

The Compass Project



For this particular project I need you to pick either one of these images. No variations please.

This should be a fun one. In the last project, you were working on a pretty averaged sized asset, this time we're going small. When working on small very detailed assets remember that they're going to be viewed up close, so detail and accuracy are much more important than say a large wooden wall.

Besides attention to detail, problem solving plays a pretty big role in this project. We will discuss in class what I mean by that. We will also use Normal Maps to add detail when needed, as well as revolving a Nurbs curve to establish the initial contour of the asset. Add to that a glass shader.

We'll start this in class the week of October 30 - November 3, this will be a two week project, so get the weapon as wrapped up as possible then we start this one.

More details coming soon, probably tomorrow...