**Computer Graphics**

**Project**

**Phase – 1 (Progress Report)**

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* **Prop made**

Since our game world revolves around Pakistani streets, we made a car obstacle as a prop.

* **Screenshots at different intervals of modelling**

Diagram

Description automatically generated

Diagram, engineering drawing

Description automatically generated

Diagram

Description automatically generated

A picture containing airplane

Description automatically generated

A close up of a car

Description automatically generated

A close up of a car

Description automatically generated

* **Method**

We wanted to model a low-poly obstacle as our static scene object. This obstacle will be rendered randomly at specific intervals in our game. Cars in Pakistani street are a common sight hence we decided to include this obstacle. Players will dodge/jump over this obstacle and his goal will be to avoid getting direct impact hit with the vehicle. We started modelling with the default cube that is provided when blender starts. We then loaded a background image for reference as can be seen in first screenshot above. Afterwards, we shifted to wireframe mode which basically enables us to see things more clearly and transparently. We cut the given cube into half by using loop cuts and added mirror modifier with clipping enabled. This has an advantage that only one half of the vehicle was modelled by us and the remaining half modelled automatically. Now we began the main process and started modelling by using different techniques such as scaling, extruding and shifting. Throughout the process we have to switch to changing faces, edges and vertices as required. We toggled X-ray feature as well which allowed us to see more background and little bit of more mesh was visible. Finally, we applied different materials such as carbon and paint materials to our modelled car object. Since this was our first ever prop with no prior experience with Blender, we did faced many difficulties initially and it took us 3 days to model this prop from scratch with little to medium help from blender documentation.