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Art 222
3D model Render/Blender
Proposal and Reflection
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“3d Render (Fat Chicken)”

I chose to do my 3d model project on a small fat chicken that my daughter needle wool felted for me as a present. I love it and thought it would be fun to try and render as a 3d object. I was trying to find an object that was not too complicated in design that I thought I could replicate with Blender. I really liked the doughnut that we 3D rendered in class, so I was thinking along those lines.

This project rendering was much more difficult than I expected. The time frame was a definite challenge in trying to navigate Blender and all the ins and outs of the program. I started by uploading photo images of the felted chicken, front, side, back, top and bottom view and uploading them to Blender. I included the frontal picture in front of my cube to start to help with dimension, scale and overall format. I had many trials and errors with starting my chicken shape. I started with a square cube shape, then using the move tool and the extrude tool, I grasped and pulled the head, face and tail upward. Then pulling out the sides for wings with the extrude tool along with the back end of the chicken's butt. The hardest part was manipulating the vertices on each face, side of individual vertices without ending up

pulling inward into the chicken. It was very difficult and frustrating to manipulate these areas without bringing them into the chicken. If I did so, Control Z was my friend, also on the vertice cage button trying to go to the Vertice setting and manually undue which ones I had crossed to try and fix it to start the area over again. This worked for me for a while until it didn't, my Professor was very helpful and patient helping me navigate. The chicken ended up losing its haunches (cut them out) and rebuilt them in an attempt to move forward on my design. I then rendered a beak, adding and meshing a cone, moving and shrinking it until it fit correctly on the face. I did the same procedure for the eyeballs, white sphere, then black spheres, manipulating size and color until they fit onto the side of the chicken's head in the right position. I chose a brownish/reddish color for my chicken body and orange/red for beak and crest/cone on top of head. I wanted to do feathers but was not able to find an option for those.

The feedback overall was positive, they thought my chicken was cute. They liked the image rendered, the crest/cone on top of head. A waddle was mentioned by a classmate, next time I would have made a waddle under either side of the beak and colored it red to match the cone. Overall I thought my chicken came out pretty good! Blender was definitely a challenge, however I am grateful for the experience and knowledge towards my future career.