

Wolfie Essink

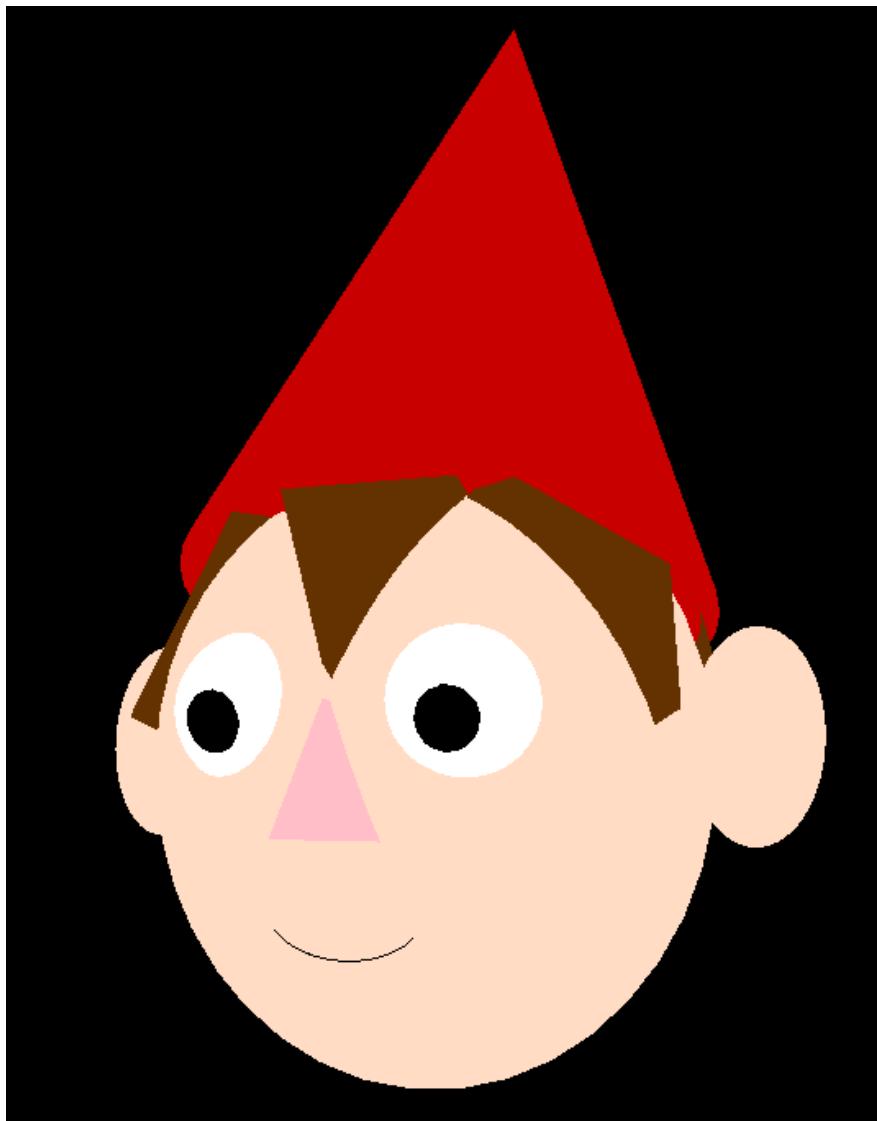
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Project #1 - Draw Something Cool in 3D!

What I did:

The first thing I did was split my model into different elements: a head, a hat, a nose, a mouth, left and right eyes, left and right ears, and front and back hair. The head was made by creating a solid sphere and scaling it to make it slightly oval. The hat was made by creating a cone with the OSUCone function and placing it on top of the head. The nose was made by creating a 2D triangle in the front and back of his head and then connecting them with quads. The mouth was made by outlining the sequence of a curve, filling that sequence in with points, repeating the same procedure further back in the head, and then connecting the series of points with quads to create an elongated U-shaped smile. The left and right eyes were made by creating a sphere with the OSU sphere function and placing them in the head, followed by a second, smaller sphere slightly in front of that one for the pupil. The ears were also made using OSUSphere and then scaled to make them flat like a pancake after positioning them. The front hair was made using the same trick with two 2D triangles connected by quads to make them 3D, but they were also rotated and placed in different areas. The back of the hair was made by drawing half of a sphere (from 90-270 degrees) using triangle strips. This is just a brief summary, and I go into more detail in my video, but I didn't want to repeat all the same information.

Screenshot:



Video:

https://media.oregonstate.edu/media/t/1_yahwo53q