

# MA266 Project 1a: NURBS Tools

Project 1a is worth **10 points – 15% of your grade.**

The main objective of this project is for you to **explore and experiment** with the NURBS modeling tools while modeling one or more objects. You will find that many of the tools you have been introduced to will become an indispensable part of your modeling arsenal.

Begin by gathering your source images. These can be googled images or photos you took. Review the provided images in the 'Project1a\_images' folder. These represent good choices for a well-rounded NURBS project. *You may use these, if you wish.*

Model these objects to the best of your ability. Use the NURBS tools you know; as well as, some of the tools and techniques you were introduced to today.

**Experiment** with: Revolve, loft, bevel plus, projecting and trimming surface curves, circular fillet, and extrude.

*Do not expect full points if you spend less than 4-5 hours on this project.*

## Due week 02 at the start of class

- Your **scene file** with all of your NURBS models
- File named **lastFirst\_NURBS.ma**
- **Delete history** on all parts/meshes
- **Clean and organize your outliner / Hypergraph.** Delete orphaned groups and anything you do not want graded. Name all surfaces.
- Please save all source images to be turned in with your scene file (*name them something that would make sense to another person*)

## Grading:

**Extensive** NURBS modeling and experimentation **4 pt**

Valid attempt at working towards clean surfaces **2 pt**

File naming convention followed **2 pt**

'Clean' file with history deleted / outliner organized **2 pt**

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**10 pts**

*Good luck and have fun.*

*If you have any questions, please let me know [suhughes@aii.edu](mailto:suhughes@aii.edu)*