enhance my modeling skills. I am looking forward to future assignments in this class and how to apply my new knowledge, as well as continuing to advance my current knowledge through more complex assignments and objectives.

I also learned that even though Squirtle is my favourite Pokémon, he's maybe not the greatest choice for an assignment like this when my knowledge and skills are very limited.

