3D CHARACTER DESIGN

ADVANCED PROJECTS

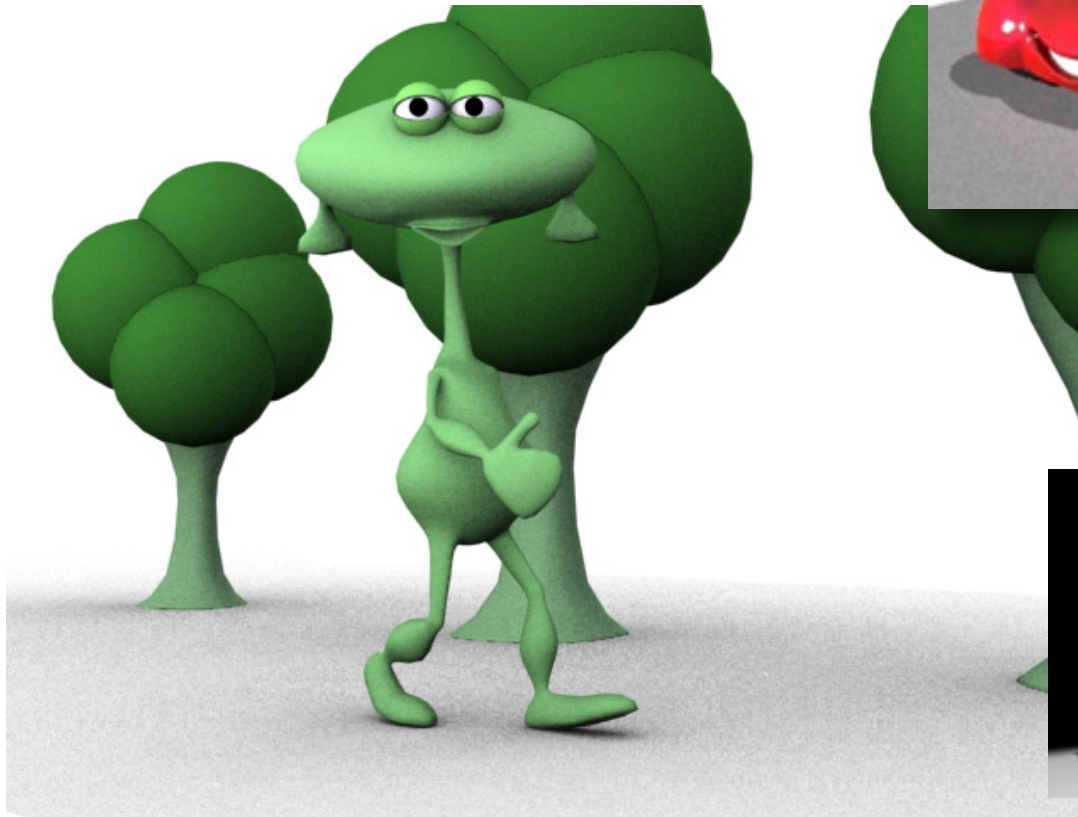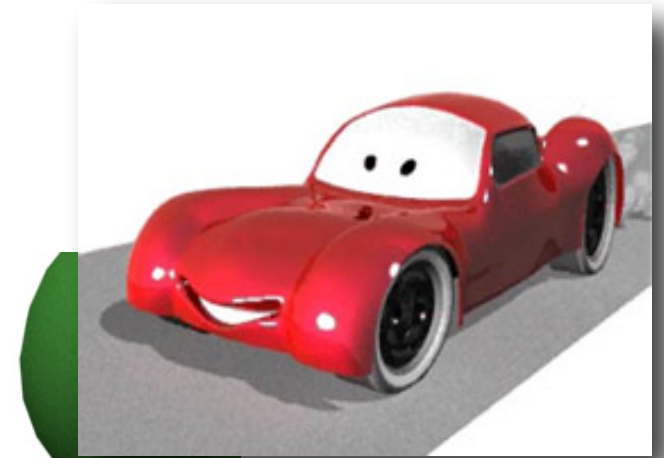**(Point Value - 1 to 15 points)**

Advanced projects require the use of skills learned in the beginning and intermediate projects as well as new skills such as "Morphing", Displacement Mapping" and more. The instructions are often less specific. They might require critical thinking skills asking you to decide what to do based on how you want the project to look.

This guy uses the "Morpher" modifier to create facial animation

The "Cars" project requires strong modeling skills, knowledge of particle systems, bump maps and more.

Here's an example of strong modeling and animation using the "Biped" system.