



**3D CHARACTER
DESIGN**

PRESENTING PROJECTS

**Projects need to be presented in a professional manner: lighted properly with a camera set-up.
There are three typical presentations:**

- 1. A simple orbiting camera shot for non-animated models (Orgre, Butterfly, Blockhead etc.)**
- 2. A stationary camera for models that are animated (Cars, Walking Biped, Goofy Biped, widgets etc.)**