Create a character in Blender. Your character must:

1. be bipedal (two feet)
2. have two arms
3. Have a head
4. Have a torso
5. All appendages must be attached via faces (no floating pieces)
6. Upload screenshot of your model imported into Unity
7. All appendages must have sufficient geometry at the joints where it will need to move. Armpits, knees, elbows, groin, etc.

If you finish before the end of class, apply textures to your model and reimport it into Unity. We will begin animation of the models next week.