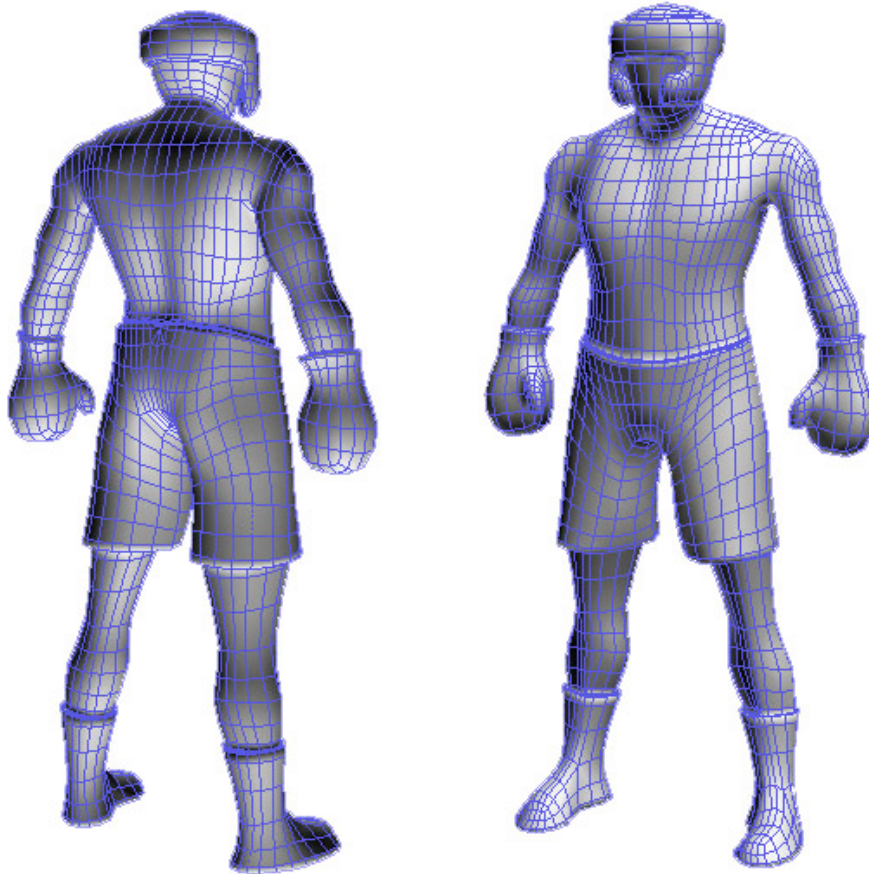


ADVANCED VIDEO GAME DESIGN

The “Boxer” project contrasts with the “Mecha” project in several ways. First, the Boxer is “organic” in structure where as the Mecha is mechanical: Curved flesh rather than straight/flat metal. Second, the Boxer is a “Low Poly” model. In gaming, poly count is critical. The more poly’s on a model: the slower it moves. The Mecha had no restriction on the number of polygons.



Third, the Boxer is modeled as one continuous mesh. There are no separate parts as in the Mecha. The Boxer is all “Box Modeling”, from the head to the feet.

As shown, you’ll start with a single box and through the processes of extruding, beveling, and chamfering build the entire character in one piece.