

Guest Lecture

While there is no single 'best way' to model, there are many good practices to be mindful of, especially when you're part of a larger art pipeline. Maintaining a clean model with quads is one of these good habits. Many 'old school' modelers would automatically make all Edges visible when working on a Mesh, so that a user was working entirely with Tris and not Quads. This habit originated from working with extremely low-poly modeling before the advent of the *Meshsmooth* modifier. Since the introduction of this tool, quad modeling has become increasingly important. Not only does quad modeling yield a cleaner looking mesh, but it makes a significant difference in how the *Meshsmooth* modifier behaves. The *Meshsmooth* modifier will subdivide faces differently based on the visible edges. So, with next generation games, you'll find yourself facilitating higher poly counts than before; thus, the trend is for artists to maintain a clean, quad-modeled mesh.

Josh Jones

Josh Jones has worked as a digital artist since 1997. His work has included broadcast animation, web development, pre-rendered game cinematics, and real-time 3d game development. He currently works for Bethesda Game Studios in Rockville, Maryland. During his tenure there, he has worked on the award winning games *Redguard*, *The Elder Scrolls III: Morrowind*, and *The Elder Scrolls III: Bloodmoon*. His current project is the next-generation RPG *The Elder Scrolls IV: Oblivion*. He holds a Bachelor of Arts from The University of Alabama.

