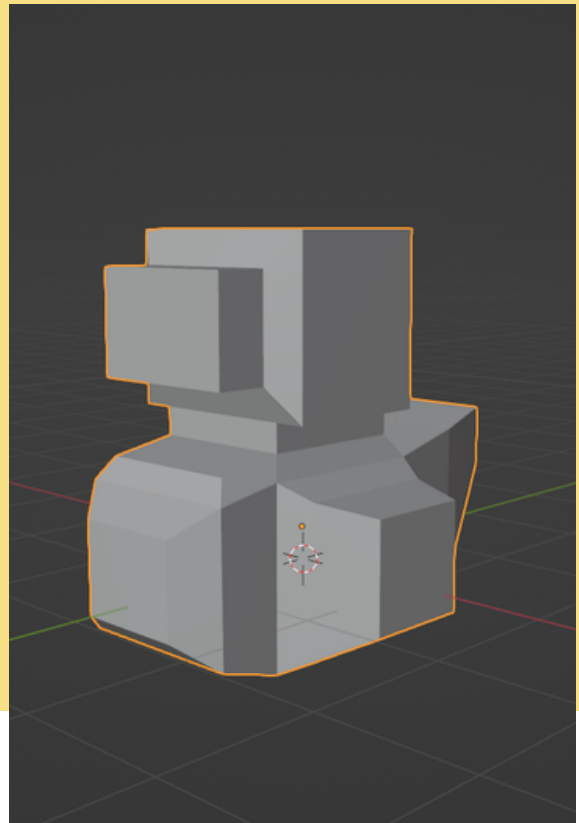**Yoana Ivanova**
Rubber duck

PROJECT REPORT

- 2022 / 2023 -

HOW I STARTED?

To create the rubber duck, I used reference pictures that were provided on Canvas. I used two pictures one for the front and one for the side. Then I started modeling the front with a cube and with the help of extruding and scaling I rougly created the front part and then I repeated the same for the side.

Rubber duck after mirror modifier

Getting my duck whole

However, after the modeling I basically had half of my duck. So I deleted the unnecessary vertices and faces (bascially leaving my duck empty). When my vertices were aligned perfectly with the middle, I added mirror modifier to make my duck whole.

Yoana Ivanova
Rubber duck

BLOCKY DUCK?

My duck had some shape at that point, but looked like a minecraft rubber duck rather than a real one. In order to fix that I used another modifier called subdivision surface. Basically this modifier cuts the faces into smaller ones and gives smoother look. I increased the level of subdivision for smoother appearance.

Rubber duck after subdivision surface

Weird vertices on my duck

With increasing the level of subdivion of the modifier, my duck had some weird vertices as shown in the picture. I tried fixing it by mergin in distance, but unfortunately this didn't fix my problem. I managed to clean out my model later on in sculpt mode.

Yoana Ivanova
Rubber duck
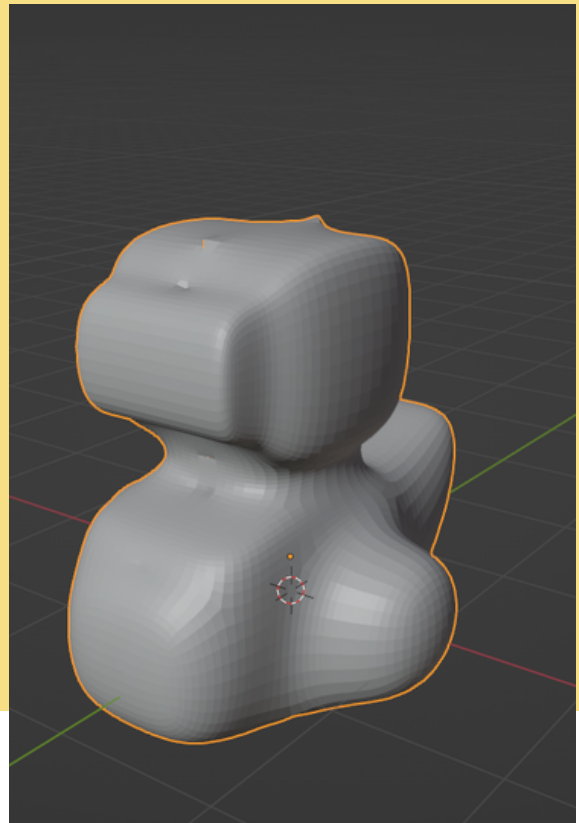
SCULPT MODE

Even though my duck had somo shape and smoothness in it, it was still not enough. I used two tools in order to give more finished look to my duck. The first thing I used was the grab tool. With the help of reference pictures I tried making my duck to look more like them. Thanks to this tool I managed to clean out the weird vertices on the duck's head and body.
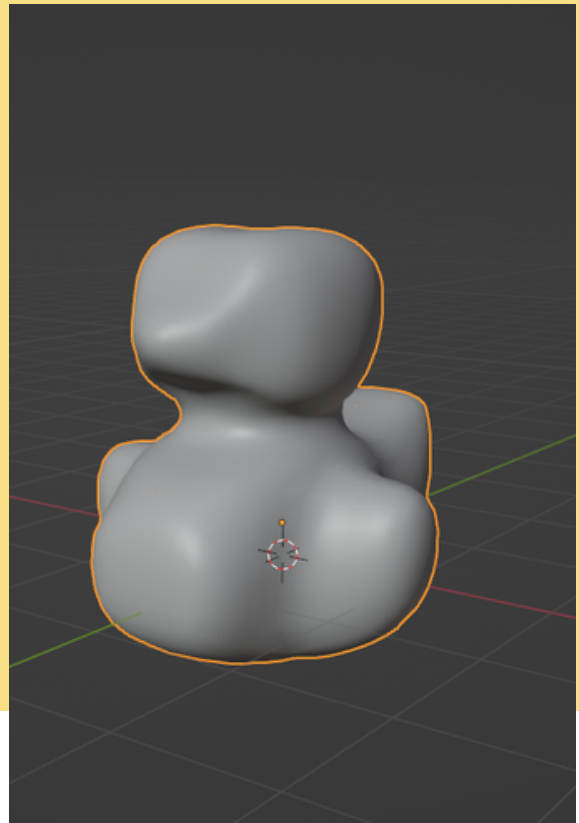
Smooth tool

Rubber duck after sculping

Even though I used the grab tool, my model was still blocky. By using the smooth tool I managed to give my model more finished look.

Yoana Ivanova
Rubber duck
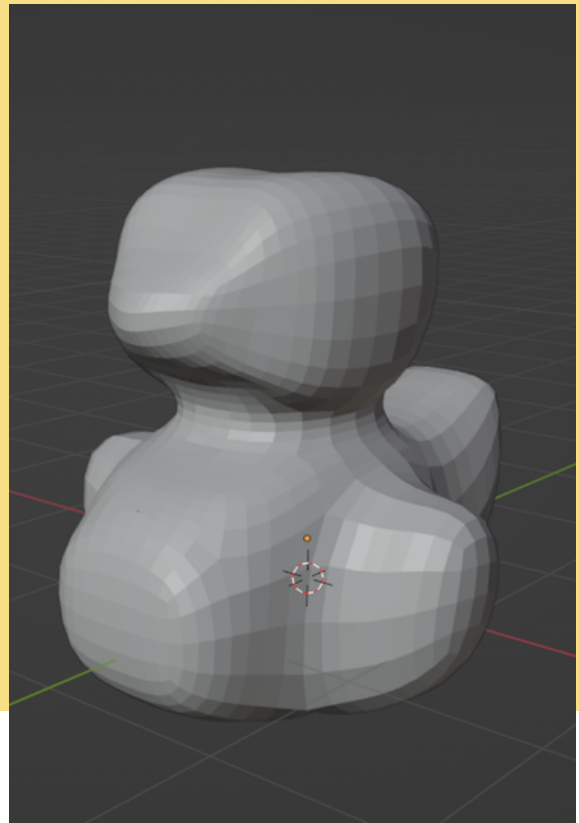
SMOOTHER AESTHETIC

I really wanted to give my duck the smooth rubber look. How I succeed that? I used the option object + shade smooth.

Rubber duck after subdivision surface
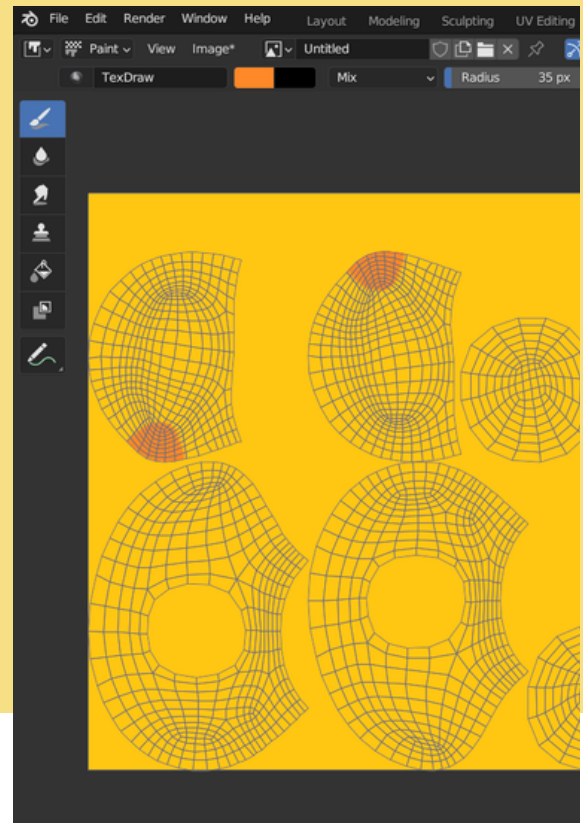
Preparing my model for texture

At first, when I switched to UV Editing, my model was sliced into single parts, that were all over the place. So to fix that, I needed "to tell" Blender, where I wanted my model sliced. I did that with seams - I put one on the neck, on the wings and right in the middle of my model.

Yoana Ivanova
Rubber duck

TEXTURE

In Shading, I added base color of my duck, which is the base color. Afterwards, I switched to Texture Paint. I made sure that I have salected my image that is for the base color and with the help of fill tool I made my whole model yellow.

Draw tool

Rubber duck in Texture Paint

After my duck was yellow, I started drawing on it with the draw tool. I started with making the beak of my duck. Then I added the eyes. When it came to the eyebrows, I wanted to try and draw them more realistically than just two black lines. That is when the idea to make my model a rubber duck lady.

Yoana Ivanova
Rubber duck

FINAL MODEL

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