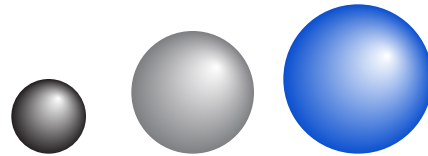
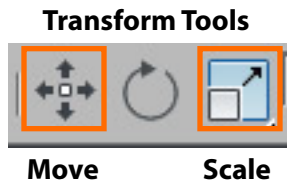


SIMPLE TEAPOT CHARACTER

(Point Value - 1 to 5 points)

3D CHARACTER DESIGN

This teapot character is about as basic as it can get. All the geometry is located under 'Standard Primitives'. The eyes are 3 spheres: a large, medium and small.



1. Make 3 spheres

3. Use the Transform "Move" tool to arrange them into an eye.



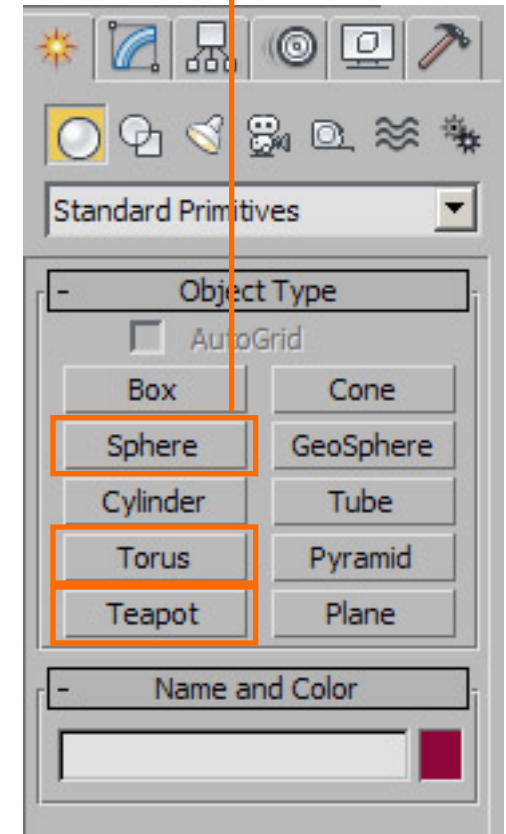
2. Use the Transform "Scale" tool to flatten the iris and the pupil

4. "Group" and clone the eye to make a copy.



5. Make a "Torus" to use as a mouth.

6. Make a "Teapot" and assemble the character.



Lastly, place the teapot character on a plane, set up lights and a camera. Render the scene