



# FEU INSTITUTE OF TECHNOLOGY

**COLLEGE OF COMPUTER STUDIES  
MULTIMEDIA ARTS DEPARTMENT**

**Submitted in partial fulfillment of the requirements in  
MMA0023/L 3D MODELING**

**VAUGHN WRIGHT**  
**3D CHARACTER MODEL SHEET**

**SUMBITTED BY:**  
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## I. Character Description

Name: **Vaughn Wright**

Race / Ethnicity / Species: **Filipino-American, Human**

Gender: **Male**

Age: **24**

Personality: **Reserved, judgmental, blunt, sarcastic, short-tempered, and easily annoyed by almost everyone or everything, or even over minor inconveniences.**

Body Build: **Tall and slightly toned**

Environment: **Nocturnal city at a view deck**

Props: **Helmet, phone, pack of cigarettes**

What's the purpose, why does the character use it?:

- **Helmet:** When he rides his bike
- **Phone:** To talk to friends whenever he doesn't feel like seeing anyone in person
- **Cigarettes:** He smokes

Vehicle: **Sports bike**

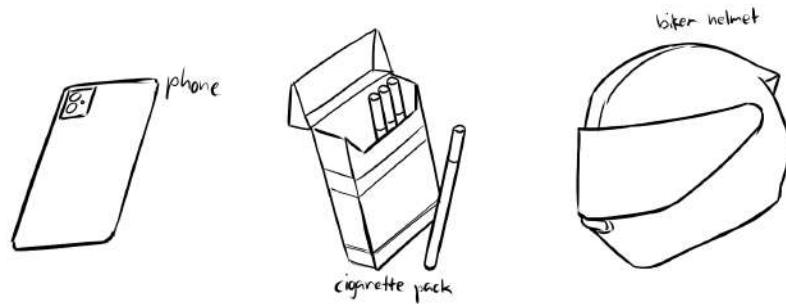
Clothing: **Mostly dark and monochromatic biker attire/set**



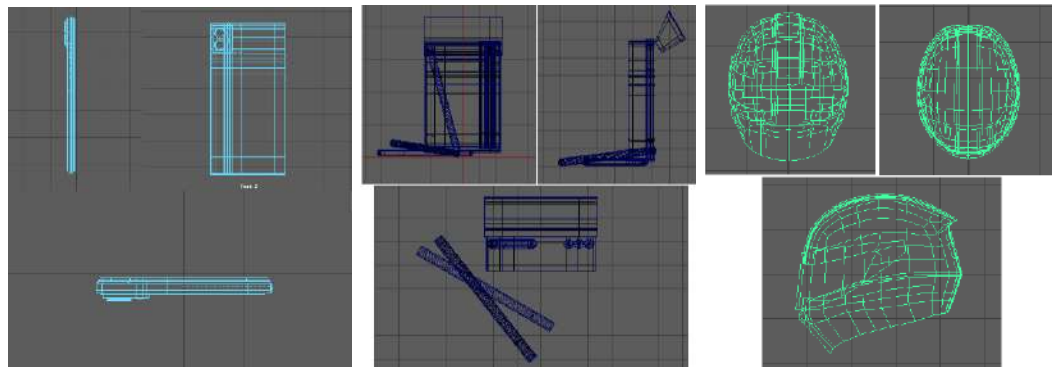
## II. Props Modeling

Vaughn is a simple biker who loves night rides, so the idea of his props are simple. I made sure the props fit his aesthetics and characteristics. I'm mostly proud of the phone because that was when I taught myself how to use the circularize tool to make the camera, instead of creating a separate circle shaped object. Making the cigarette pack was pretty simple because it's just a box and a few cylinders. Meanwhile the helmet took me the most time because I was figuring out how to get the right shape for any angle.

**Image 2.** *Initial Sketches Initial Sketches and reference sketches*



**Image 3.** *Wire Frame*



**Image 4.** *Final Model*



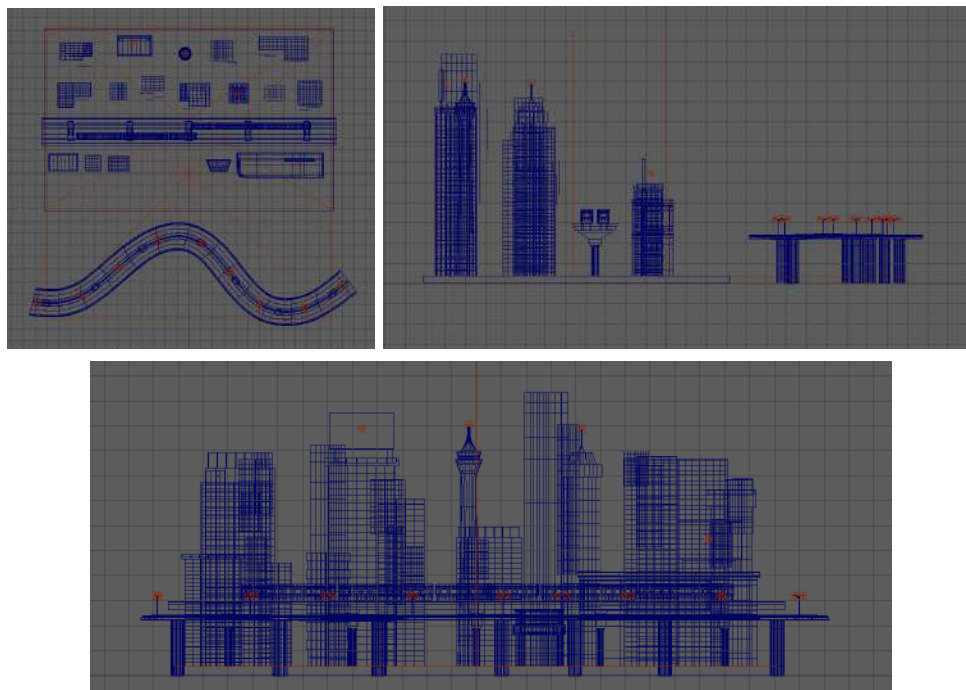
### III. Environment Modeling

I didn't have any initial sketches but the concept for the environment was solely based on some personal artworks I made, which is a city view, mainly the nocturnal version. I had to duplicate the buildings to achieve the city look, and individually selected some alternating windows and assigned them a material with the emission turned up so they would have their own light sources. I didn't struggle much, but it did take me some time to model some parts, like the train, and adding individual point lights for the highway lights and billboards. It also took me a while to figure out how to achieve the final look I wanted, which is the environmental fog, to give it some mood or atmosphere, and as similar to a light pollution of a bright city at night.

**Image 5.** *Initial Sketches and reference sketches*



**Image 6.** *Wire Frame*



**Image 7. Final Model**



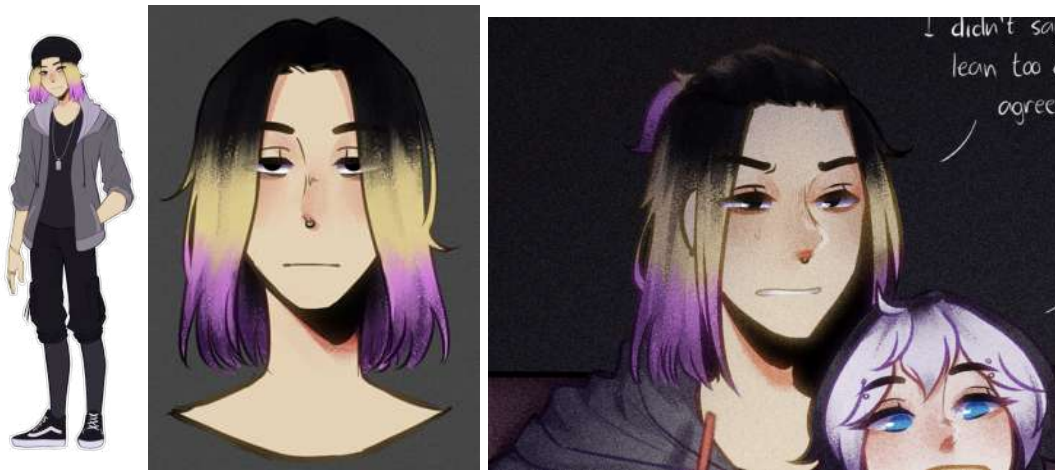
**IV. Vehicle Modeling**

*N/A; Supposedly a big bike/sportsbike*

**V. Character Design**

As he's an existing original character of mine that I decided to use for this project, I made sure to keep his design consistent and simple. I used EP curve and sweep mesh for his hair, with some adjustments with the taper curve to get the sharpness of the tip of each hair strand, consisting of 3 layers, and colored them using the "ramp" material so I can achieve the 3-color-gradient. I did the same with his hoodie using EP curve and sweep mesh. As for his clothes, I just duplicated the body, and extruded it for the thickness, before adding a lot of edge loops to show the folds, as well as adjusting the thickness to get the bunched folds on his sleeves. I modeled the hand on my own accord way before, which also saved me a lot of time.

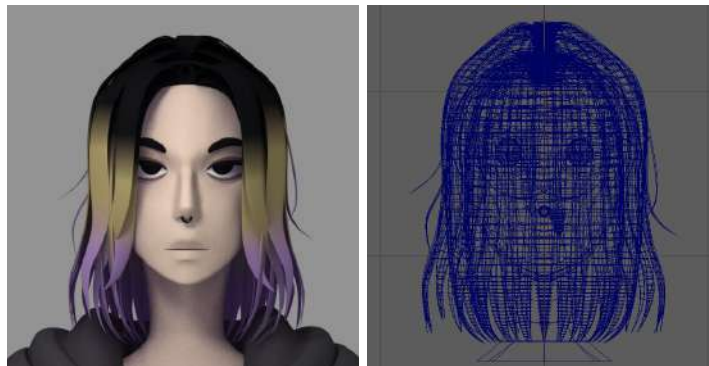
**Image 11.** *Initial Sketches and reference sketches*



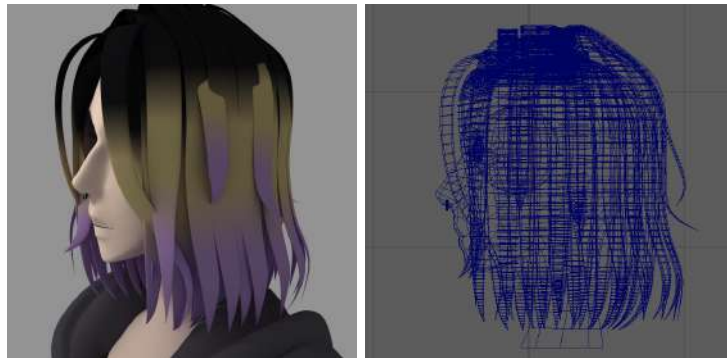
**Image 12.** *Close Up Head model*



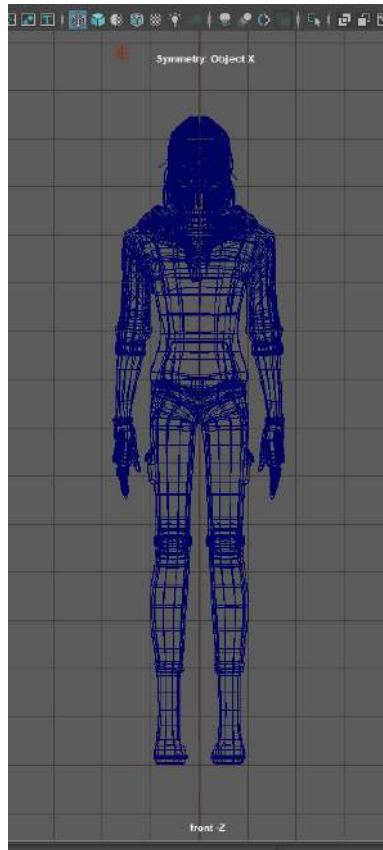
**Image 13.** *Front view head*



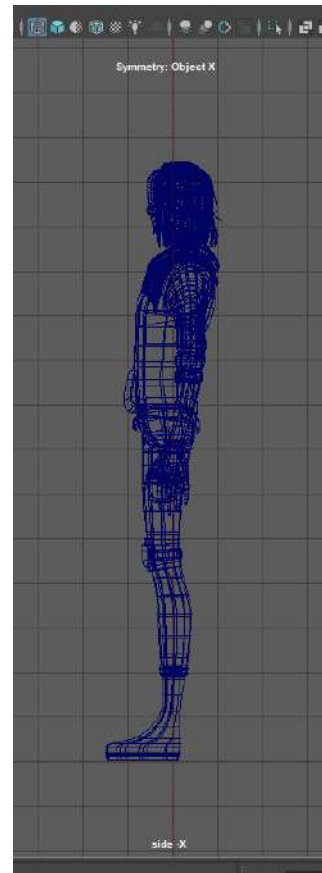
**Image 14.** *Side view head*



**Image 15.** *Front view full body with wireframe*



**Image 16.** *Side view full body with wireframe*







**Bonus.** *With the helmet on*



**Image 14.** *Character turnaround*





*Follow-Up Character Work In Progress: available shots*

