

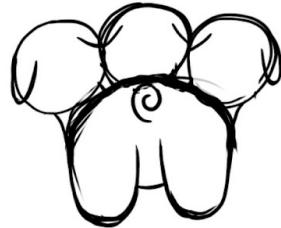
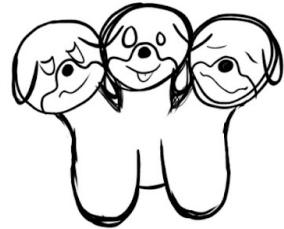
Pugsbee the Three Headed Dog

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DAGV 2640, Fall 2025

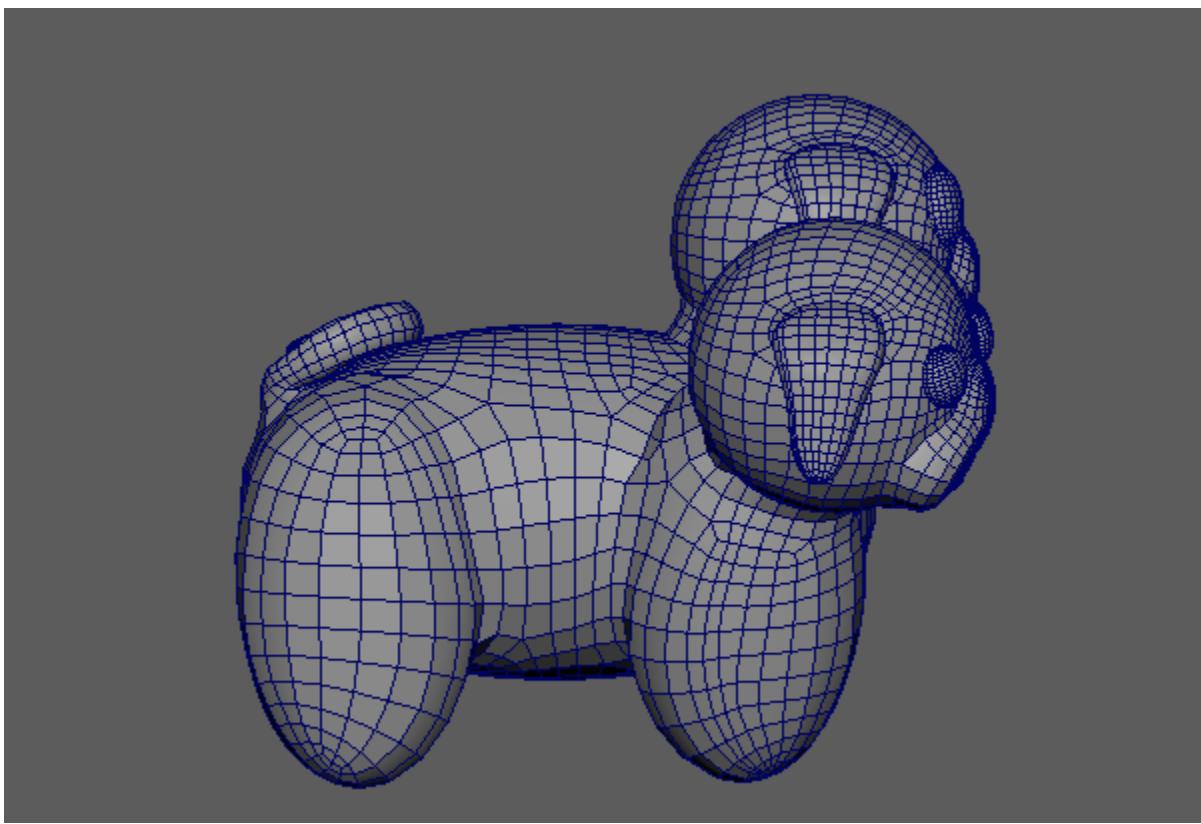
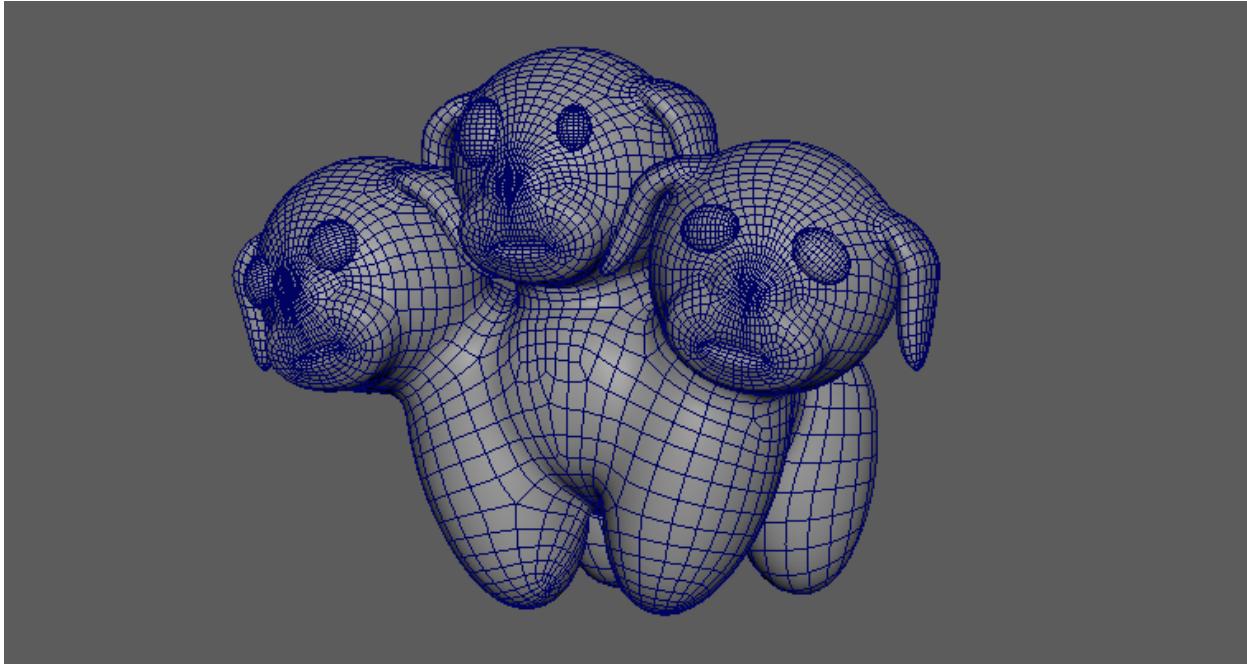
Design & Concept: References and Sketches

I wanted something cute and entertaining. I figured three headed dogs are cool, but what if I made it a pug style.

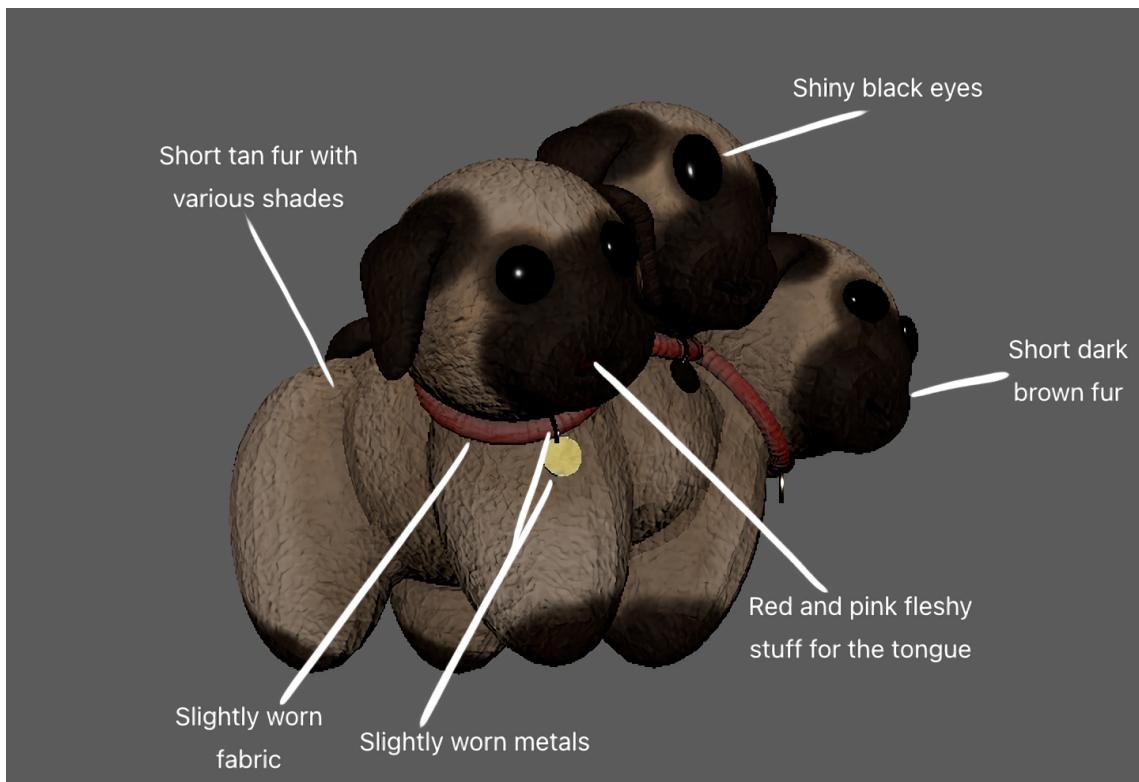


Modeling: Topology and Edge Flow

This was my first time doing edge flow from scratch and I think I did pretty good. I did manage to find a dog model edge flow reference to help me out.

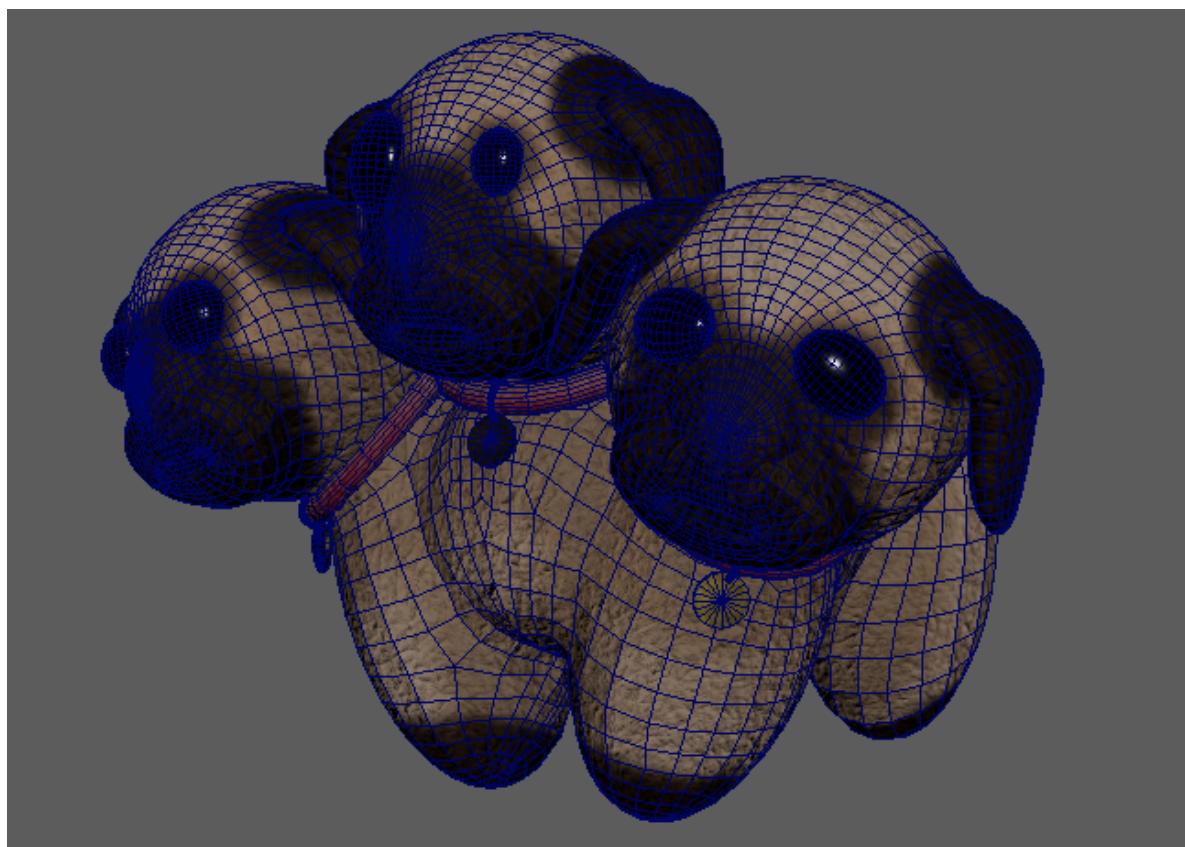


UVs & Surfacing:



Final Renders:







Reflection:

During the creation process of this character, I learned that things are not so hard when you break it down into parts. Each step of the process was separated into stages, but I also broke down the UVs and textures into parts too. It really helped prevent me from getting overwhelmed. And it helped give a chance to step back and reevaluate the progress of each step. For example, I realized after the block out and after most of the character was modeled, that the character needed a mouth and a tongue for the things I wanted to animate with him. I probably would not have caught that if I had done the process fast and did each step back to back.

I also learned that even if your drawing for the character is meh, or it looks weird at a step in the process, don't let it discourage you. I was cringing at the sketches and block out stages. I'm glad I continued with the plan and didn't give up and do something else because I think the character turned out so cute and I love him. I plan on making Instagram reels with him. I want to do silly little trend things, and of course some original animations. I'm very excited to show him off.