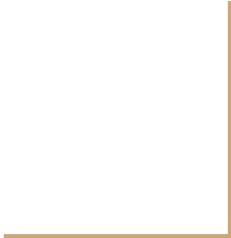
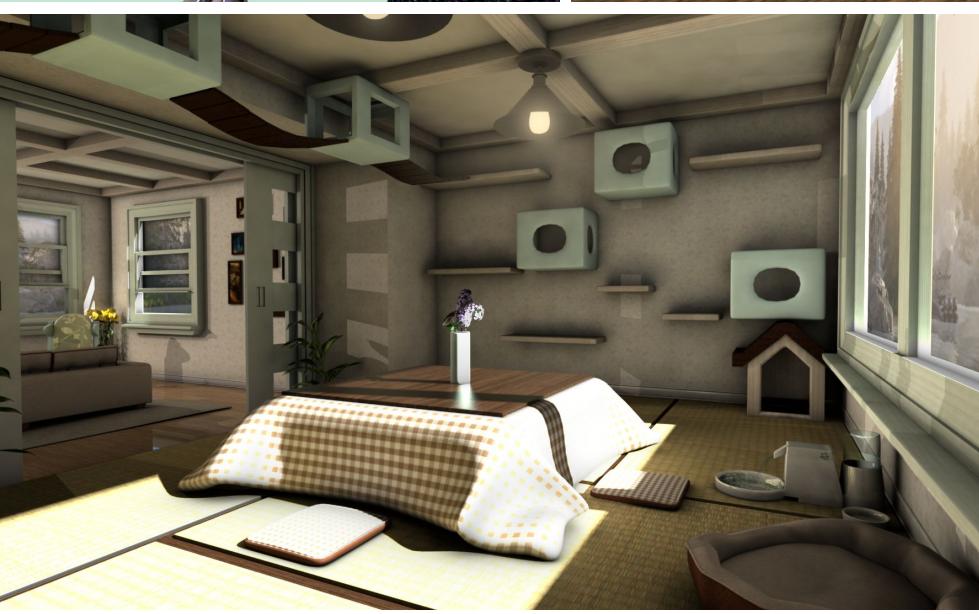
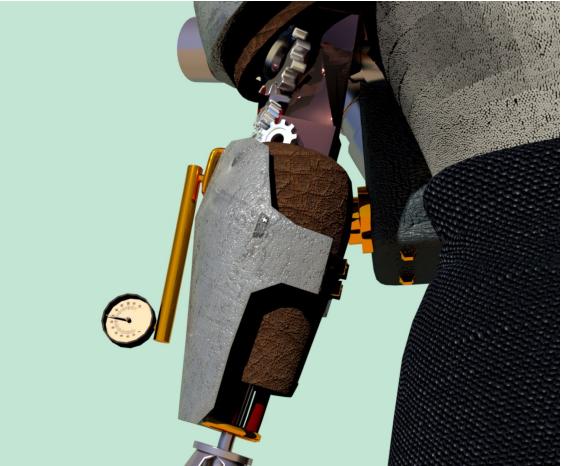


3D Modeling

Annie Dai



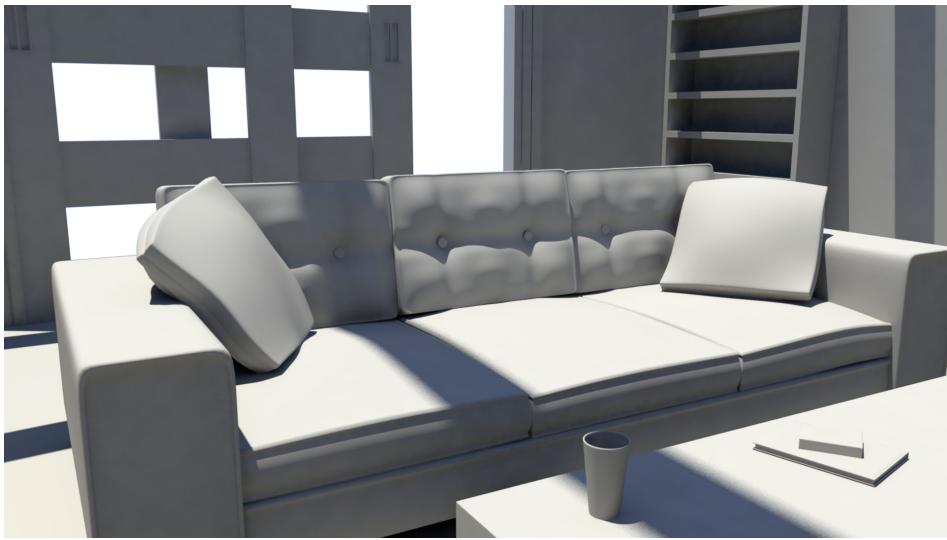
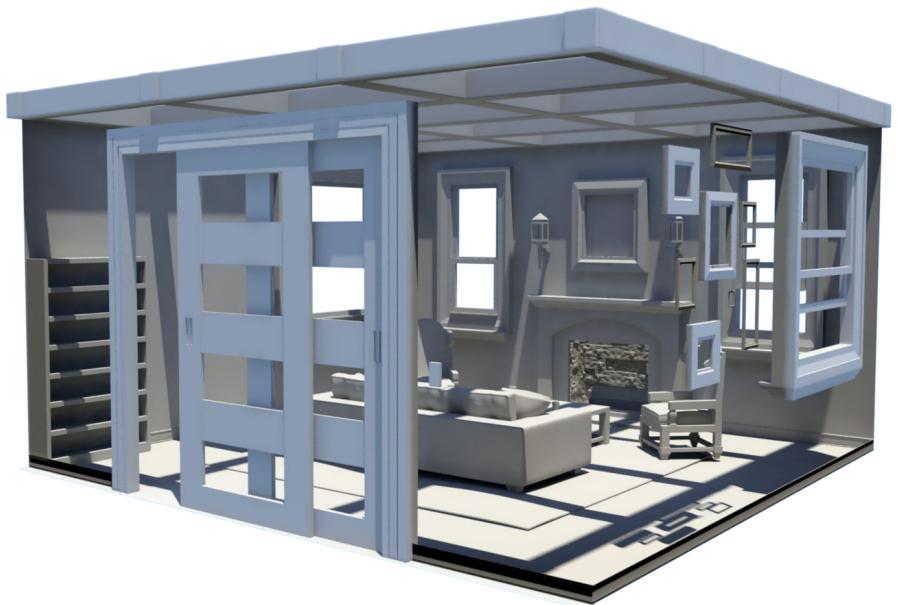


Project 1: My Room

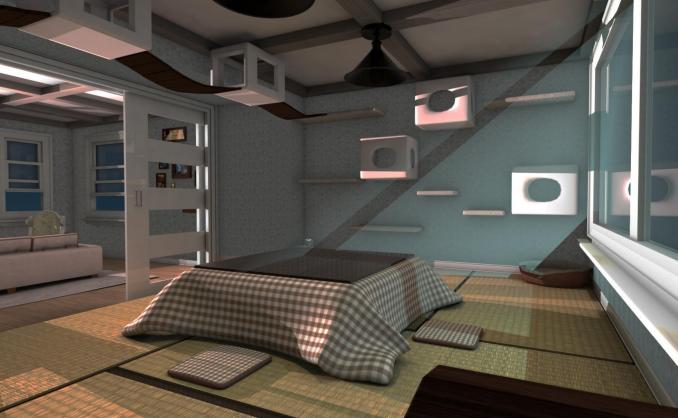
References + Main Room



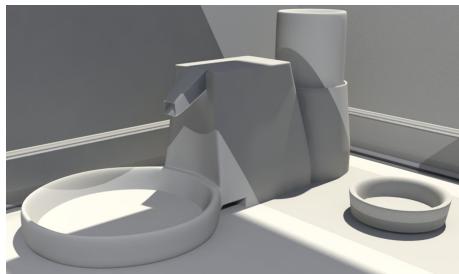
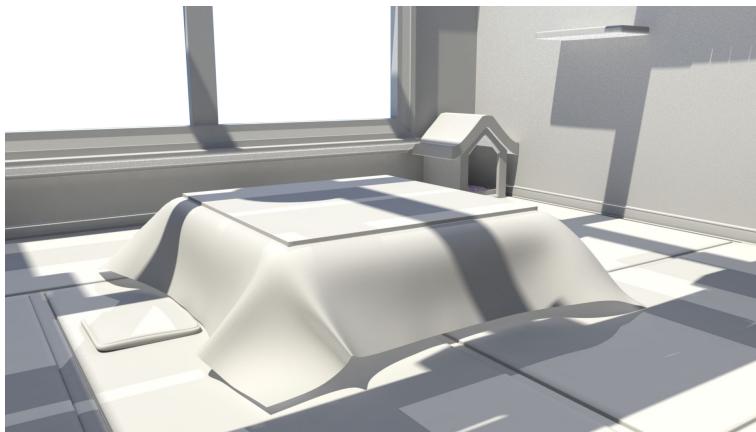
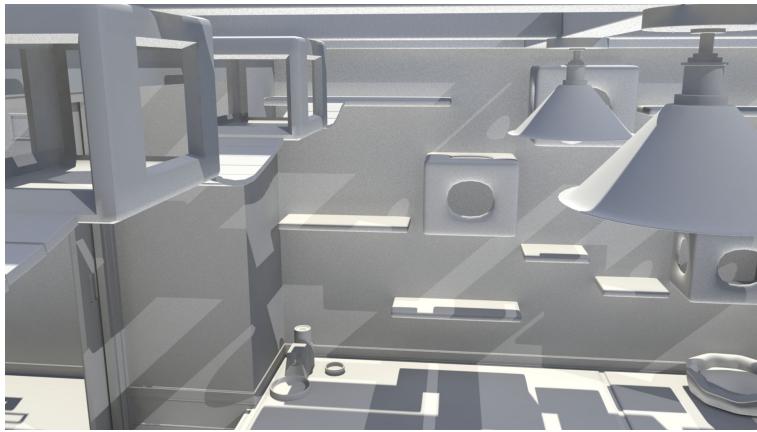
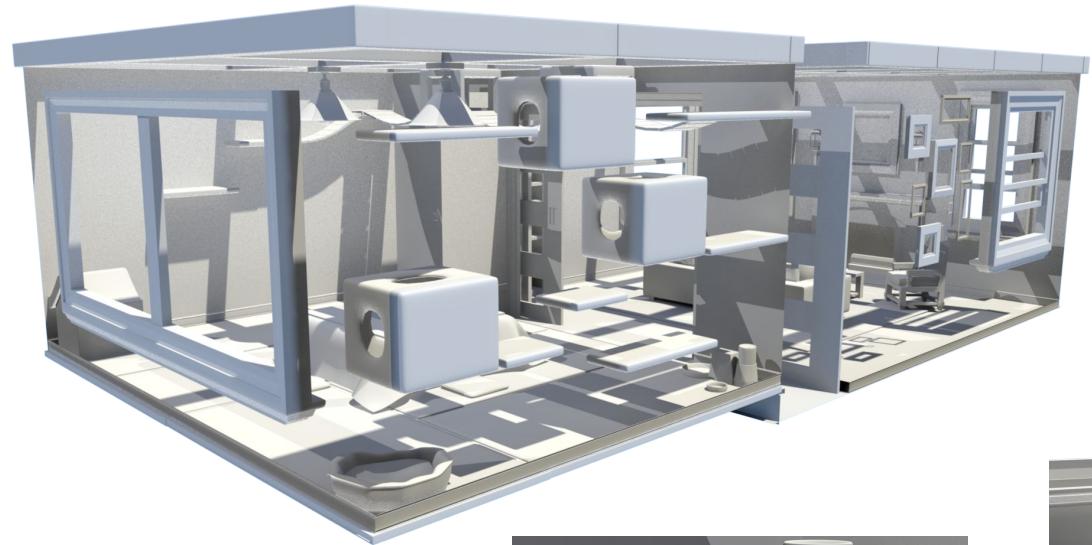
Main Room Geometry



References + Sub-Room & My object (bubbler)



Sub-room Geometry



Texture

Chair



- Diffuse Reflection
- Glossy Reflection
- Specular Reflection

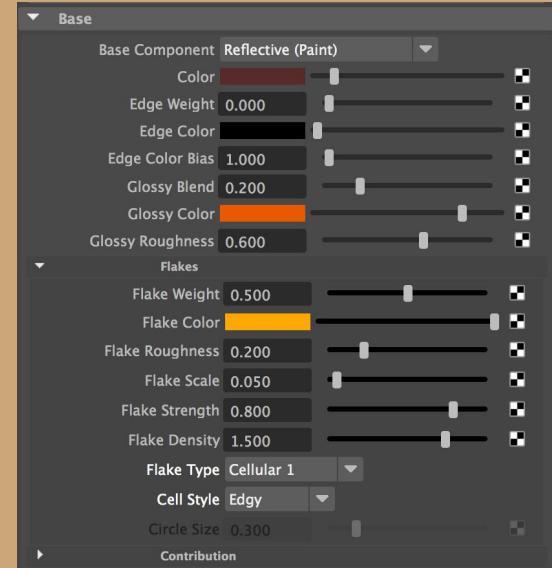


Texture

Lamp



- Base



- Specular Reflection



Texture

Apple



- Base

Layer: Glossy Reflection Mix

Weight 0.300

Bump

Color

Roughness 1 0.300

Weight 1 0.100

Roughness 2 0.400

Weight 2 0.100

Roughness 3 0.500

Weight 3 0.100

Contribution

Base

Base Component Diffuse

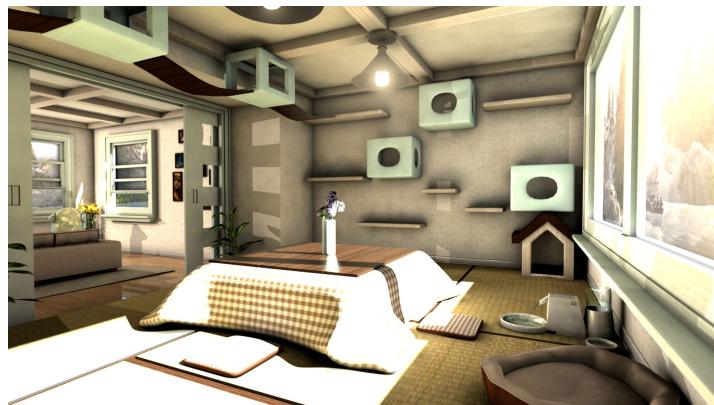
Color

Roughness 0.000

Contribution

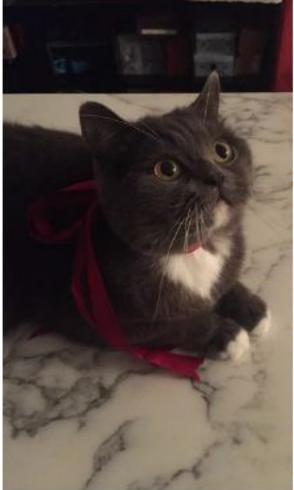
- Glossy Reflection Mix

Final Renders

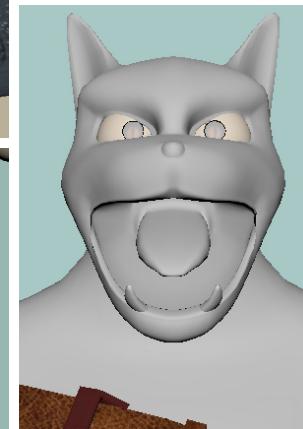
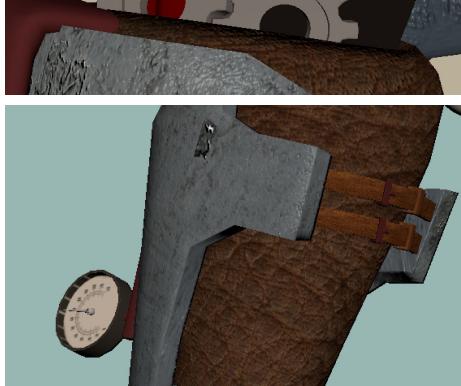
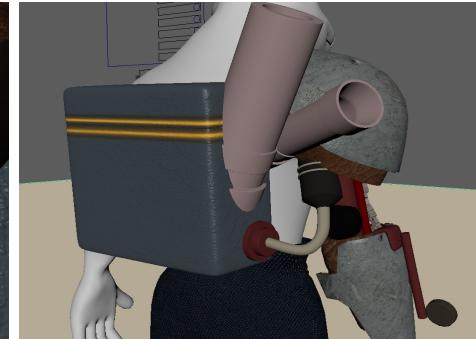


Project 2: Biped Model

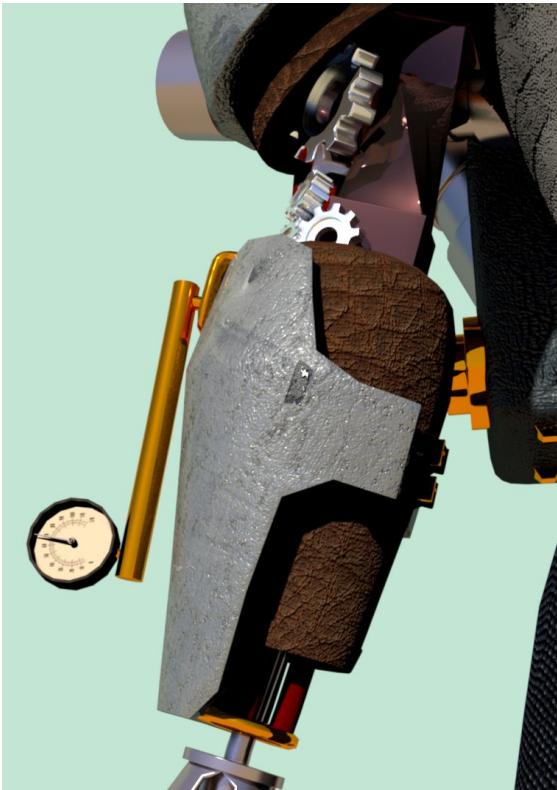
References



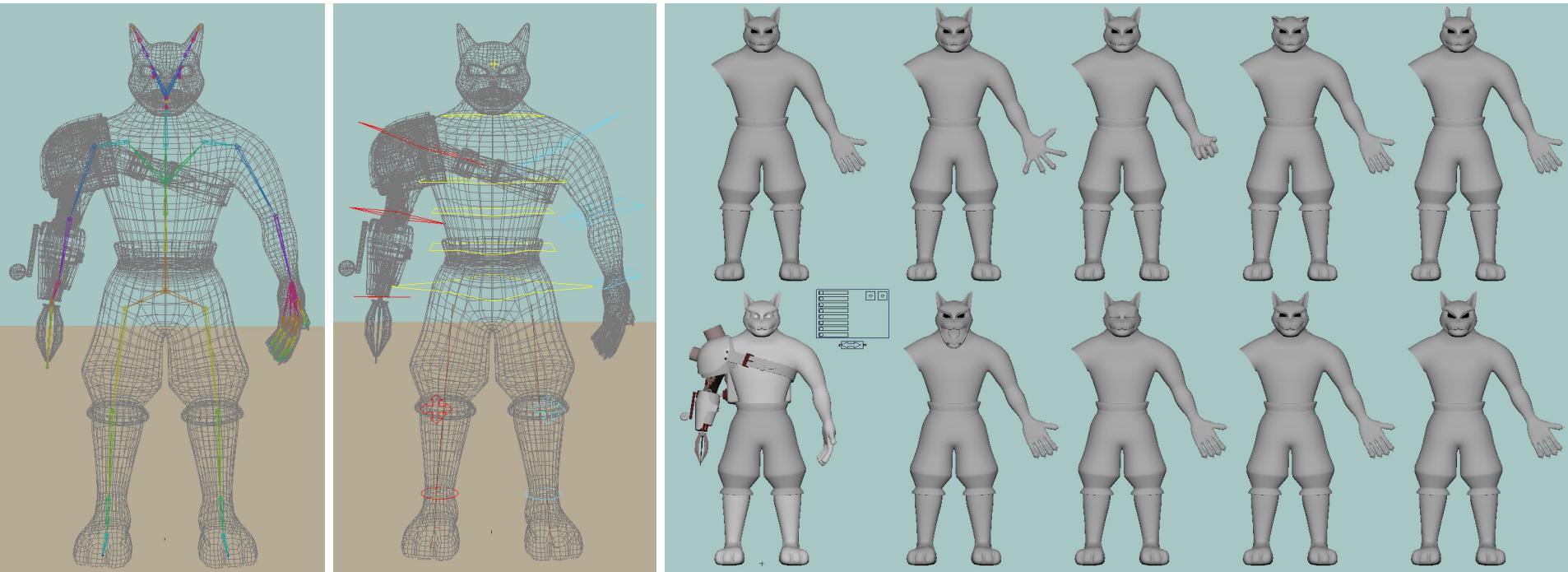
Geometry



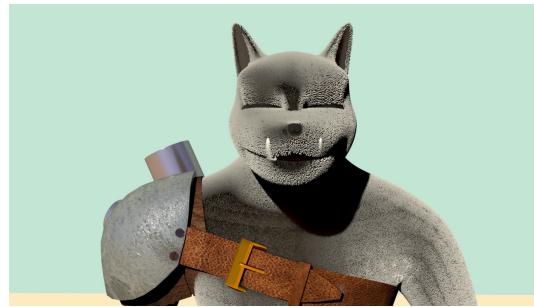
Texture & XGen



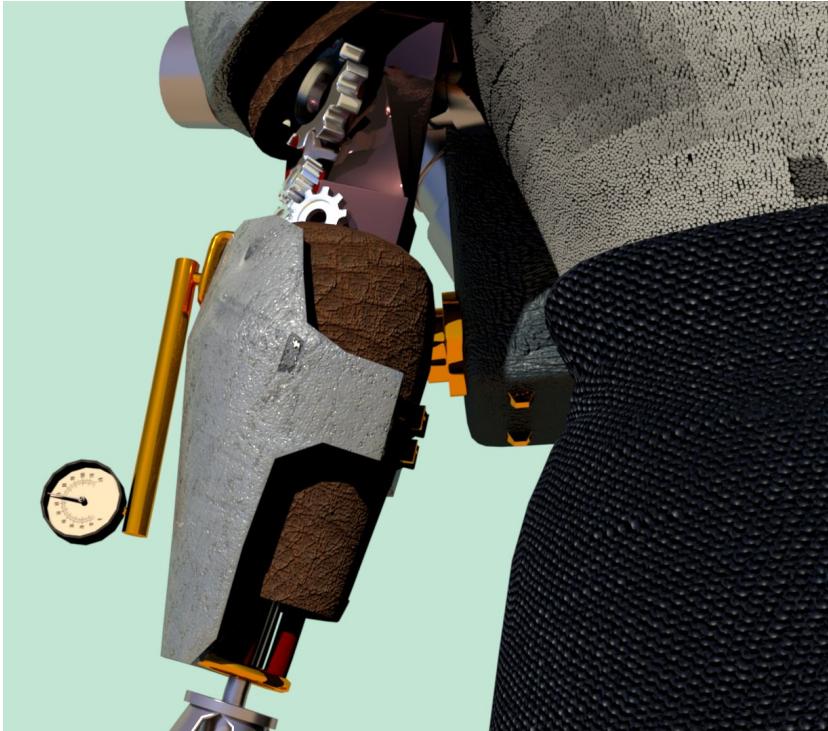
Rigging & Blend Shapes

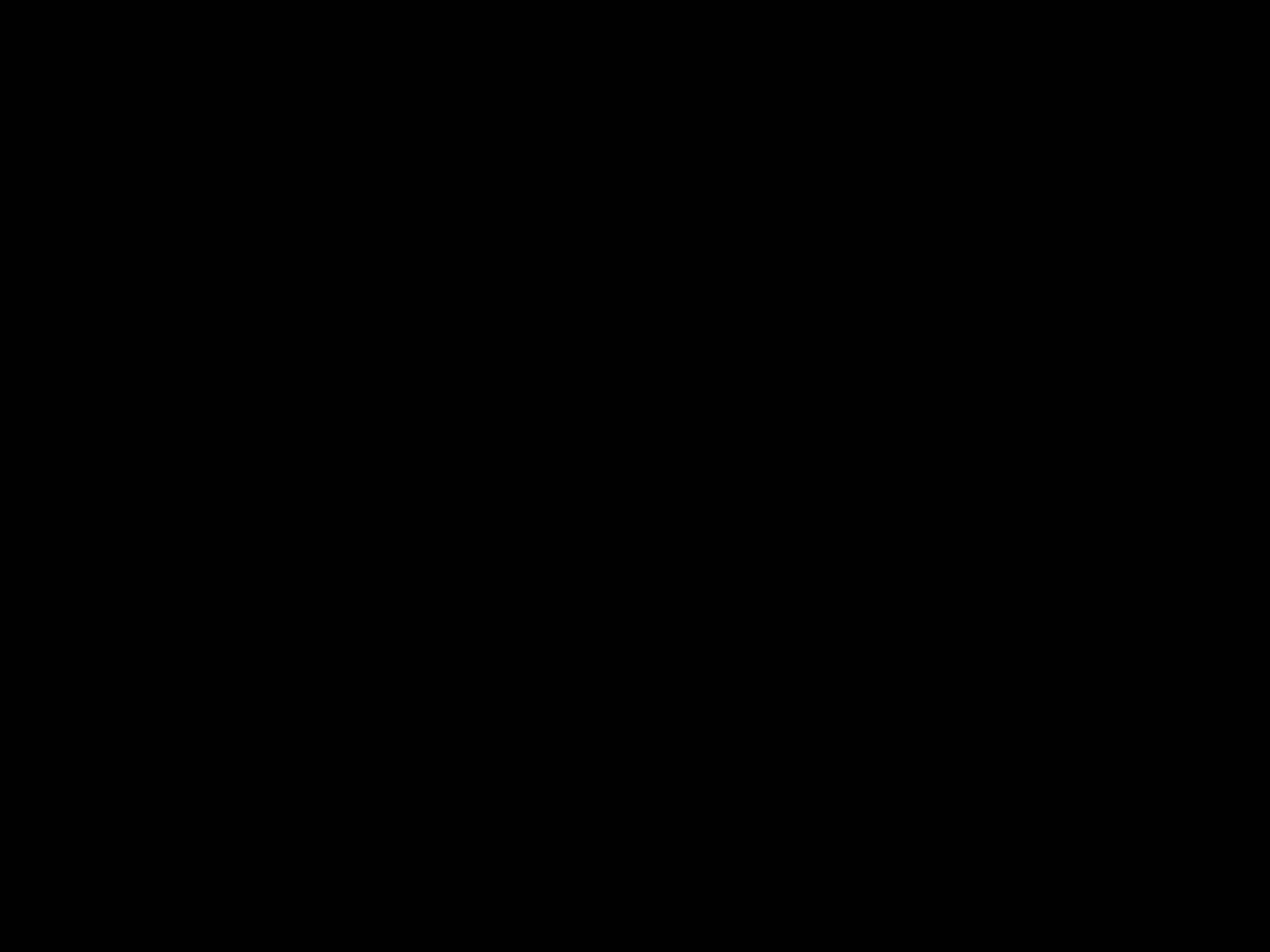


Blend Shapes



Final Renders & Animation





Fin.

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biped_rig_bind_skin_blendShapes_animation_v4_newFur_fin.
ma

3dModeling_fin.w17