

3D Modeling and Texturing

1st Assignment

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A screen shot of <Spore>, the game that user raises their own creatures

I want to build models that resemble alive creatures. The model must be able to change their appearance as they evolve to better one. Also, It has to give birth to its babies who look like their parents but slightly different with them also. My models would be free of their creators since they select their next generations' appearances by themselves. Creatures control the algorithm that forms their shapes, following certain calculation. It would be interesting to observe the process of automatic 3D modeling of creatures.