**Applied Modeling and Simulation Project**

**Project Description:**

For my project I decided to create Disney’s robot, Wall-E. I had many reasons for choosing this character. The main reason is because of Wall-E’s shape. His body is based from a cube which is similar to objects we worked on in class. Another reason for choosing Wall-E was because some of his features are quite complex and I wanted to challenge myself and show off my ability. He’s also a cute character and I thought I would enjoy creating him as I used to love the film when I was younger.

**Project Development:**

After I downloaded the starter file from Moodle and decided on my character, I searched for images and tutorials to help me develop my project. Finding images of Wall-E was simple as there are so many of him on the internet. It took me a while to find a good tutorial on YouTube that was easy to follow and understand. I was delighted when I found the Final Cut Pro X Tutorials on. The account had 18 tutorials on how to make Wall-E in blender. This was a huge help to me and they were very easy to follow.

When I began developing the character, I wasn’t aware of just how many details and small parts it consisted of. It took me a lot longer to develop than I had anticipated. Although it was frustrating at times, the results were very rewarding, and I was quite pleased with how it turned out. Throughout the development stages I could see my skills improving and I became a lot quicker and comfortable with the tools.

**Conclusions, Recommendations and Future Work:**

To conclude, I found this project both challenging and rewarding. I am happy with the model that I decided to create as it tested my skills and taught me new ones. I could have chosen a simpler character, but I wanted to challenge myself and I am happy with the results. My Blender skills have improved massively, and I now feel more confident using the various tools. I think the skills I have acquired from carrying out this project will be a huge help to me in the exam to come.

To anyone starting out in Blender, I would highly recommend the YouTube tutorials on Final Cut Pro X. The tutorials take you step by step through the character or object you are creating and breaks it down into small, manageable parts.

I really enjoyed completing this project. I have learned many new skills and am now more confident using Blender. The results were rewarding and I am intrigued to see what else I will create in the future.