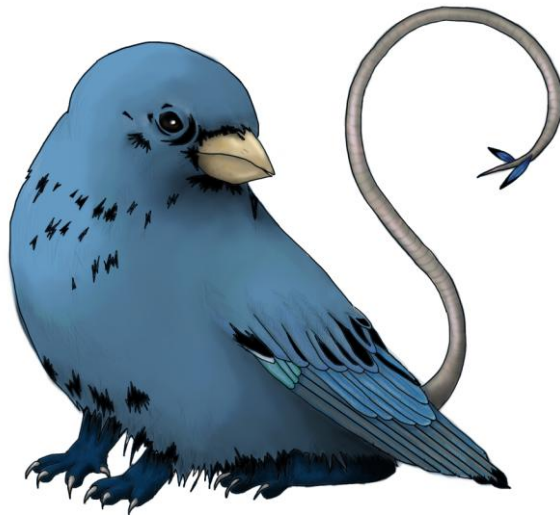# Homework 1: 3D Modeling and Texturing

Picture of Fodeo 1

The Environment. Everybody experiences it in different ways. But there is one thing that we all have in common. We experience it in 3D. That is our definition of reality. We can touch something, move it and see it from different angles.

You can find this need of reality also in modern movies, PC games or even medical or industrial applications.

It brings us closer to what we virtually see, either if it is just a realistic looking computer game that fascinates us, or the realistic simulation of organs, that helps a doctor in understanding his patient's body even better.

No matter how you make use of it, realistic looking animations and with that, 3D Modeling have become a huge and important part of our life and are bringing us the virtual world even closer.

And I want to be part of that movement, too. I want to create realistic looking creatures, humans, worlds. I want to tell stories and make use of this technology and its possibilities.

As a Computer Science student and art lover, I see this work as a chance, to combine technology with art, my two fields of interest.

Picture of Fodeo 2

When I was younger, I invented a short story about a blue sparrow-mouse hybrid called *Fodeo* (*Picture of Fodeo 1 and 2*).

As a beginner in this area, I would like to 3D-model it and maybe make an animation film out of this short story.

But first of all, I am really looking forward learning the basics and more about this field of 3D Modeling and Texturing in this course.

by Verena Dogeanu