

3D Modeling and Texturing

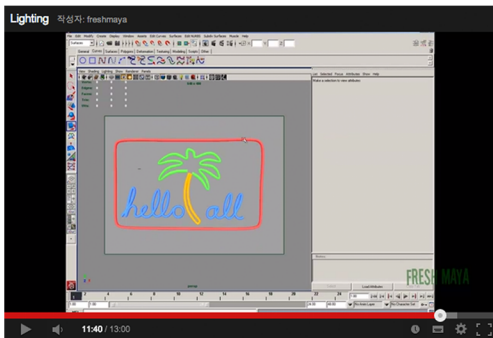
Mid-term Project Reference

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For mid-term project, I wanted to express many things we can see in life. Therefore, I named my project as 'My spare moments'. I design & model my table, chair, plate, laptop, magazines, fruites etc... I watched many tutorials and follow it. However I had problem when I work with surfaces. I did not know the difference between surface and polygon, so I try to research and learned about it in more detail.

Tutorials I followed..

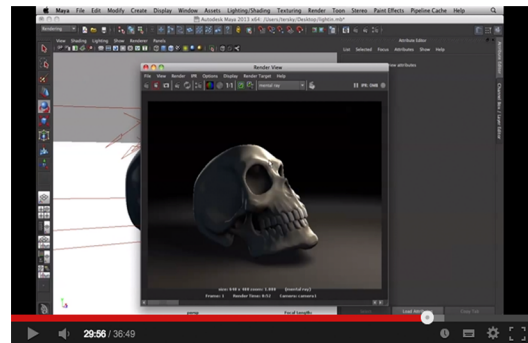
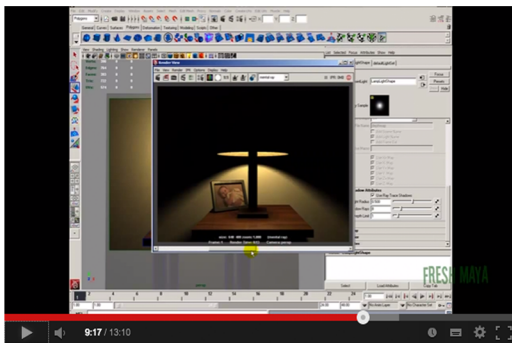
<http://www.youtube.com/watch?v=eucvqSzRpTA&feature=c4-overview-vl&list=PL4F13190F820DC2D0>



I could learn how to use 'CV curve tools', and 'Extrude'. Actually, learned it at class before, I could learn how to use these in different ways. (It helped me to remind what I learned at class.) Also I could learn how to glow(light) my model by 'Hypershade'.

<http://www.youtube.com/watch?v=ovOkIExgNLg>

<http://www.youtube.com/watch?v=2Dg9bi9fCe8>



For lightening, I just refered to these two video clips.(참고했다)

Problems during the project,

1. I don't know it is just a problem for Maya 2014, 'Move tool' and 'Scale tool' often don't work smoothly.
2. It takes a time to make new polygon model.
(폴리건모델을 만드려고 누르면 2분 정도 후에 반응함.)
3. For surface, I couldn't use command key. It didn't work.

Results

Watching tutorials was very helpful and our class website(<http://jiharu.github.io/ant3012>) was also helpful for the basic concepts and sketching. I want to learn more concepts about rendering.