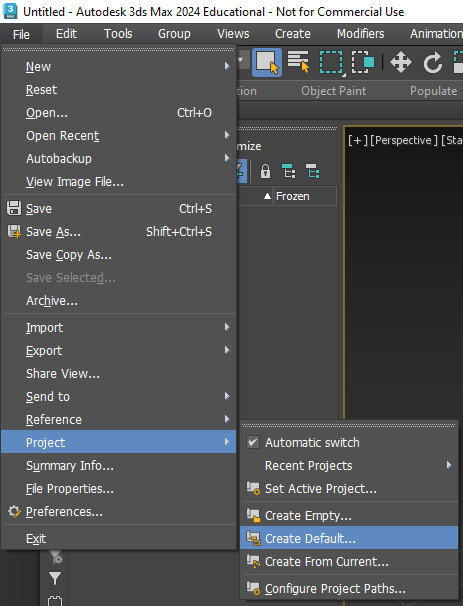
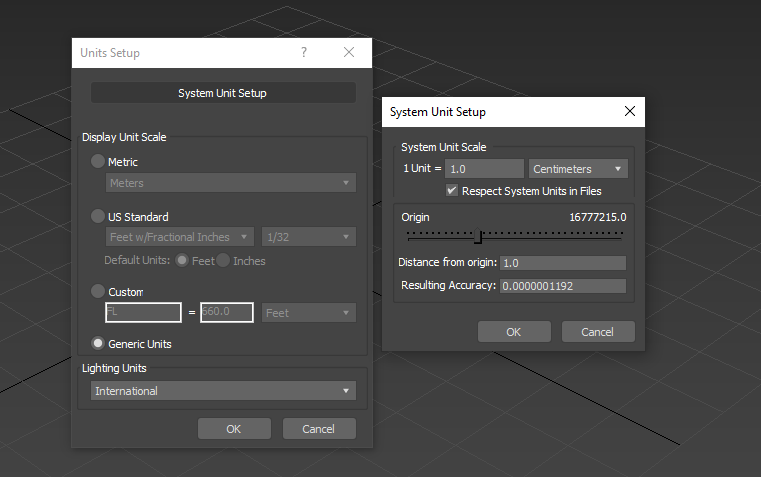




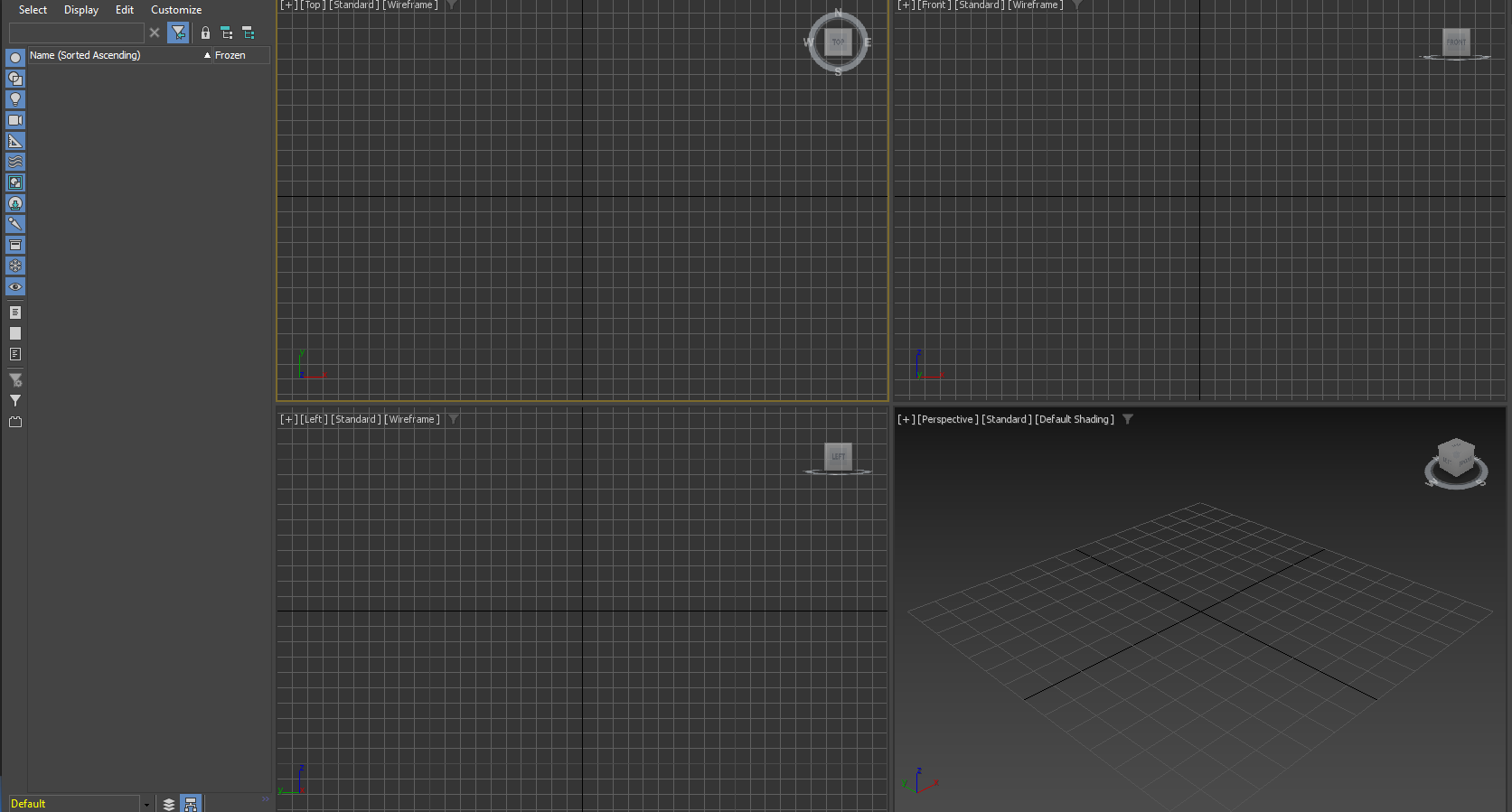
* Set local file path to relative



Creates the default pathway for our projects



Changing the measurements from inches to centimeters



ALT+W allows us to see multiple angles of our project

A screenshot of a computer program

Description automatically generated  
adds a segment wherever you choose, more free form

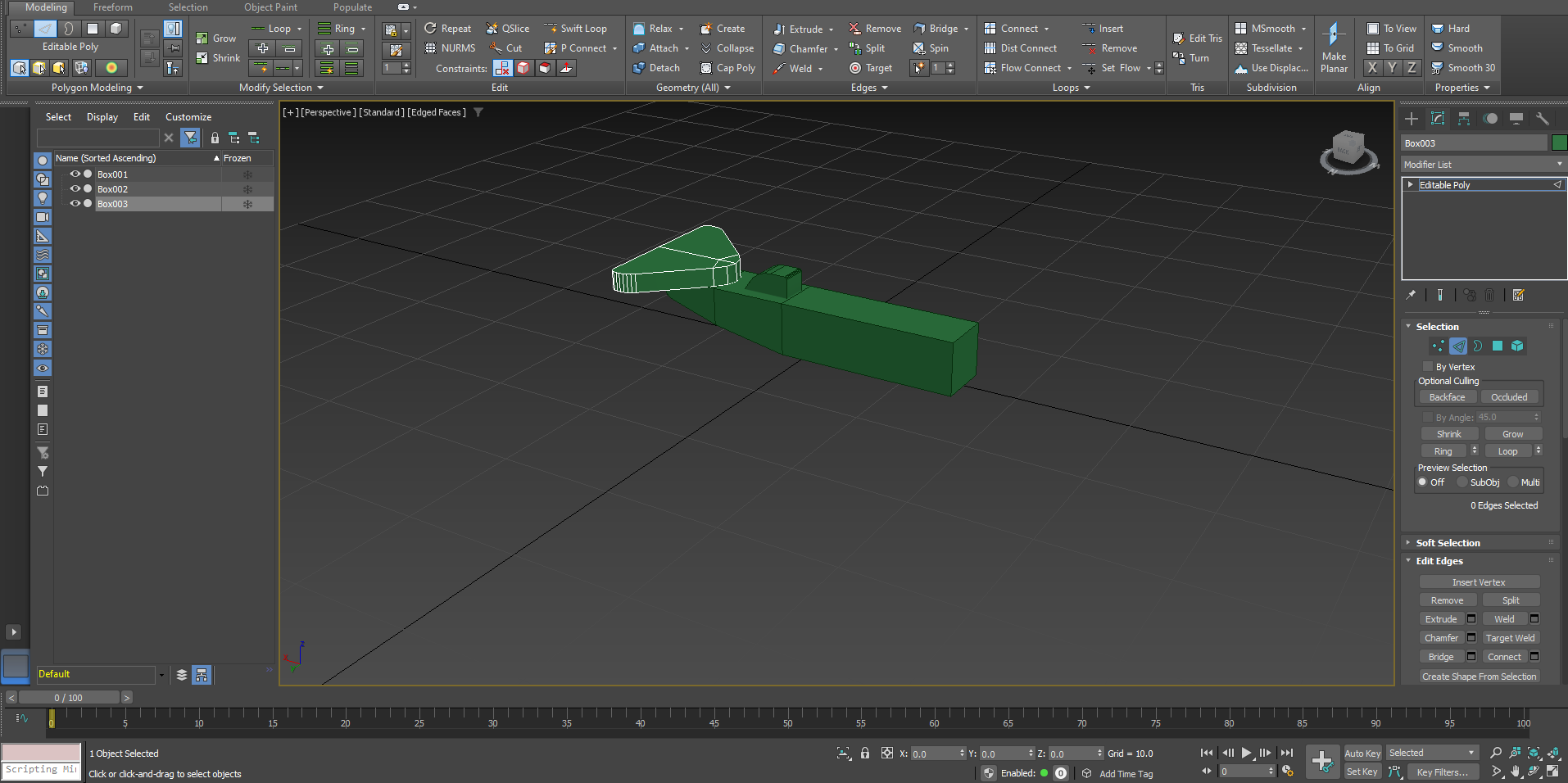
A screenshot of a computer

Description automatically generated

Enables editing of edges

Chamfer = editing the curve from an edge

Connect = makes a more accurate segment between edges

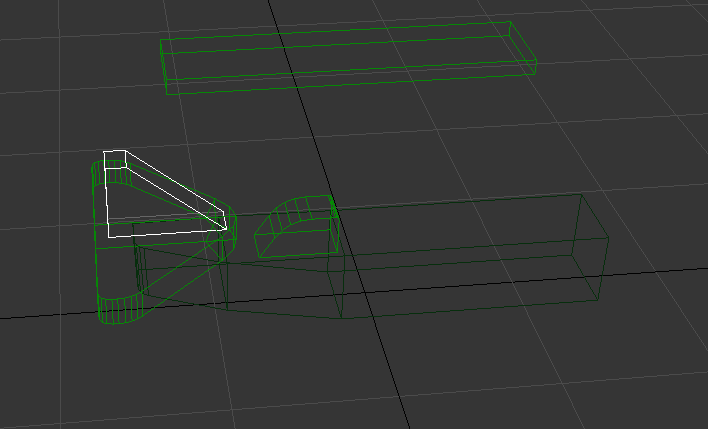


Progressively making my plane, creating one shape at a time and editing it to suit.

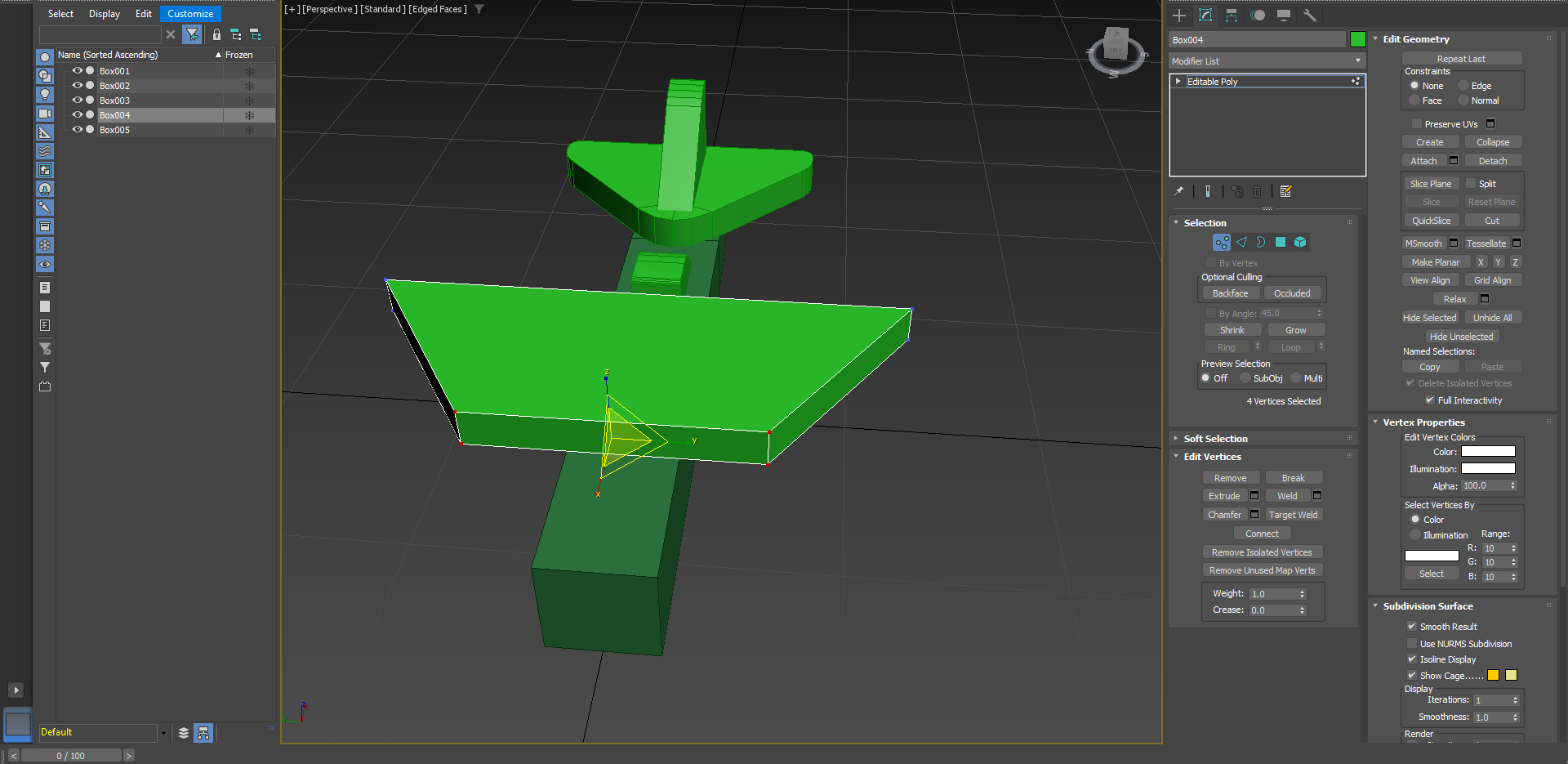
A screenshot of a computer

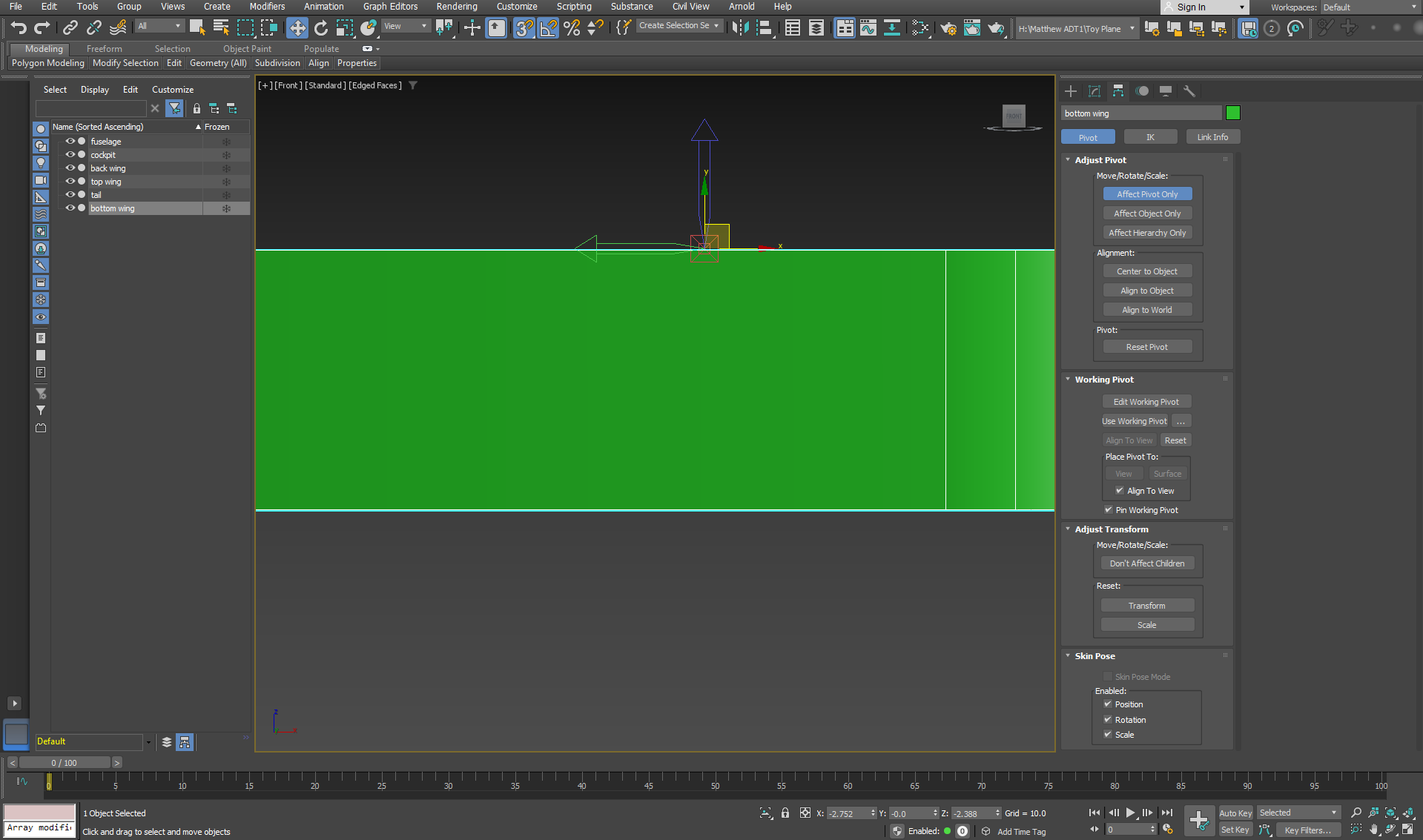
Description automatically generated

Experimenting with insets, bevels and extrusions



Wire frame mode (F3)

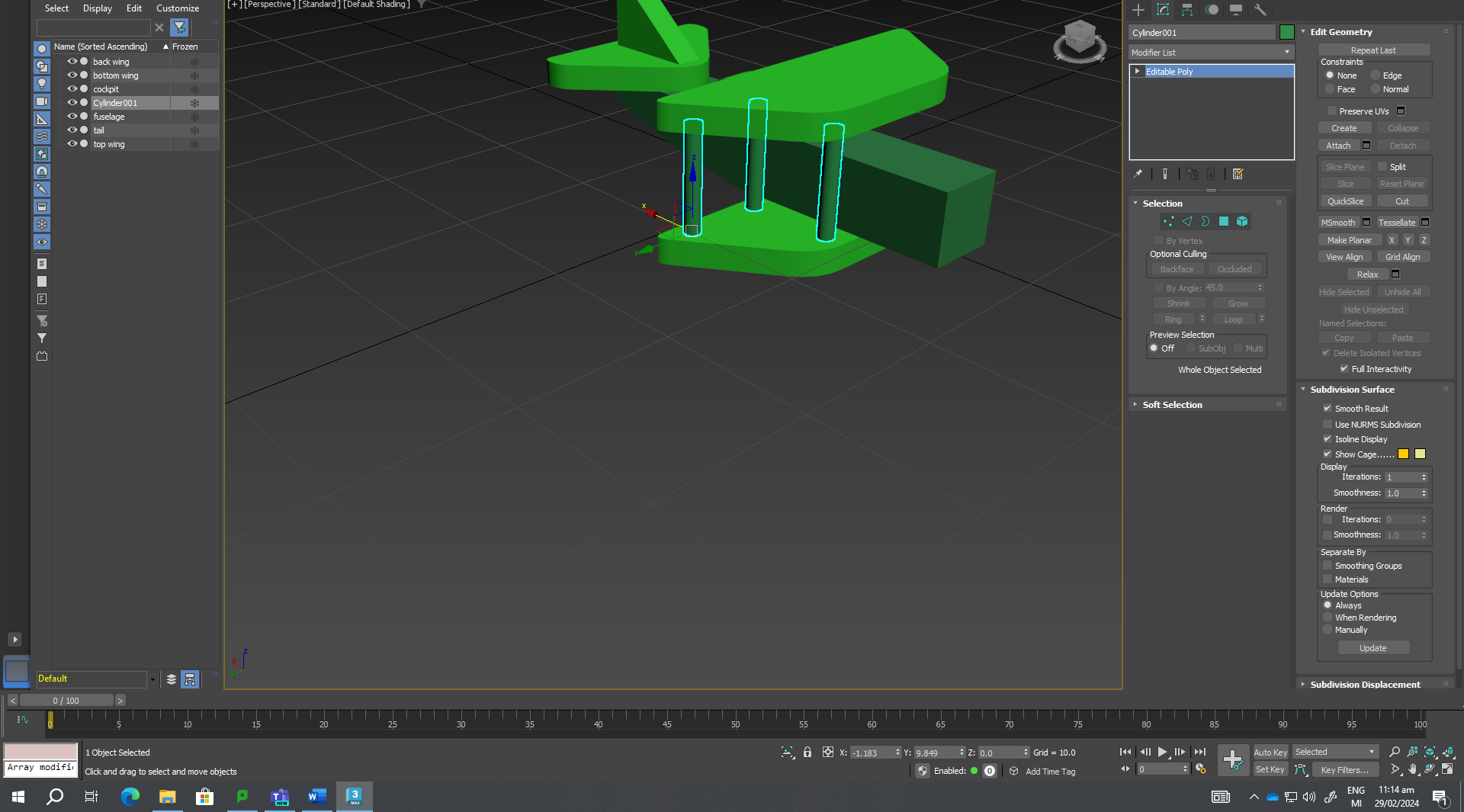




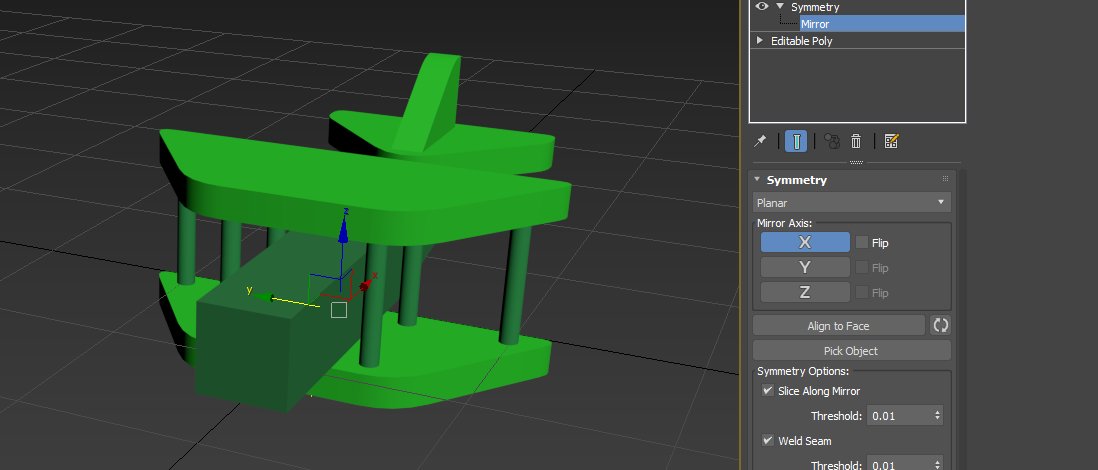
Hierarchy – affect pivot only ( will move the pivot but not the structure. Is good for when you are using lines to sculpt, place the pivot in the middle of where you want it to be mirrored

A screenshot of a computer

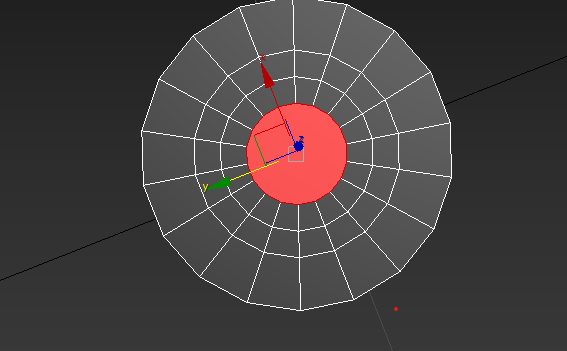
Description automatically generated



Attached 3 cylinders together (using the attach feature)



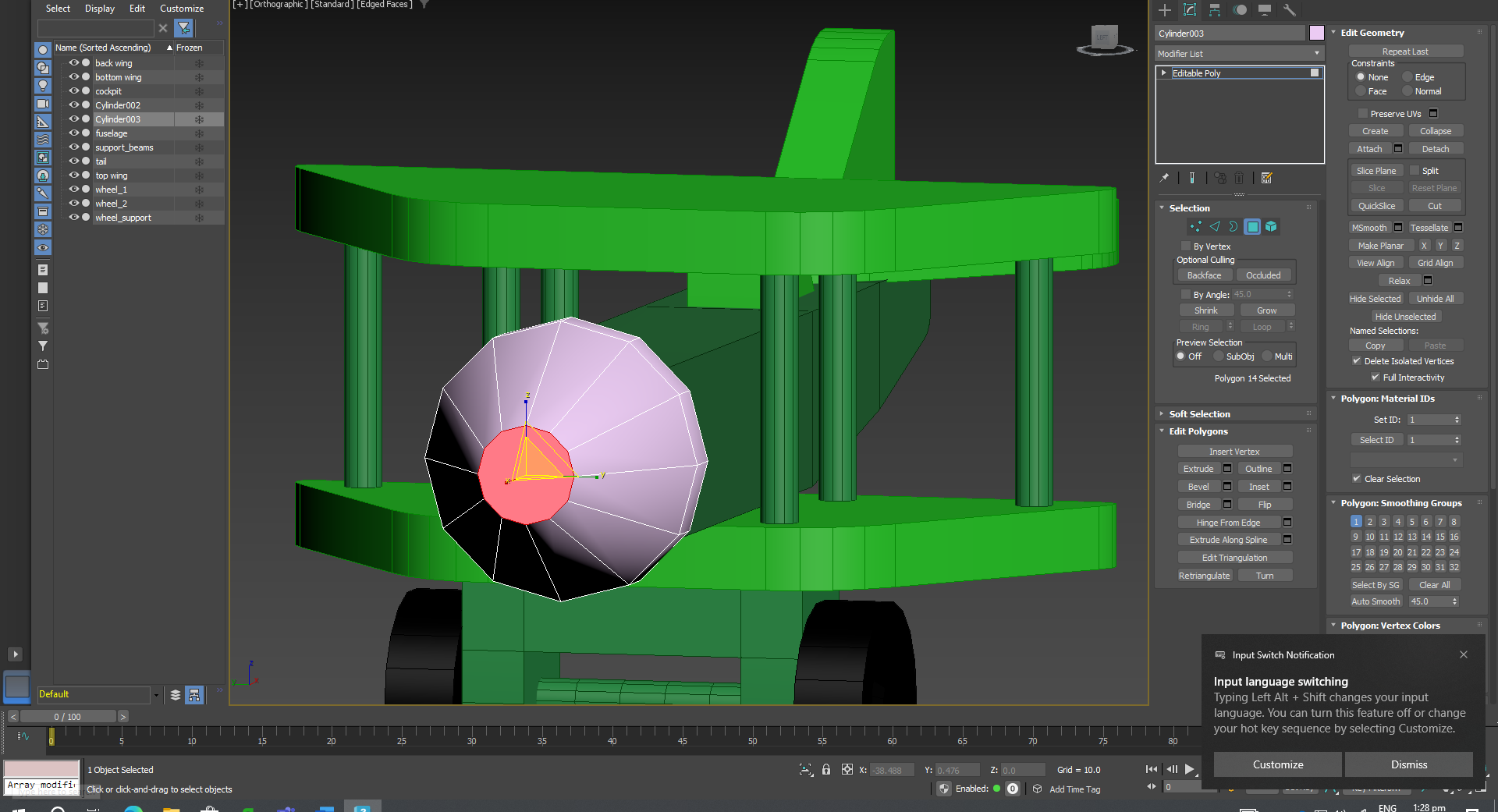
Symmetry, aligning 3 cylinders on both sides of my plane



Shrink and grow options, grow will go outward and cover more area

A screenshot of a computer

Description automatically generated



A green toy plane on a black background

Description automatically generated

Able to hold ctrl+ click from poly to edge to choose the edges around the chosen poly prior\*

A green toy airplane on wheels

Description automatically generated

Finished plane model without wrapping

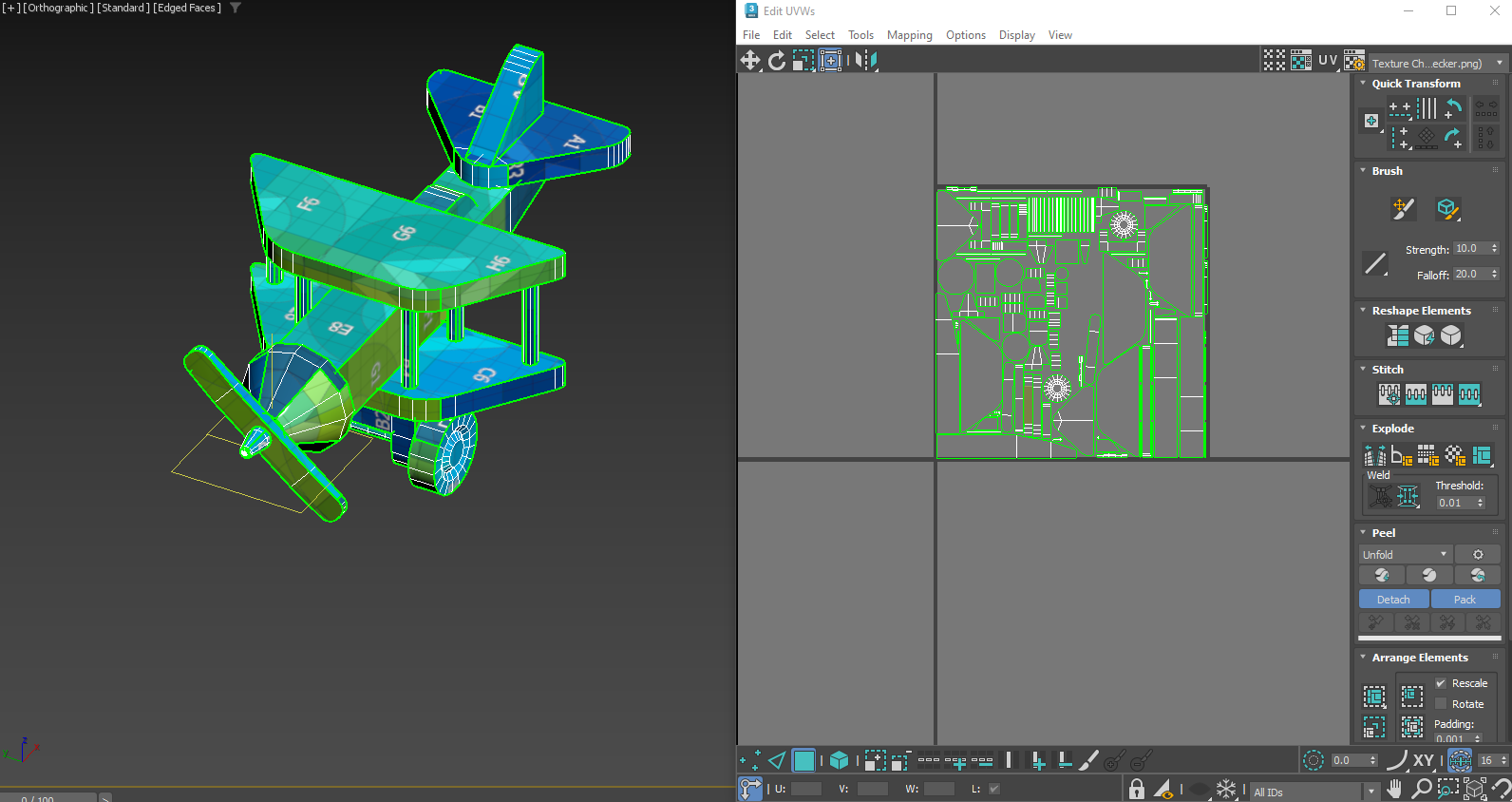
A red toy airplane on a black background

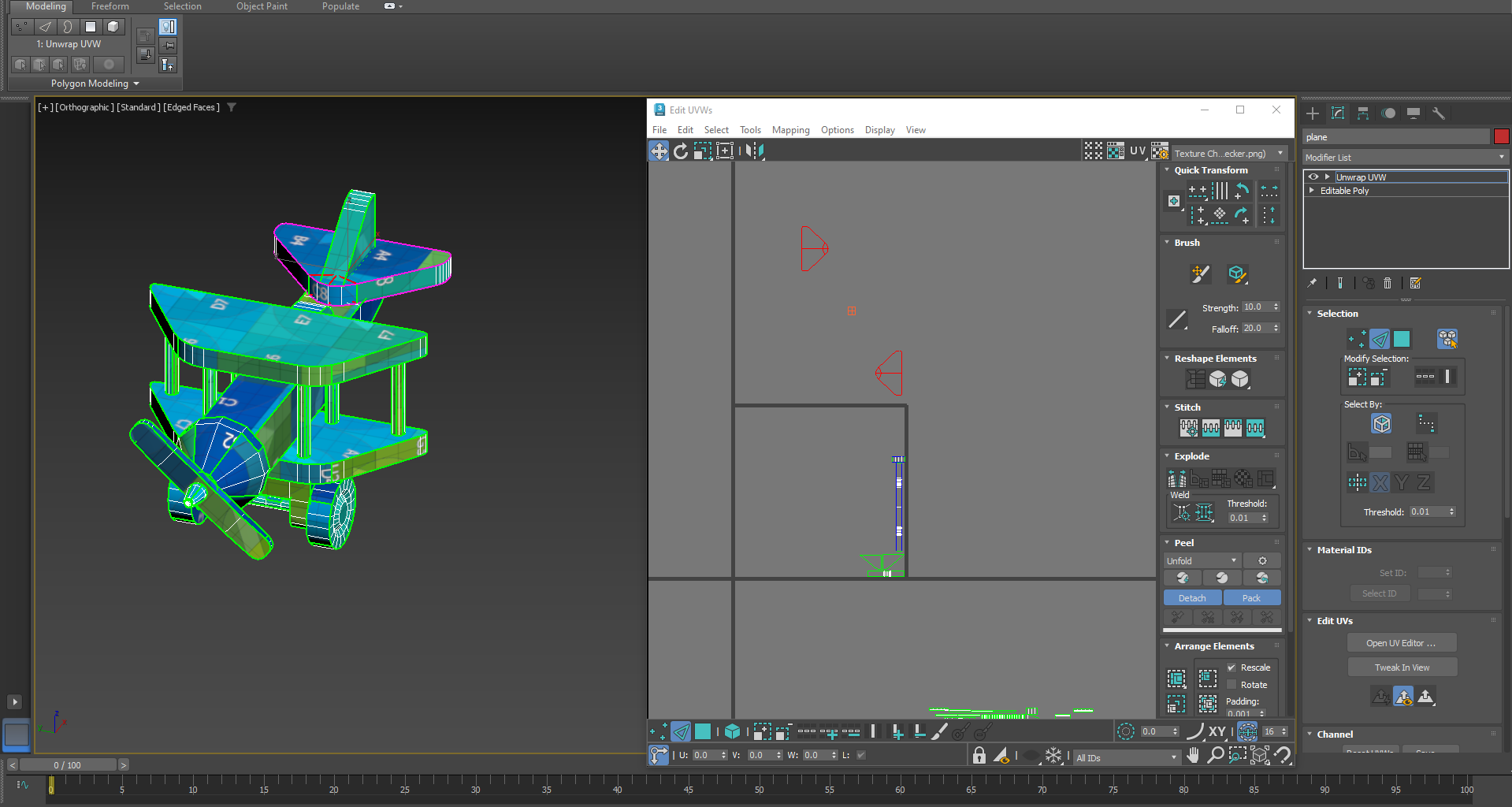
Description automatically generated

Attached all parts of my plane together

A computer screen shot of a red airplane

Description automatically generated





This is the process of unwrapping our plane

GOT SICK BEFORE FINISHING THE WRAPPING OF MY PLANE :’(

A computer screen shot of a magnifying glass

Description automatically generated

A 3d model of a cylinder

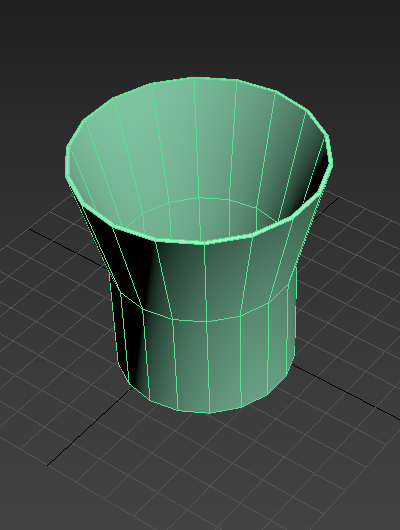
Description automatically generated

A green object with a grid

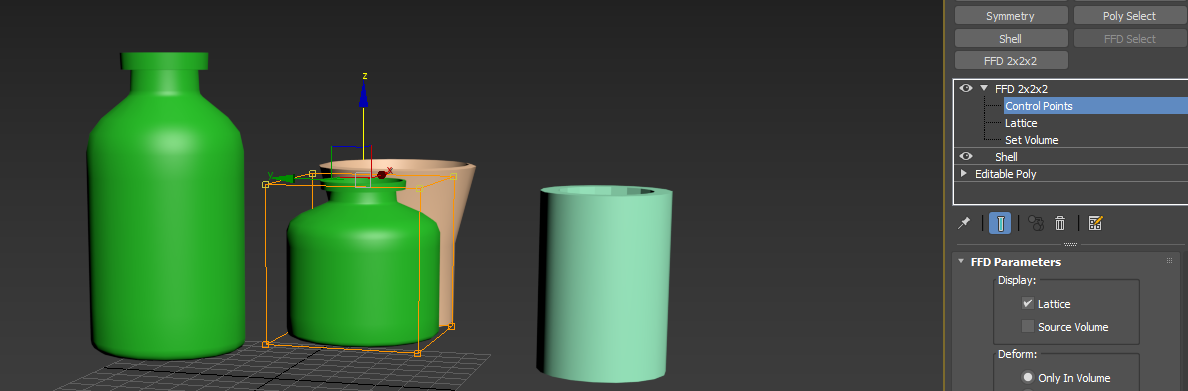
Description automatically generated with medium confidence

Create a loop on the top end, extrude but change from group to local normal

Warm up practices



Shell modifier

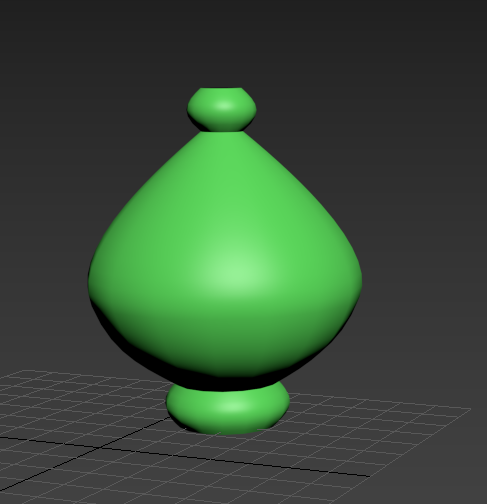


FFD 2x2x2 is good for changing the shape of your object after completion ( different variations of bottles etc)

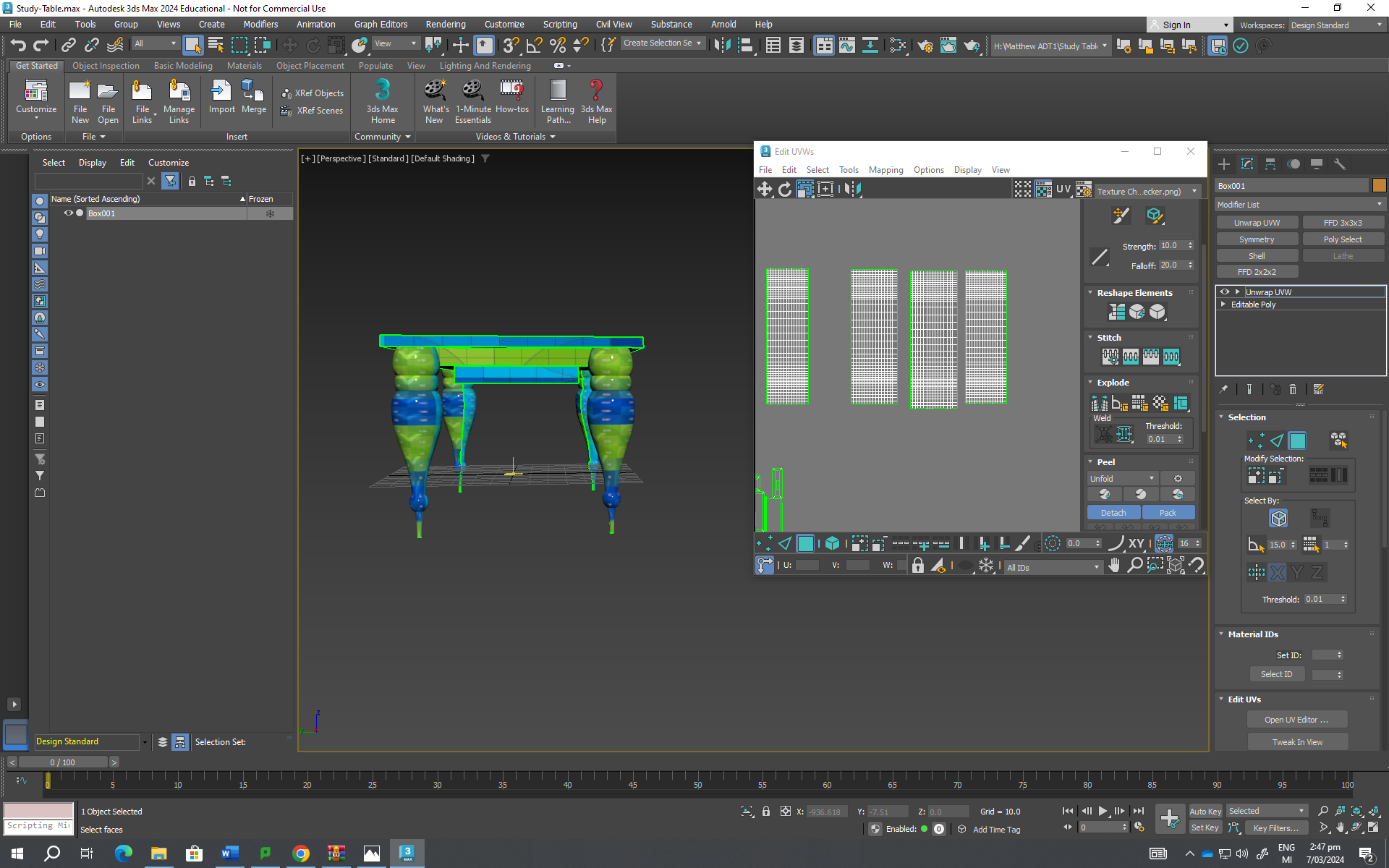
A red and grey object with a black background

Description automatically generated

Line tool useful for making 2D shapes and extrude to change into 3d



Started with a line, lathed to make it a 3d object



Process of unwrapping our table

A screenshot of a computer

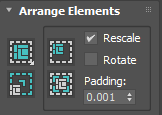
Description automatically generated

Straighten tool

A screenshot of a computer

Description automatically generated

Select an edge on the leg and break, use to straighten objects that aren’t by default (round, not straight stuff)



This is used to re pack the spread out parts of your model back into the texture box

A red oval object with a black background

Description automatically generated

Working on the feather

A screenshot of a computer

Description automatically generated

Target weld useful for welding two vertexes together

A screenshot of a computer

Description automatically generated

A screen shot of a computer generated image

Description automatically generated

Using the cut tool, created two cuts on my feather

Behind on substance painter content (CATCH UP BIGGS)