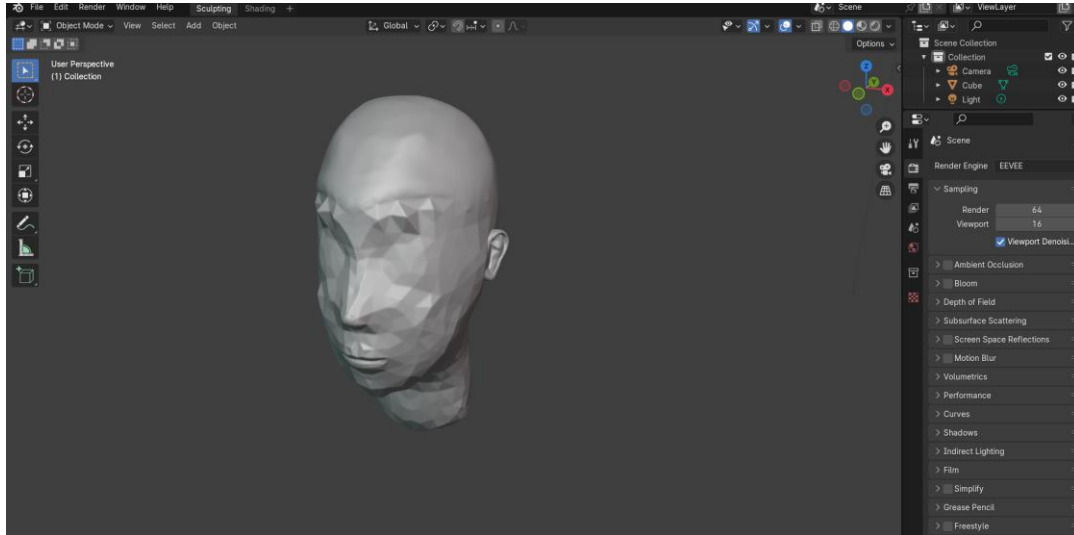


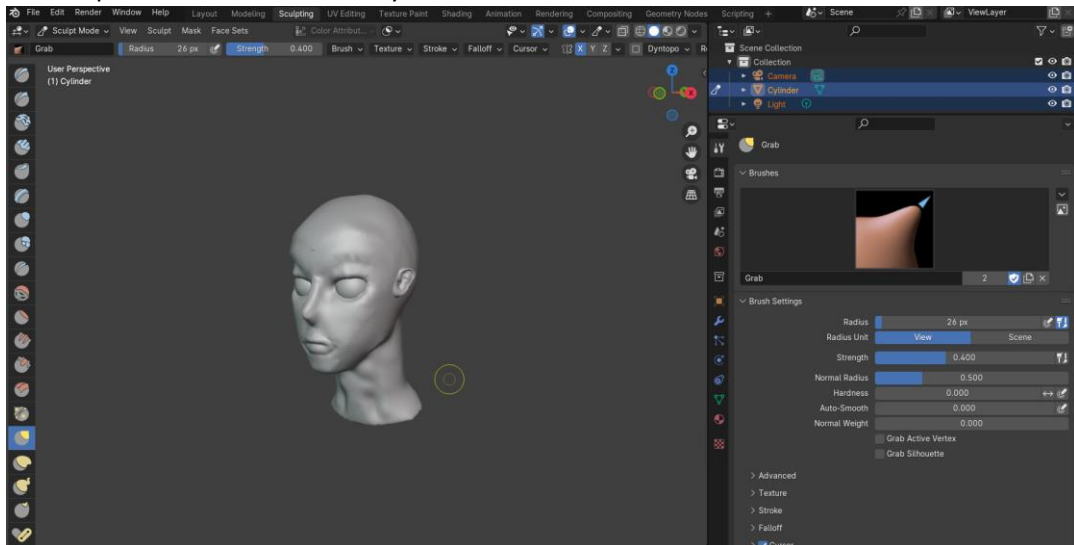
Assignment 3

Nanki Singh Sohi (102103194)
3C07

1. Use cylinders, cubes and spheres to create a low poly model of the head.

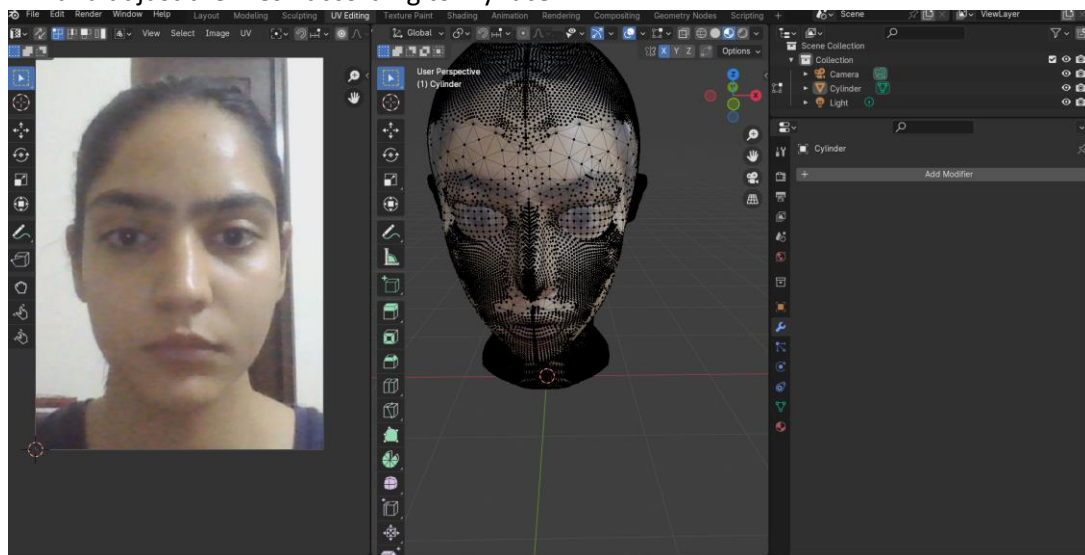


2. use my reference image to go into sculpt mode and use tools like clay, grab, smooth, crease, and strip to create features of my face.

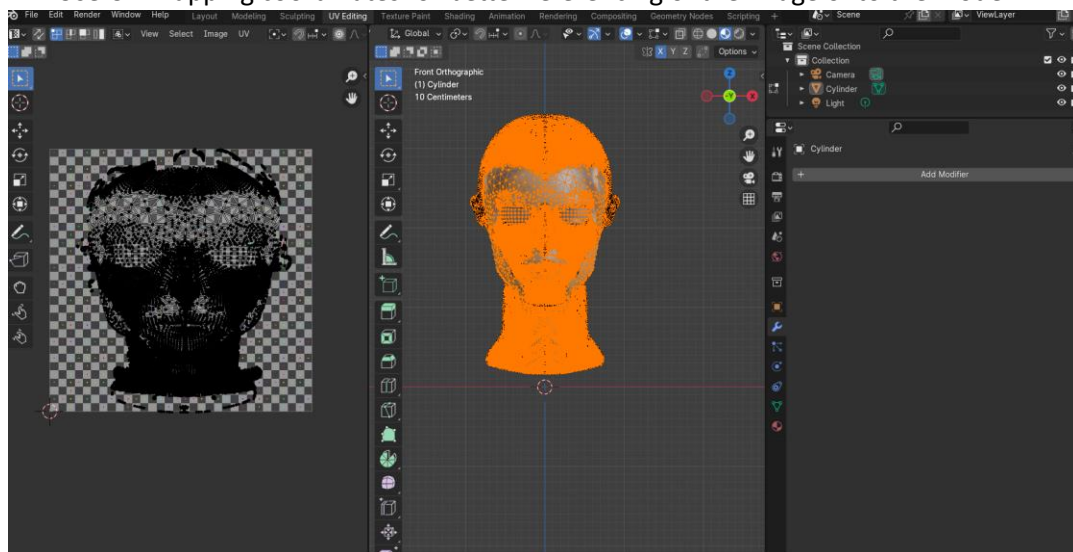




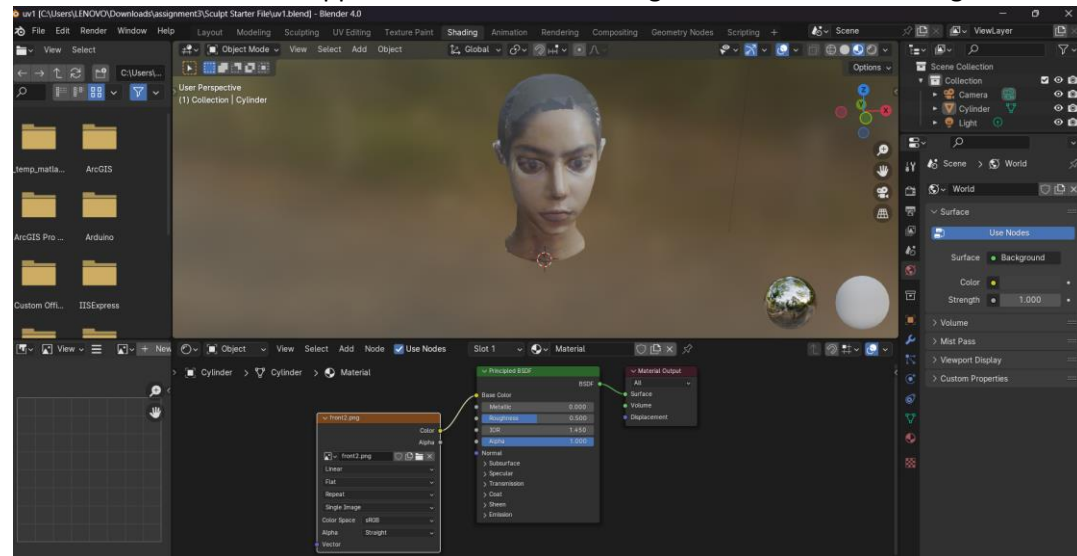
3. Go to object mode, add UV maps and enable the camera. No, go to UV Editing add my image and adjust the mesh according to my face.



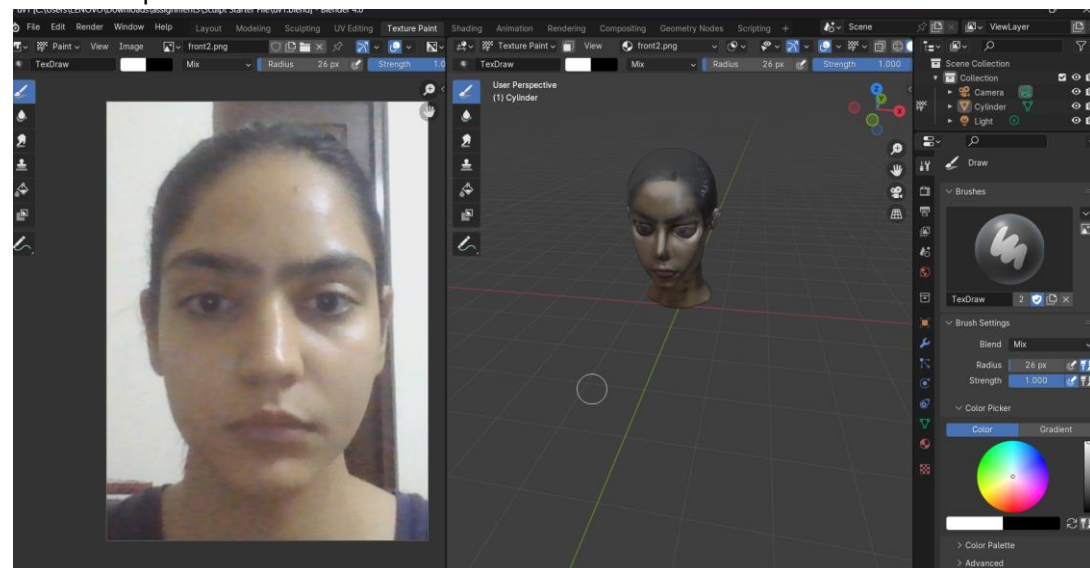
4. Use UV mapping coordinates for better referencing of the image onto the model.



5. Check for how the mapped model looks in shading for reference and editing.



Or texture paint.



6. Make AVI file for visual purpose

