

[3D Modeling & Texturing] Reference Research Paper

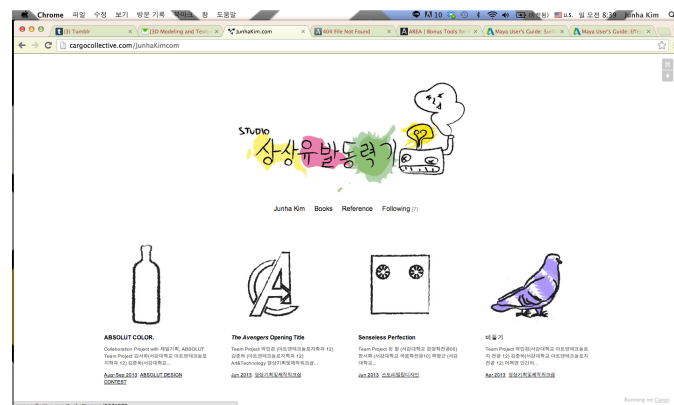
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This is the reference model of my midterm project. When it comes to imagining a desk, it may remind them of four legs attached to a plane. I tried to search the desk that can break that stereotype. Finally, what I found was desk in modern design, made of lots of curves without legs. Also, the texture of the desk in the picture motivated me to realize it by Hypershader. The chair in this picture is also stylish along with the desk, which is making a big contrast of the color.

When I modeled the desk, I used the function 'Loft' after drawing Two CV curves. And used 'Smooth' to represent the edge of the reference model. In modeling the chair, I copied several cubes, and linked them. 'Extrude' was used in modeling the arms of the chair.

Making the texture of desk was done by using 'Phong E' because that shader reflects the light very well. In the picture, the chair does not have much reflection, so I used 'Mia Material X - Rubber preset', but arms does reflect the light so 'Blinn' was applied to those parts.



On the desk, you can see a character of my website. His name is 'Imagination Generator.' He has a bulb on the top of his head. When this machine is working for motivating people who need inspiration, the bulb shines and 'Happy Gas' is emitted from the exhaust pipe. Making its bulb was supported by Youtube maya tutorial. I deformed the cube and used 'Smooth' to model the body of the Generator. And pipe was made by 'Extrude'. Texture of the body is 'Mia Material X' and eyes and teeth is 'Mia-MaterialX Rubber' preset. Bottom of the bulb is the Copper preset of the same Mia texture, and lighting of bulb was made by glow of surface shader.