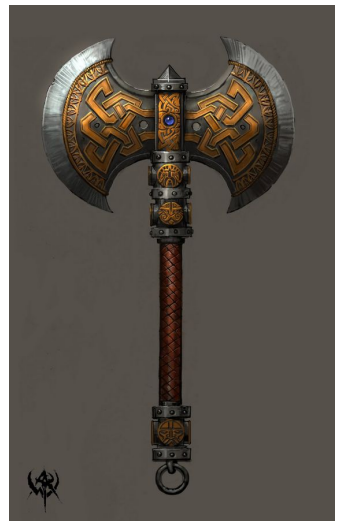
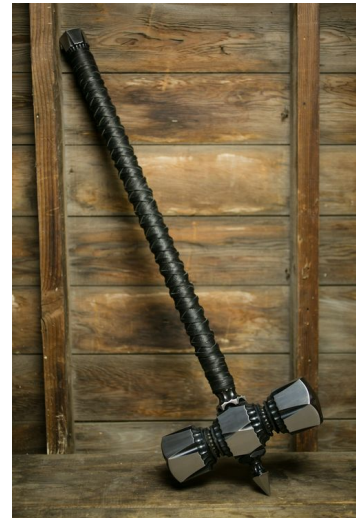
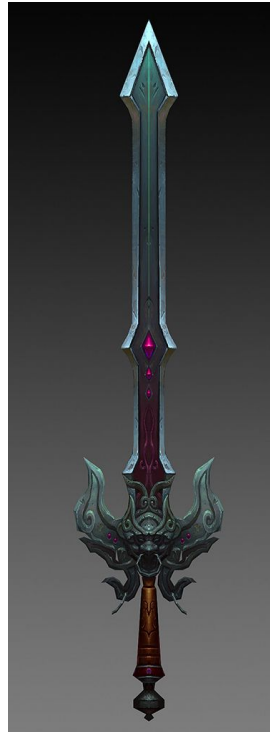


Medieval Weapons Project



You're going to be building a Medieval Weapon

Use the images above as a starting point. There are times when concept art is used and needs to be followed precisely, there are other times when the art director just needs something to throw into the game and the artist just has to figure it out. You are free to find your own reference images or combine several into what you want to build.

What exactly am I looking for...?

This project will focus on the **modeling** process of asset production. By working your way through the two tutorials we attempted, the Props and the Dice, you should have been exposed to many of the techniques needed for this project.

Naming scheme:

CG125-A-S17_Nelson_YourName_Weapon
CG125-B-S17_Nelson_YourName_Weapon
CG125-C-S17_Nelson_YourName_Weapon
CG130-A-S17_Nelson_YourName_Weapon