EVE Robot Report

Student Name: Slim Hafsa
Teacher: Douar
Date: November 7, 2025

EVE Robot

For this project, I followed a Blender tutorial to create the EVE robot, inspired by the movie WALL-E. I started by setting up the scene and adjusting the camera to get the right proportions for the model. Then I used simple shapes like spheres and cylinders to block out the main parts — the head, body, and arms. This step helped me focus on the right size and proportions before adding any details. After that, I used a Mirror Modifier to make both sides identical and save time while modeling. I also added a Subdivision Surface Modifier to smooth the shapes and give EVE her clean, round design. The floating arms were made from cylinders scaled to the right dimensions. I added edge loops near the joints so they could bend naturally, and I rounded the ends for a softer look. To make the model more realistic, I added panel lines using the Knife tool (K key), small sensor details, and applied a Bevel Modifier to remove sharp edges. Real objects almost never have perfectly sharp edges, so this small detail made the robot look more real. Once the modeling part was finished, I moved on to materials and textures. I used a glossy white shader for the body, a reflective black material for the face, and an emissive blue for the eyes. These color and material choices gave EVE her futuristic and friendly appearance. For rendering, I set up area lights and used an HDRI environment for natural reflections. I positioned the camera to capture the model from a flattering angle and used the Cycles renderer to get realistic lighting and shadows. The final result looked smooth, polished, and very close to the character from the film.

Why this workflow is useful

Character models like EVE are very common in animated movies, games, and virtual reality. The techniques I learned in this project — blocking, refining, and rendering — can be used to make any 3D character. Studios follow similar workflows to make characters that look good and move properly during animation. It also helps make models more efficient for rendering and real-time use.

Where this model can be used

This EVE model can be used in animation scenes, short films, or games. It can also be part of a personal 3D portfolio to show modeling and rendering skills. With some optimization, it could even be used in VR or AR projects. Overall, this project helped me understand the full process of creating a 3D character from start to finish.