Andrew Rodiek

I created thee character models that meet the star in the scene. The Triangle, the Circle, and the Square; each of their bodies was made with a simple polygon primitive, and scaled to one another (for consistency). Their components (arms, legs, eyes, and mouth) consisted of circles, and varying sizes of cylinders. I made the joins of the arms and legs circles so it would hopefully be easier to animate movement. The character components are also all shaded with a lambert black color.

I also created the environment sphere for the scenes on the ground. I made a NURBS sphere, turned it inside out, and added a incandescent lambert ramp shader with blue and white as the colors to simulate a cloudy sky.