

3D Modeling and Animation

CPSC 8070

NURBS

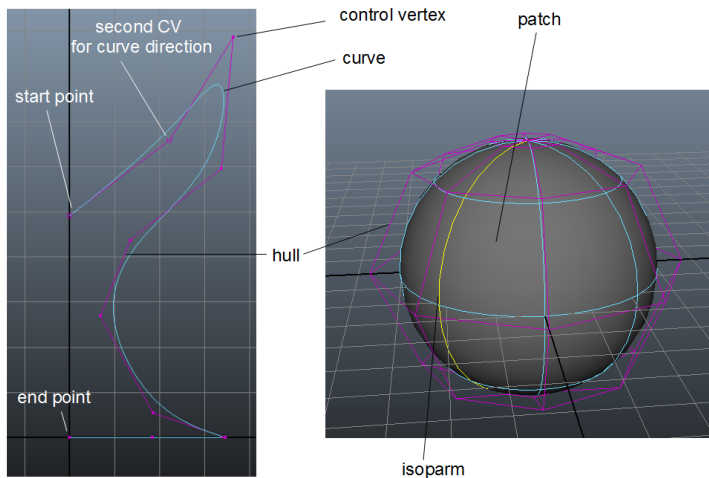
Non-Uniform Rational B-Spline

Developed in the 50s

Curves based on control points

Smooth surfaces (four-sided patches) based on curves

NURBS Components



NURBS Modeling Tools

CV Curves

Insert Isoparms

Revolve

Exercise 5



Exercise 5

Model the lamp using NURBS tools only

Take 2-3 screenshots of the model, select the object on at least one of them to make the wireframe visible (in shaded mode)

Upload the result to your website

Include a description of which tools you used

Exercise 6: Watch how to Model a More Complex Object

Watch 10 lessons (excluding the introduction) of one of the following Pluralsight tutorials:

- Polygon and Sub-D Modeling Workflows in Maya (Dinosaur, Maya 8.5)
- Automotive Modeling in Maya
- Introduction to Modeling in Maya (Maya 2014)

Write 1-2 sentences about what you learned in each lesson.

This homework is due on Thursday, Sept 19, midnight and it needs to be uploaded to your website.