

3D Modeling and Texturing

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I was really inspired by many Pixar's short films as well as the famous films of Pixar like Toy Story or Bug's Life. One of them what I inspired by is Luxo Jr. who is the character also used in Pixar's main logo. So, I would like to make my own character like Luxo Jr using tofu and beans because my high school alumni group named 'A piece of tofu'(두부한모) which means "We're gathering every two month even if there are no gains" when it translated to Korean. (두달에 부득 이해도 한번은 모이자)



<The logo of Pixar>



<The logo of 두부한모>

"Beans wearing parachute! Escape from the bowl! Land to the new land!"

This is the character's story what I want to create. So I need to build some 3D modelings which are the twelve beans wearing parachute with face expression, the tofu where they land to, and so on. and I guess my bean character can refer to Mike Wazowski in Monster University.

