Luke Galgoci
DAGV 2640-301
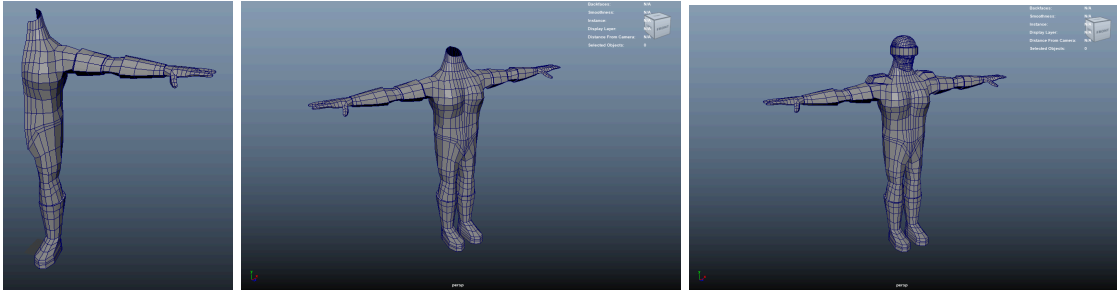Professor Romrell
December 10th, 2025

Screenshots of Refined Character Model

For this checkpoint, I took the whitebox I had created and started to make adjustments to it. I added more detail, edgeloops, etc. and once it was in a spot I thought was good, I started to retopologize it. When doing the retopo, I only did the right half so then the model would be symmetrical when I mirrored it. I then began work on the head by taking the whitebox, refining and then retopologizing it. I also added a simple visor, shoulder pads, boots, and gauntlets to add some more detail. Currently, I am retopping the head again since there was some weird merging and tri issues, and I'm going to clean up what torso UVs. I'm pretty excited to see how this guy is going to turn out once I get him into substance.

Link To Final Project in GitHub:
https://github.com/Lukeinator65/LukeGalgoci_UVU-AGD-Portfolio/tree/main/UnityProject/Assets/MayaProject/scenes/Character/FinalProject

Link to YouTube Video:
https://youtu.be/9KhwjDCr8SA