

REPORT
UCS632
3-D MODELLING AND ANIMATION

ASSIGNMENT-5



CSED,
TIET, PATIALA

SUBMITTED TO:
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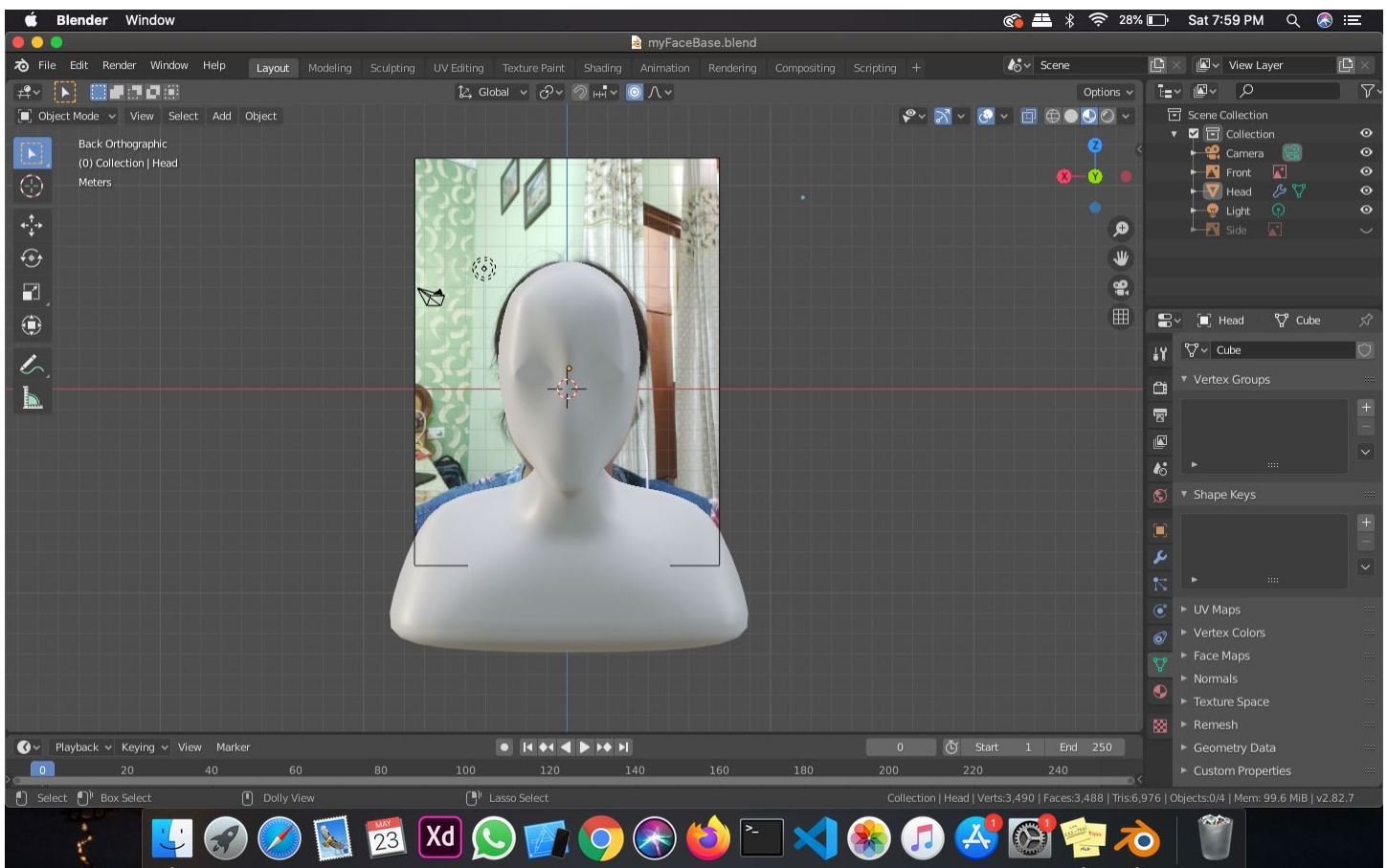
3-D Face Modelling

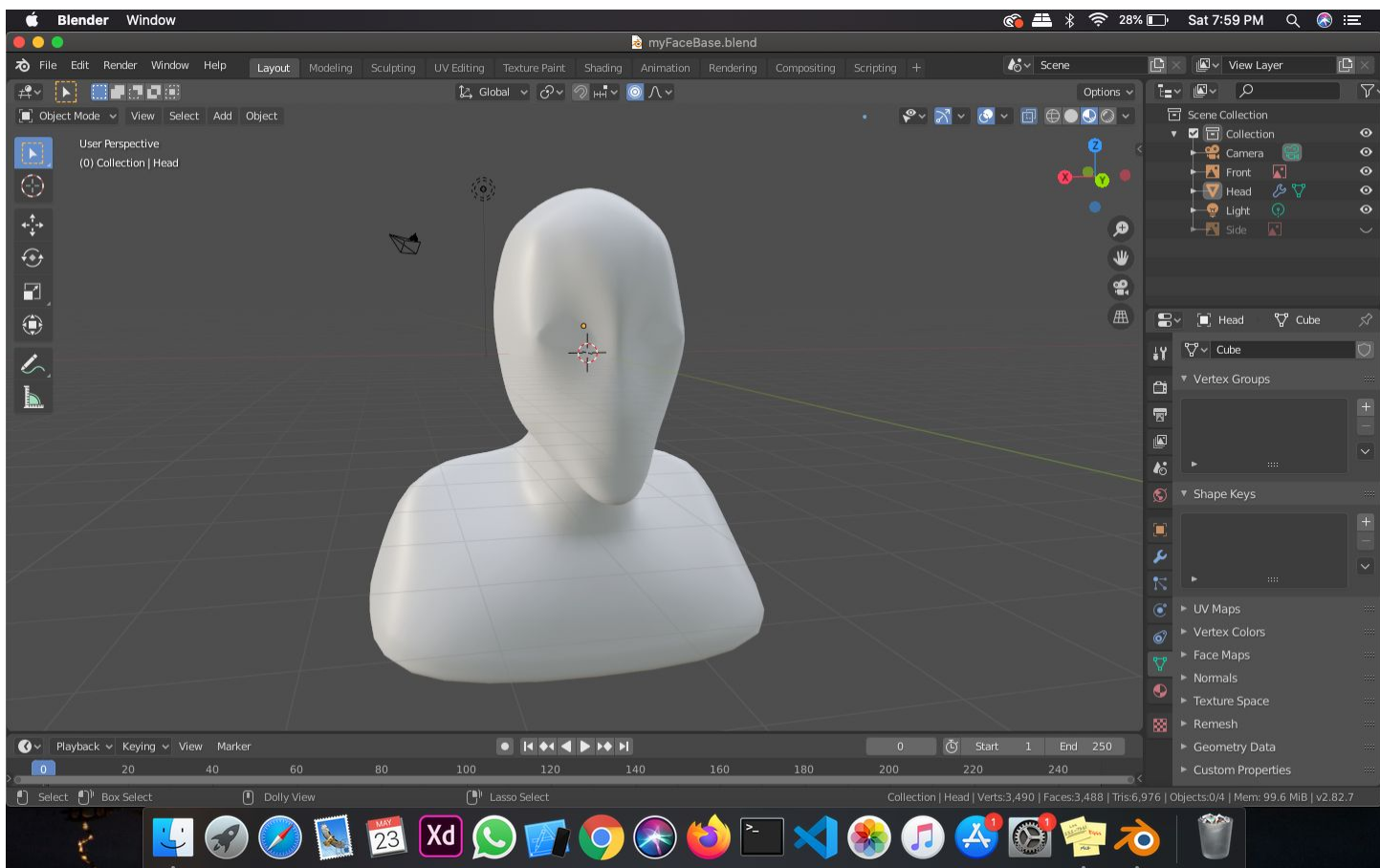
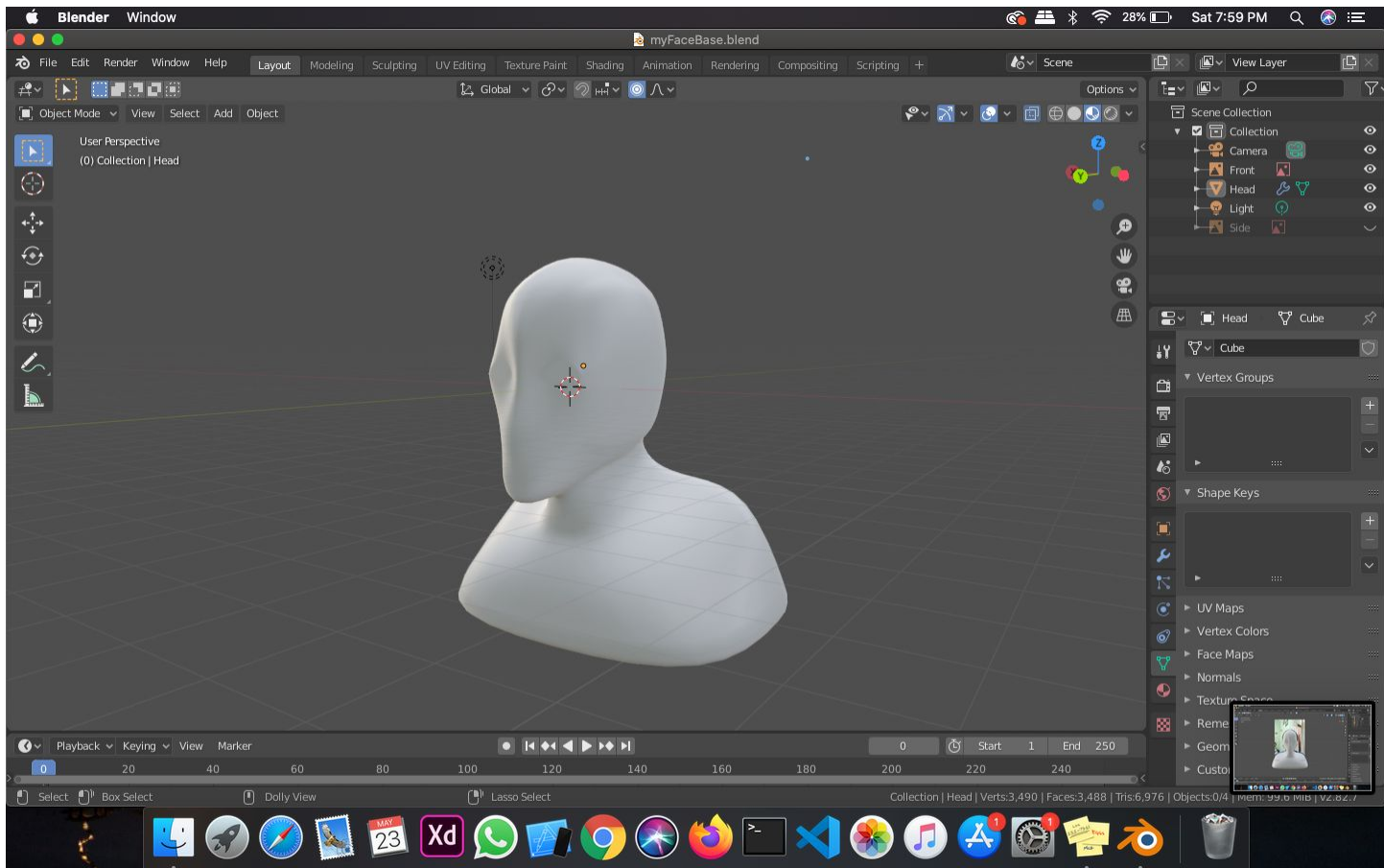
Implementation:

In this assignment I made a 3-D model of my face using blender. It was the fun 2 weeks journey and here are the steps and in between progress of my model.

Steps:

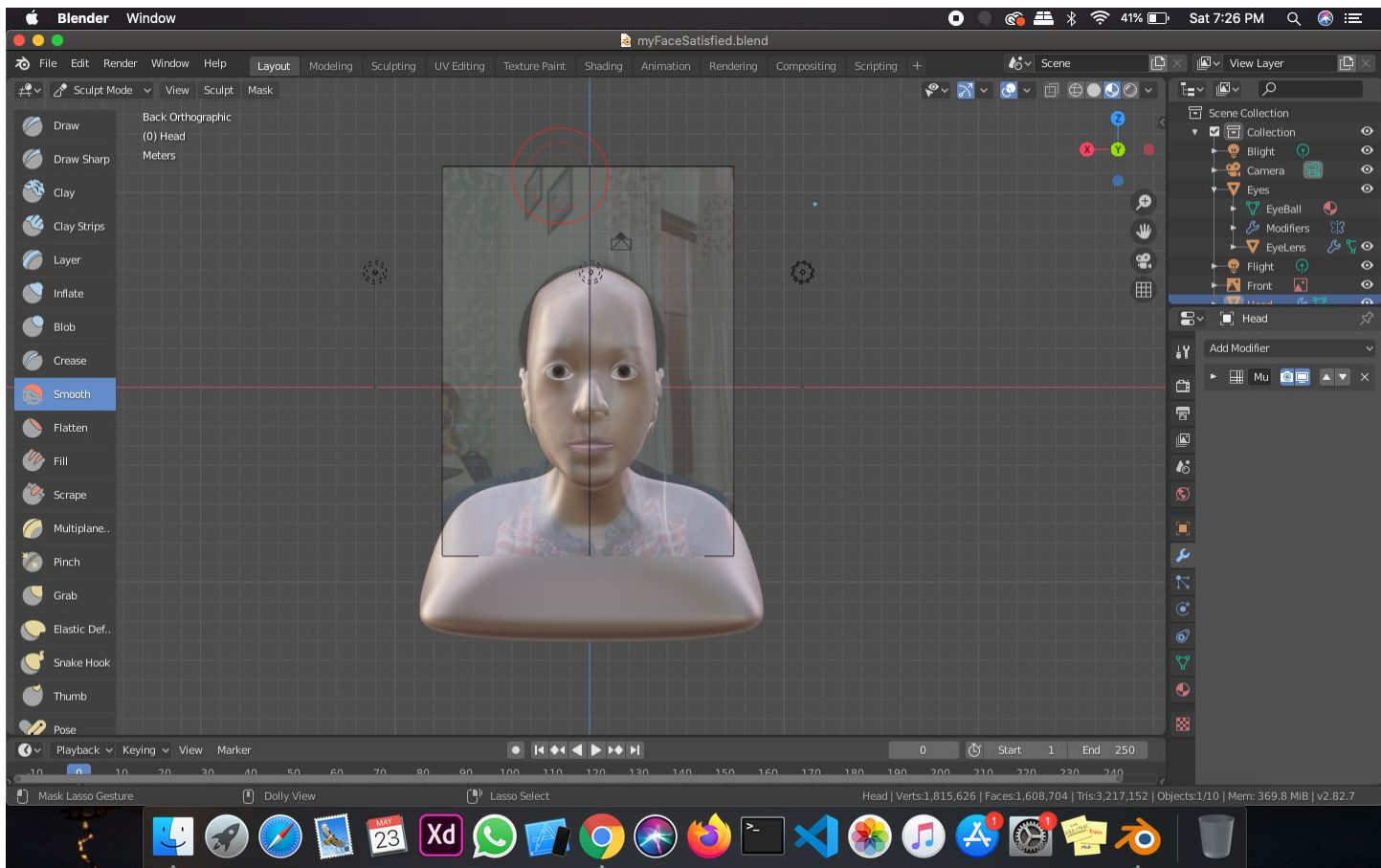
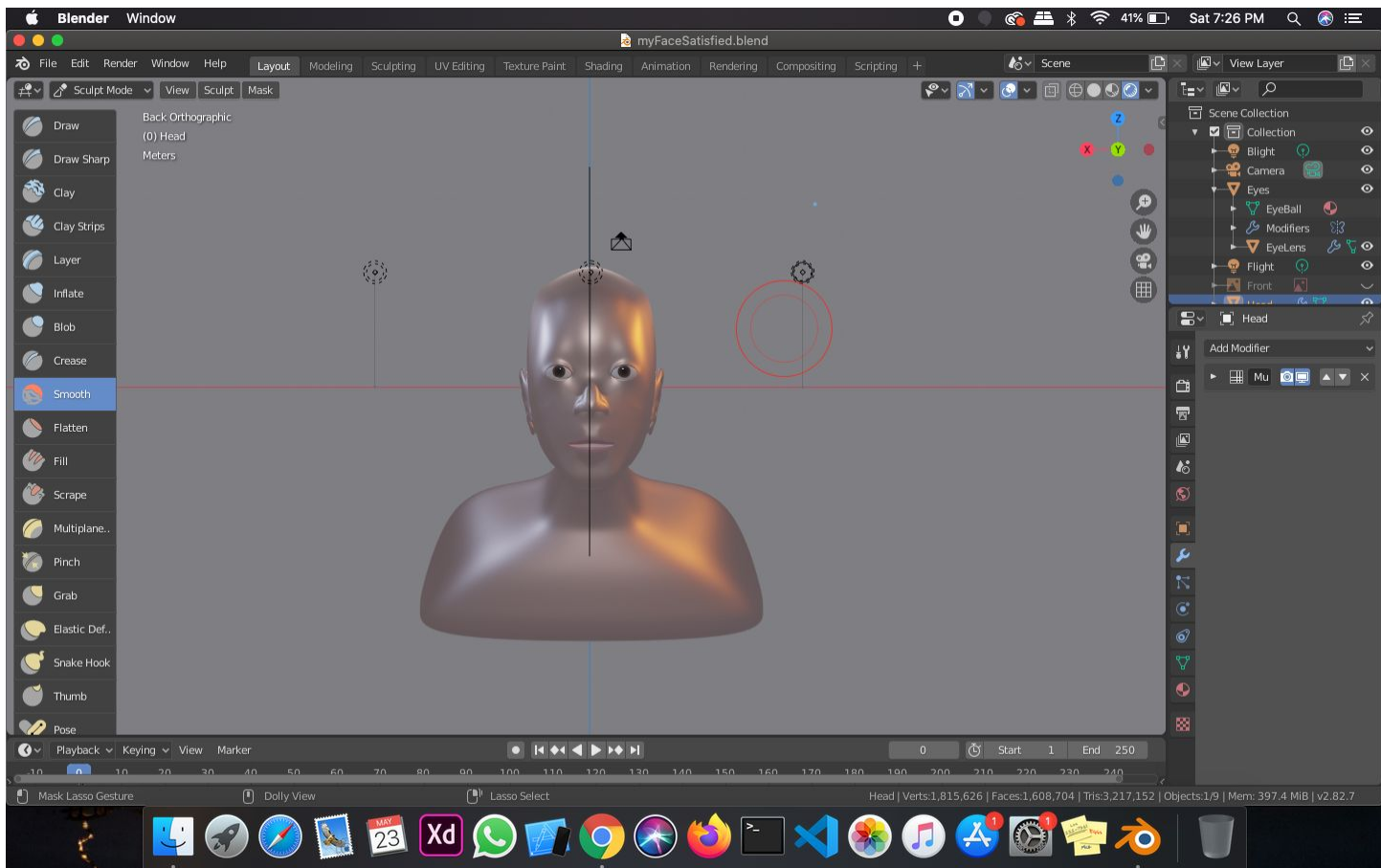
- **Designing a base for my model:**

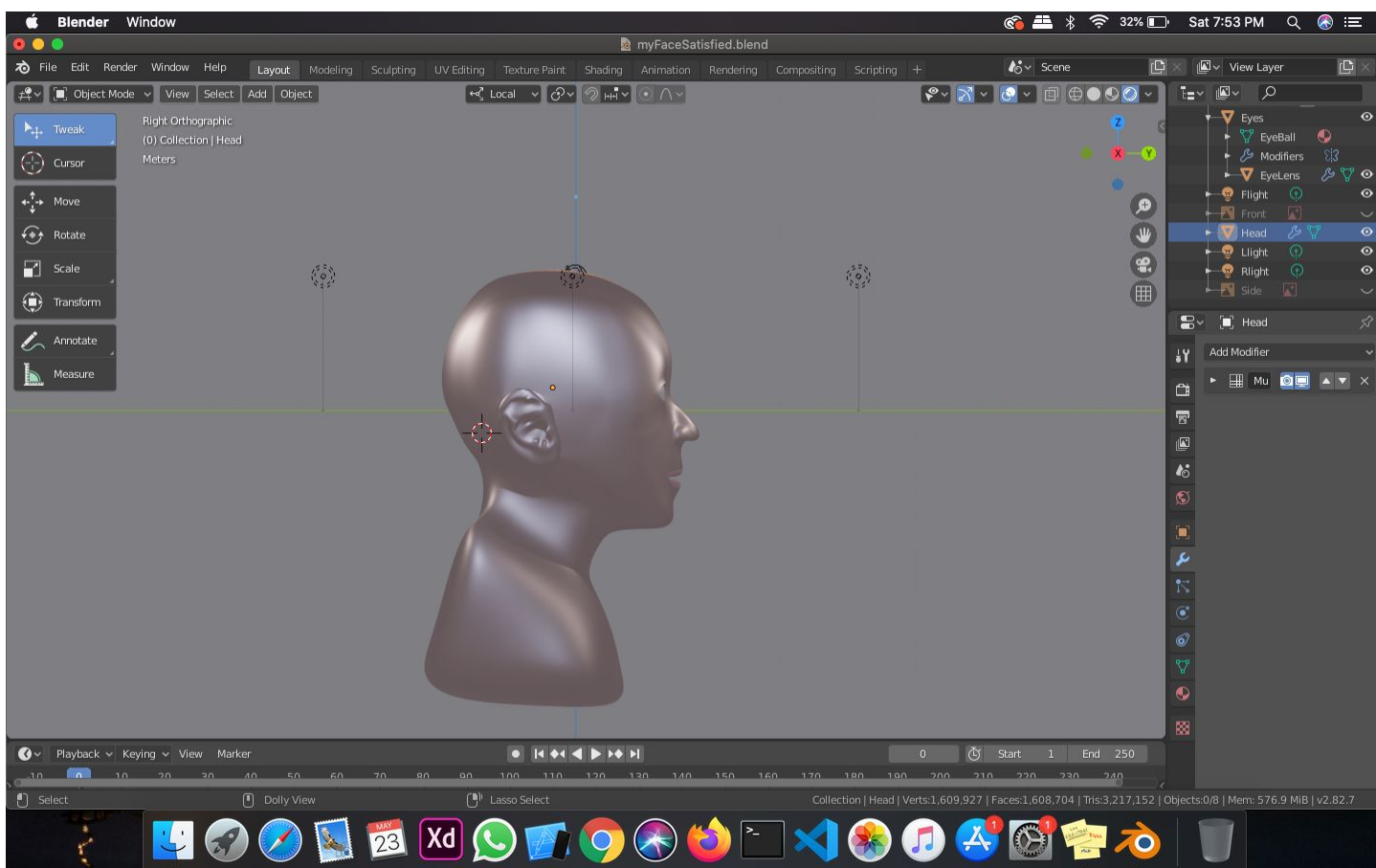
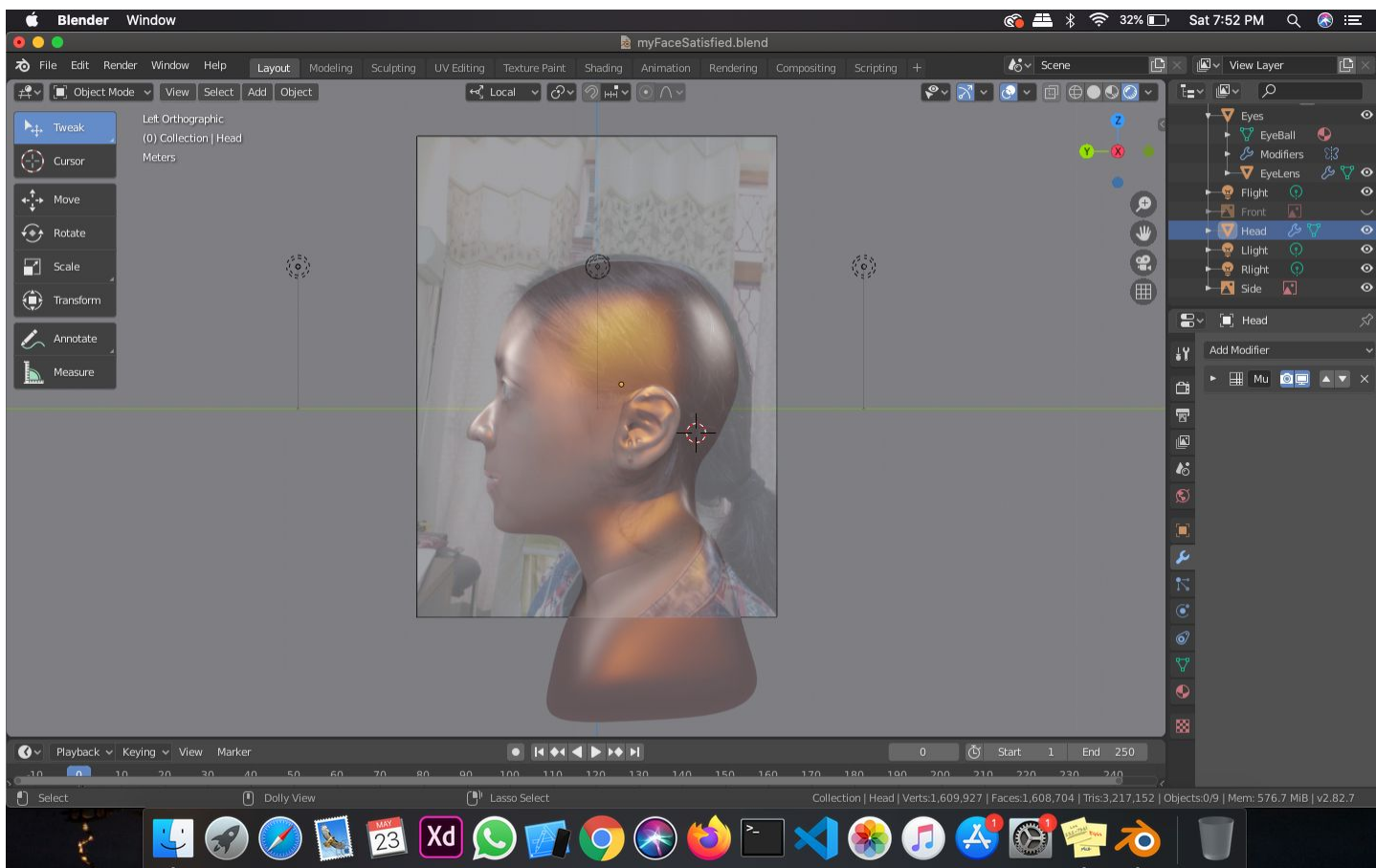


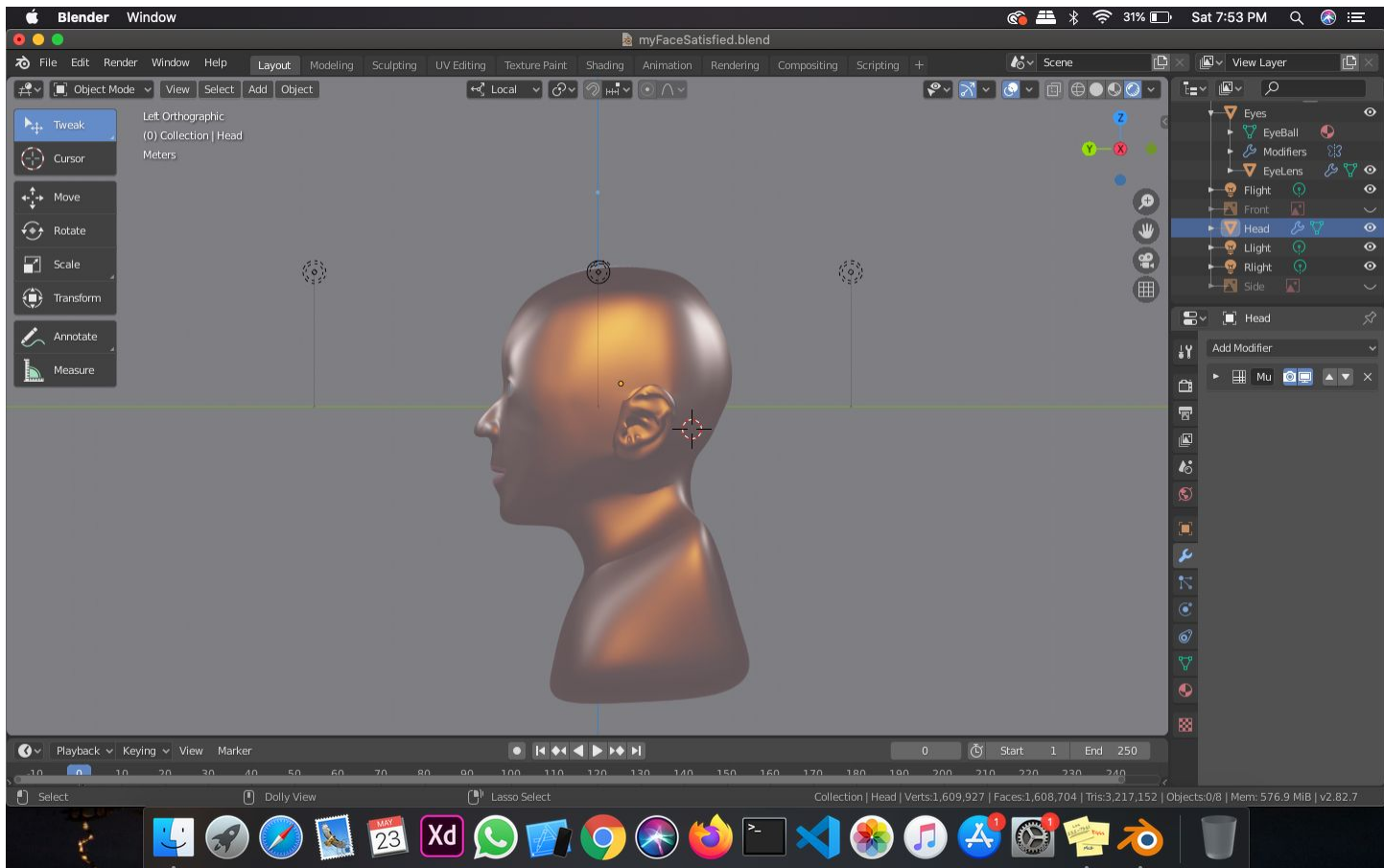


- Giving it subsurface skin texture, eyes, ears and nose.









- Giving it hairs.

