

We added a plane as our main mesh. Then we resized the plane to the approximate size of a real-world mask. We scaled and rotated the mesh to achieve the above-mentioned goal. Then I cut the plane into 2 pieces to get half of the original mesh. We then added a Subdivision Surface modifier to transform the mesh into an oval like shape, so that it matches the shape of a mask. I again cut the plane into 2 separate meshed and added a Mirror modifier so that all changes done on one half of the mesh are replicated on the other half as well. We then merged the original and mirror meshes and transformed different faces of the mesh to give it a mask like shape. We then extruded the ends to include the threads required to hold the mask on the face. Finally, we added multiple color materials to color the mask and make it aesthetically pleasing.