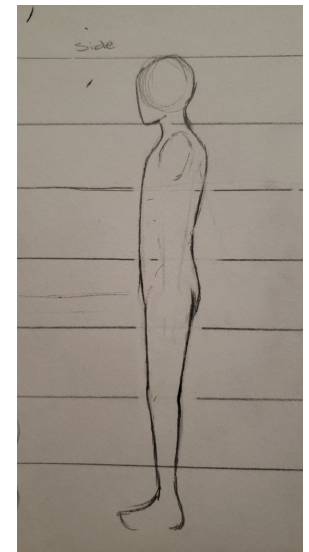
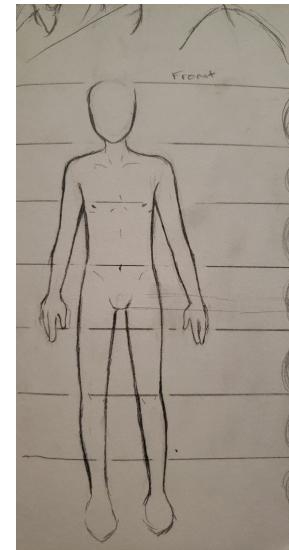
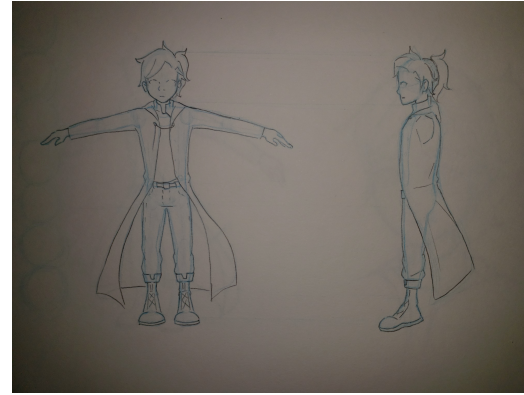


Morgan Hood

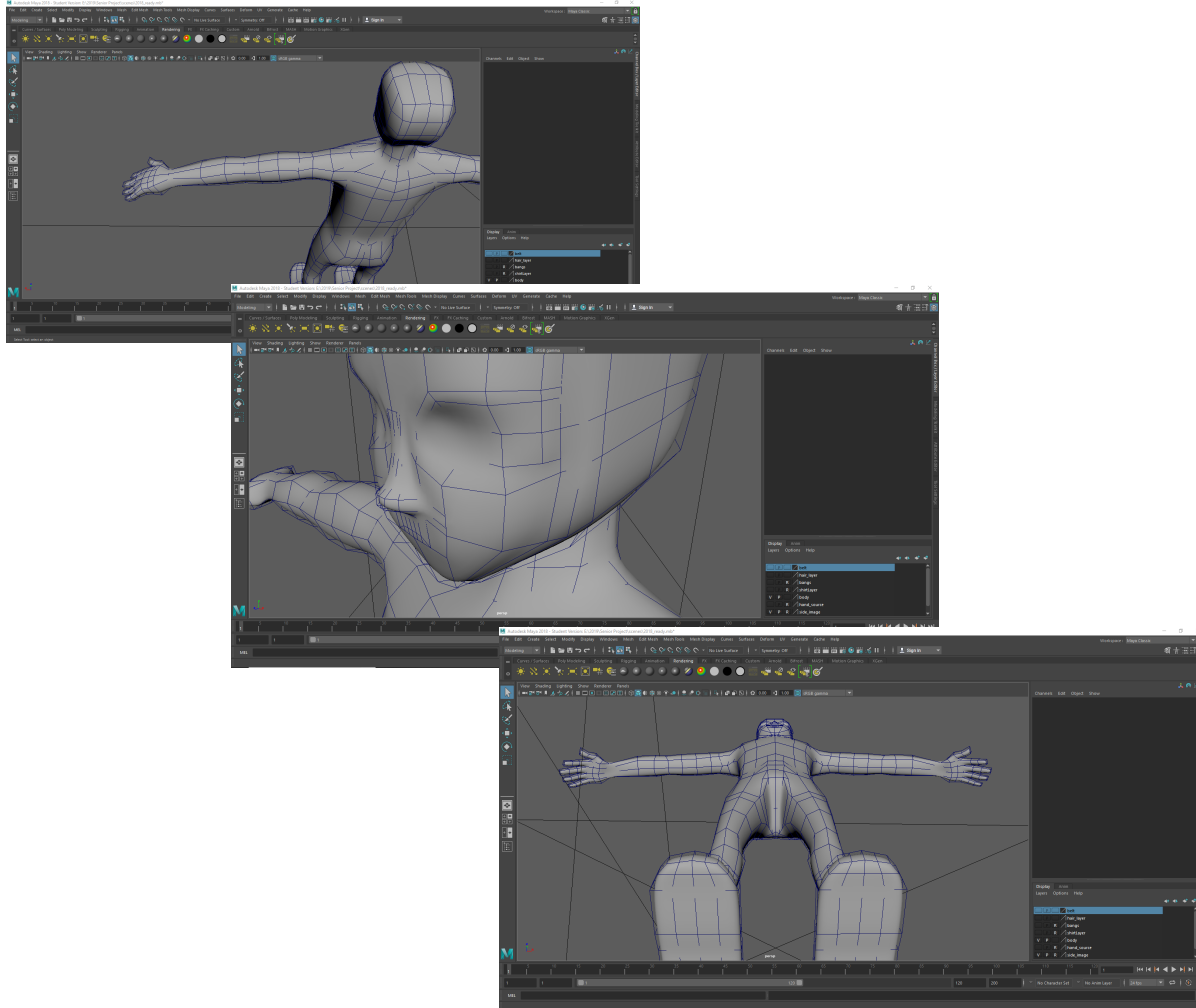
Senior Project

Pre-Production

- When beginning my model, I did some preliminary design sketches and came up with an overall “look” that I wanted my character to have once complete.



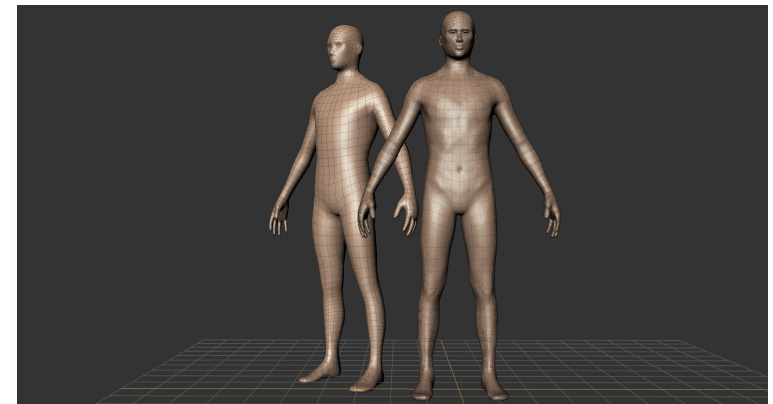
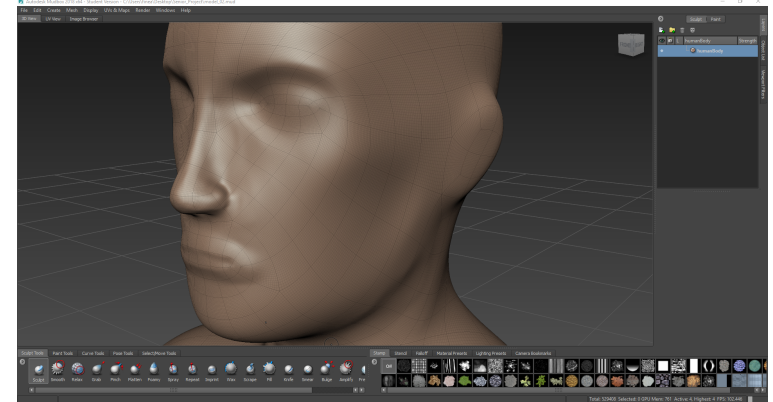
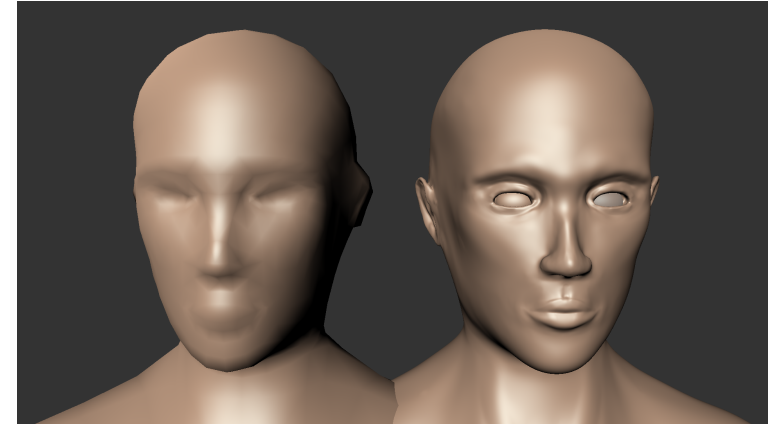
Production



- I originally thought of using Maya to create my model, as it's the only modeling program that I've used in the past.
- However, I decided to use this project as a chance to explore and learn a more sculpting based program called "Mudbox".

Production

- Mudbox is definitely different from Maya in how you go about creating your models, it's much more visual sculpting than mathematical polygons and vertices placements.
- Overall, I really enjoyed learning the program, and am proud of the anatomical detail that I achieved.



Final Product

- Overall, because of unfortunate circumstances outside of class, I had to restart my project very late into the semester, so I was unable to complete the entire character. However, I am still very happy with the skills that I've learned and look forward to building more on this in the future.

