

Hazel

12.11.2025

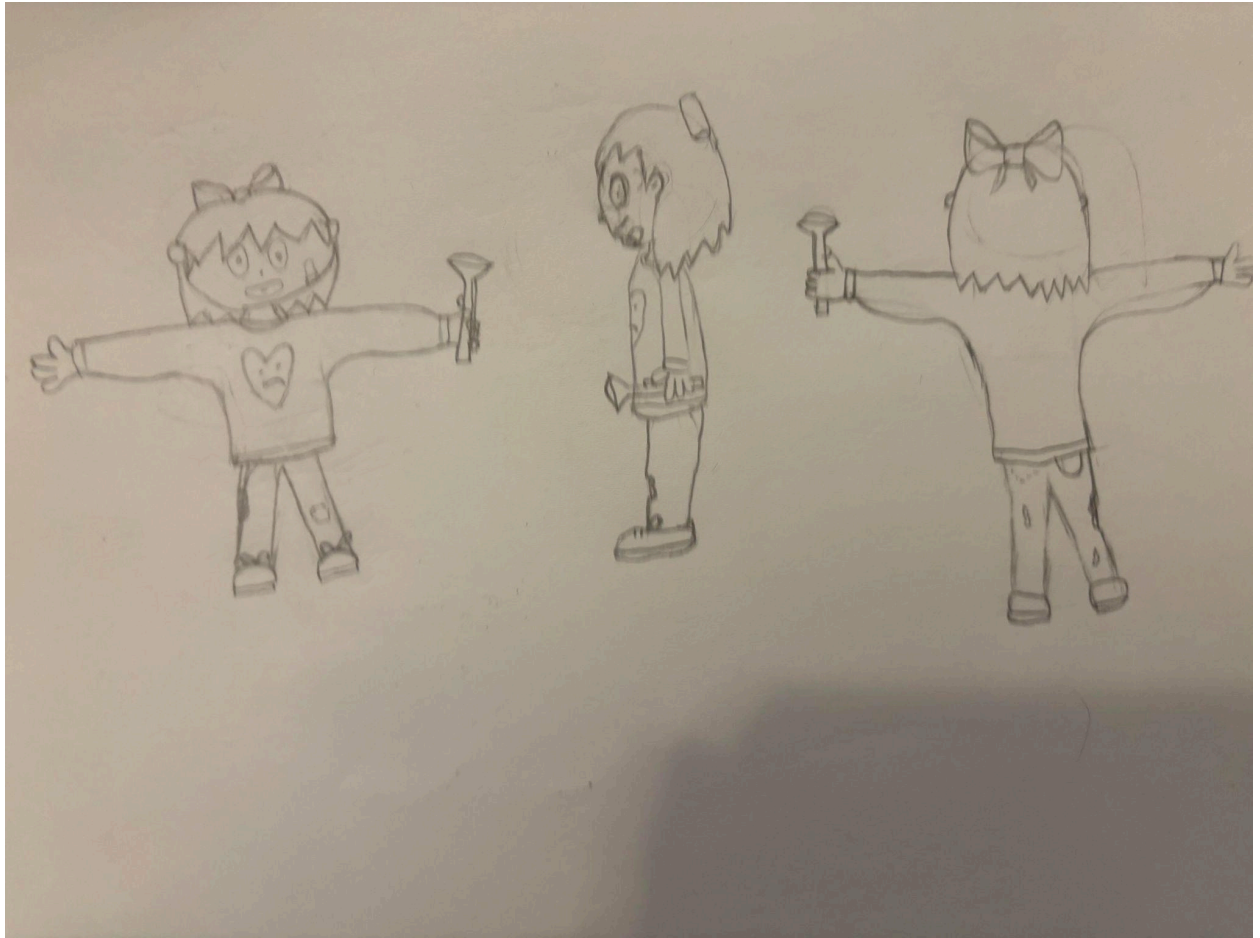
—

Zachary Rawlings

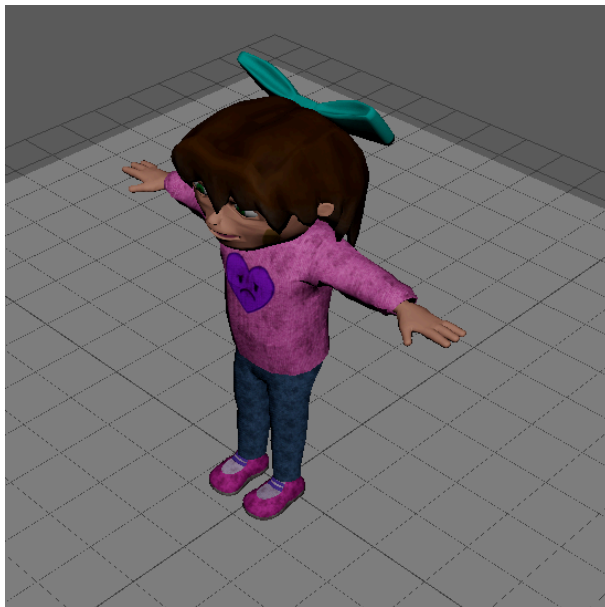
DAGV 2640

Fall 2025

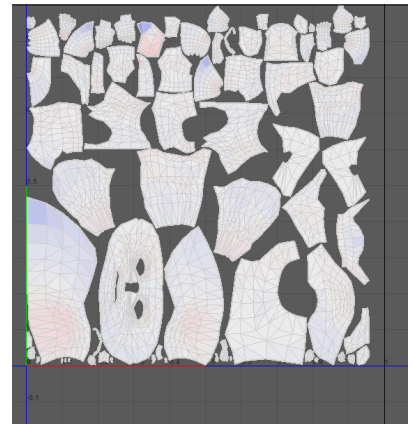
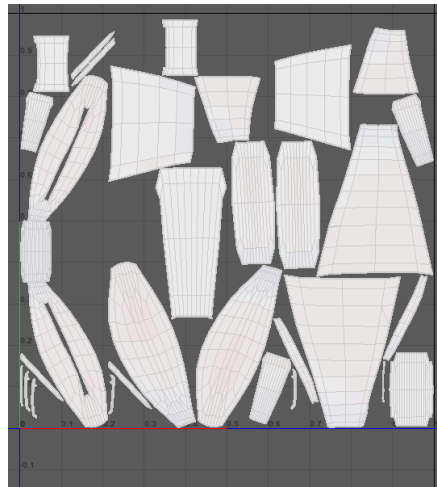
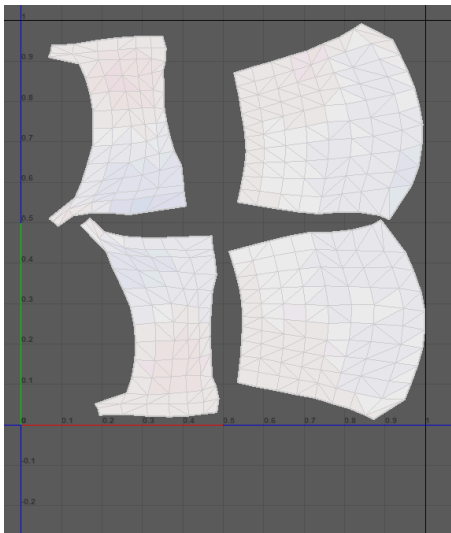
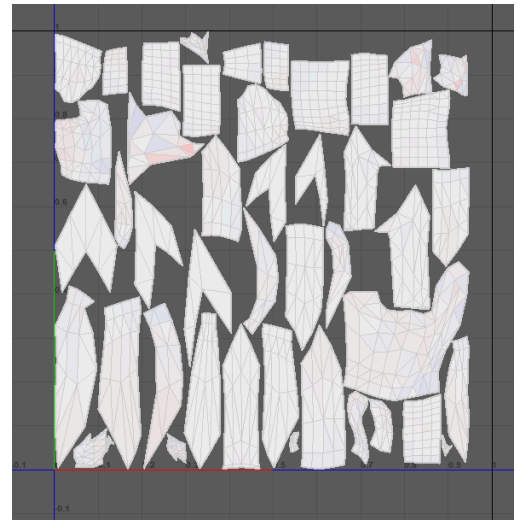
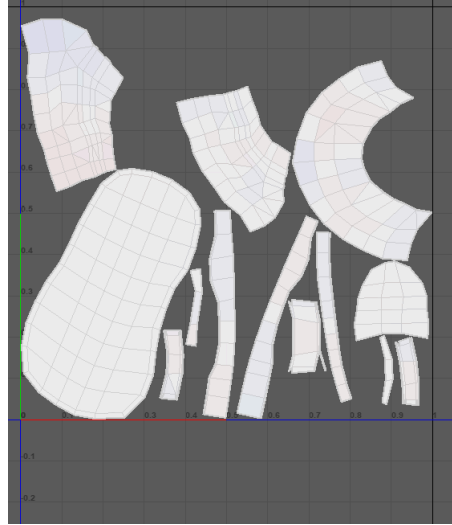
Concept Sketches



Modeling



UV's and Surfacing



The material I would like to call out is the sweater. It looks great and realistic with the grime and the knitted decal.

Final Renders



Reflection

Hazel was a fun character to work on. It really pushed me to learn and improve. The hair was the hardest part for me not only modeling but the texturing of it as well. I had to think about hair and modeling techniques in an entirely different way. The biggest thing I learned though was how bad of problems nCloths can cause if you aren't careful. I spent hours trying to fix a mistake I made while creating the clothing because I used nCloths improperly. My process was simple. First I decided what kind of world or game I want to build. Once I decided that I thought about what type of character would be the best at telling the story of this world or whos story could have the most impact by taking place in said world. Then I sketched and brainstormed. For the modeling aspect, I took it step by step, Body, clothing, accessories, building out Hazel, her place in the world and her story. Then I textured to match those same concepts. Working on Hazel has helped me not only to improve my character design, modeling, and texturing skills, but also my world building and planning skills.

<https://youtu.be/NTMWGXC4S04>