

INTERMEDIATE PROJECTS

(1 to 10 points)

3D CHARACTER DESIGN

Intermediate projects require more skill than beginning projects. They're more complex and use more modeling techniques. They might show more sophisticated animation, like the sample "Box" animation on our web site.

An intermediate project might use several "modifiers" to alter a primitive. It might use a bump or bitmap texture.

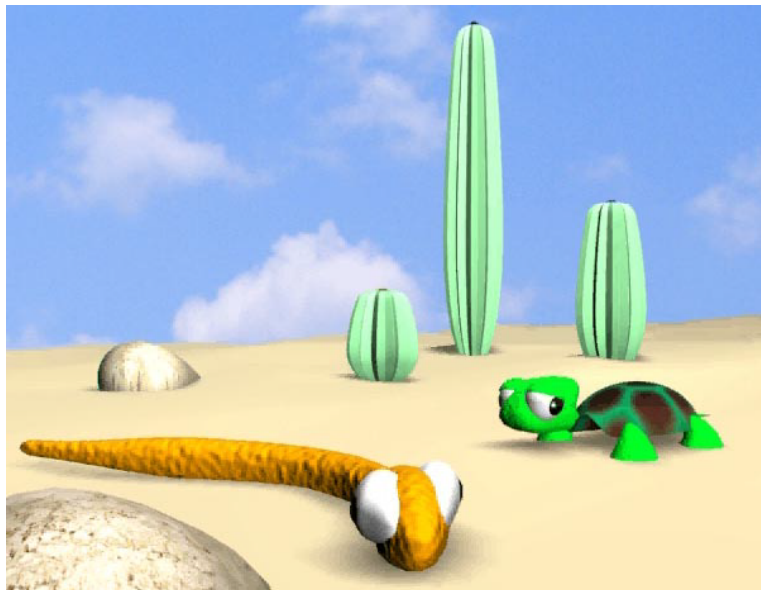
An intermediate project might include a more elaborate "environment": ground, plants, sky and other objects to make the scene more interesting.



Crab is holding a rose

EED Modifier used for the claws

Cacti are made using the "Lofting" technique



Space Warp used to animate the snake



Bump Map and JPEG texture on the shell

Scene is well lit and uses a sky background