3D Models

October 26, 2017

1 TOOLS USED

A combination of programs were used Box Modelling of the models as the programs support it
Textures was applied in unreal engine

2 DA VINCI ROBOT

How the da Vinci robot was made and how the IK handles was implemented
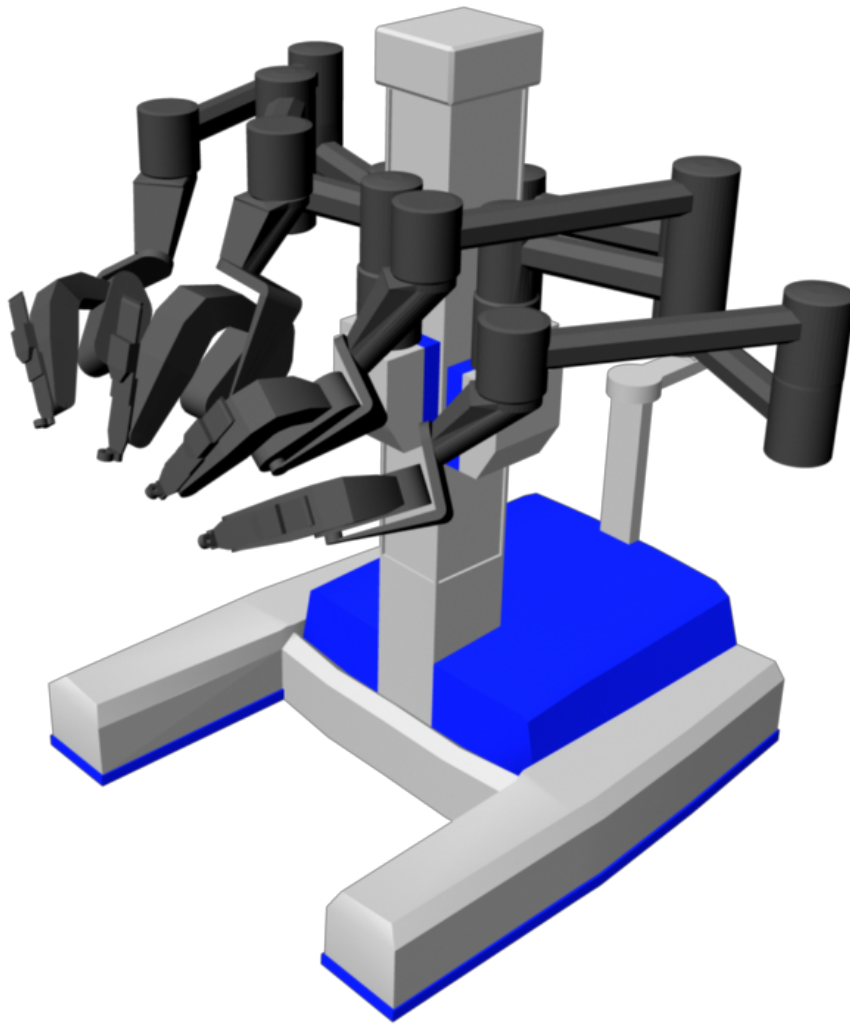
3 PROBLEMS ENCOUNTERED

IK handles in UNREAL ENGINE.

Figure 2.1: The da Vinci Robot made in 3Ds Max