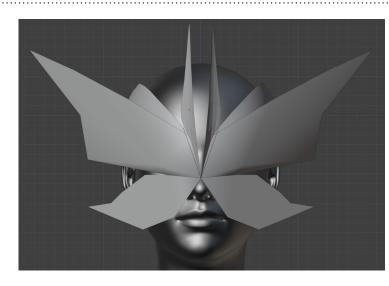
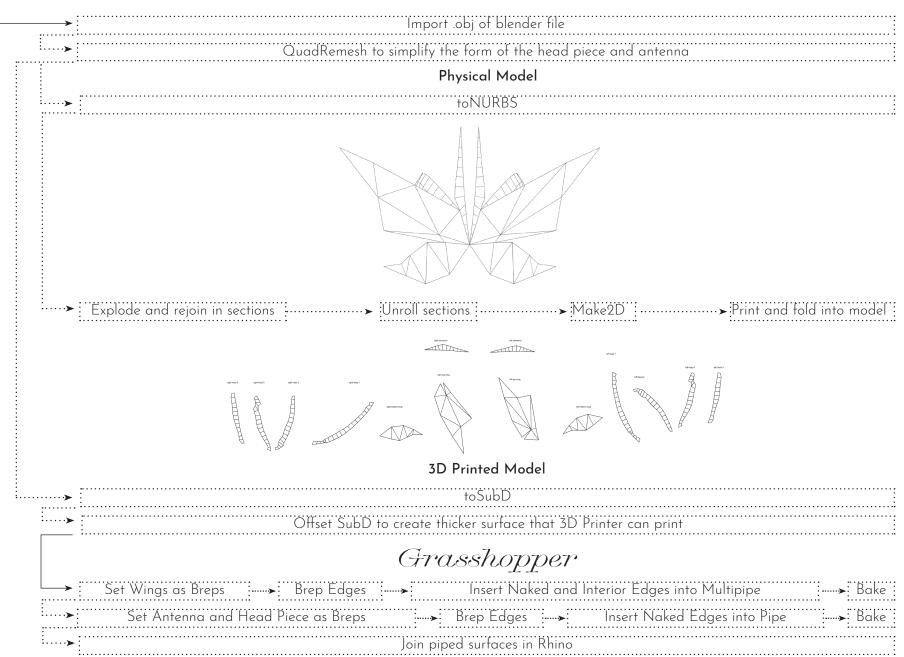
Pseudocode Flowchart

Blender

Import human model Create a plane down middle of the human model to mirror the rest of the head piece on Add Shrink wrap modifier to the triangular plane onto the human model's head Add Mirror modifier to the triangular plane on z-axis in reference to the plane going down the human model, this creates the head piece Create 3 planes and turn 2 into butterfly wing shape and 1 into an antenna shape Add Subdivision and Mirror modifiers to all planes and mirror on z-axis in reference to the main plane going down the human model Apply modifiers to the triangular plane and properly attach everything to the head Select all parts of the head piece and export selected as .obj



Rhino





DSGN 313 Object Design