Passion Project

Introduction

For the Passion Project I had different options to make a media production concept. I made the passion project to add some proof for the third learning outcome, to achieve this goal I made a low poly 3d model of a character. For this project I will be using blender since that is the most popular free 3d modeling software and you can do everything related to 3d modeling in blender.

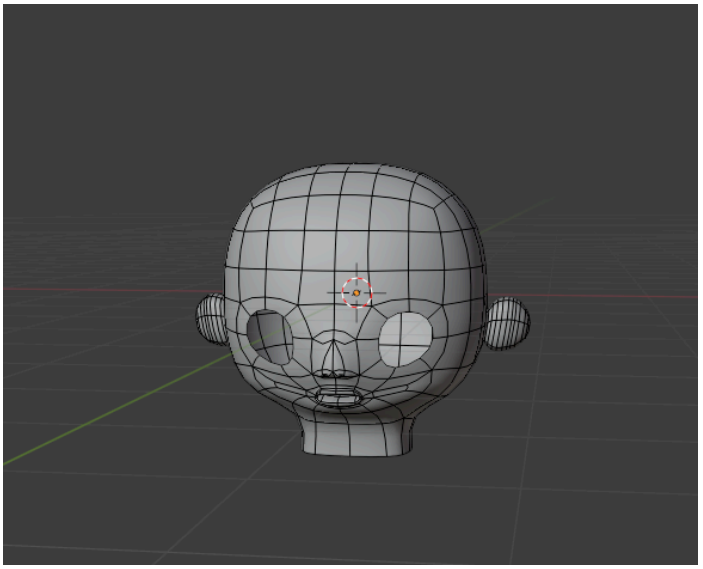
First steps

To get an idea on how to make a character in 3d I used a tutorial course this tutorial course helped me with the process of making this 3d model. When I started I didn't know how blender worked but along the way I got better.
For creating the model i used some addons for easier use

- Looptools
    - For editing loops
- Node wrangler

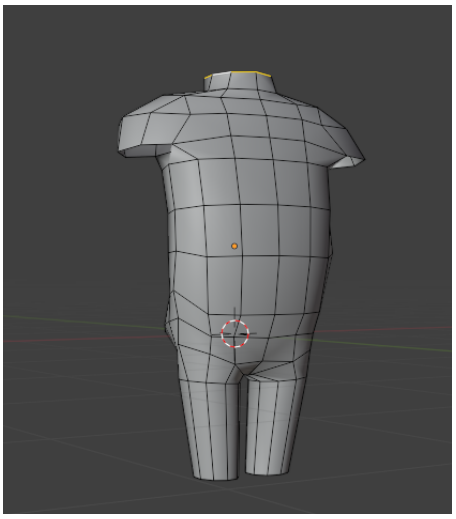
Creating the Head

I started with creating the head of the Character. I made the head out of 1 cube by extruding and adding loops.



Difficulties

I had a few difficulties with creating the head modeling, it was hard creating more of a realistic mouth of the head and adding ears to the model wasn’t easy eather. However I did my best creating this and I will continue with this head.



Creating Torso

For creating the torso I used one cube as well this makes it easier and i don't have to merge different objects later on. And I can create more loops, when using more loops I will prevent clipping.

Difficulties

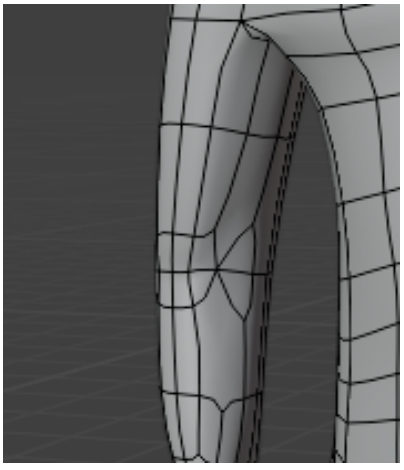
For Creating the Torso I didn't have any major difficulties with creating the model. Since I made the head I know what to pay attention to when creating a model.

Adding Limbs and combining

Creating the limbs was a more easy part for creating the whole model I need to extrude the shoulders and legs in order to create the limbs.

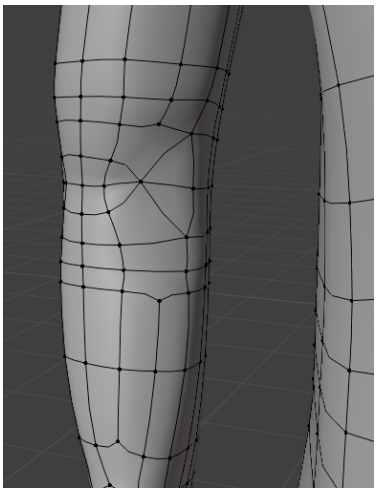
Difficulties

For the limbs I made some mistakes at the elbows.
After I created the full body I asked for feedback from Josh and he told me that I should add more loops to create more vertices in the elbows. This is because the elbows are moving a lot and it is important to have more points of control in these places.



Feedback

Here you see the elbow of the character and there are not so many vertices added here which is a problem when animating the model.



As you see here i added more loops to the elbow this will prevent clipping for the future if i animate the model.
After this iteration i checked in with josh to see if this was good enough to create a normal animation if i want to create one.

Creating clothes

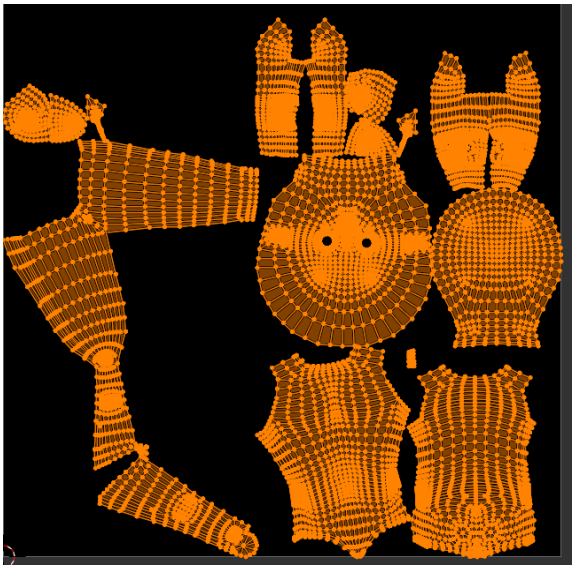
For creating the clothes I created some simple apparels like shirts and pants. This was not as hard as I expected. I used the geometry of the body to make the shirt and pants.
After this I also added the cap, this was a bit harder with shaping it so it would fit on the model.

Adding jacket and shoes

To add the jackets and shoes I did the same, for the shoes I took the feet and made the shoes from there, for the jacket I used the shirt and made a zipper at the front. This all went very well and I am happy with the result.

To make it more in its own style I added some playful color's and gave the cap a propeller. This really gives the character its own theme.

UV mapping



For the textures and all I started creating a UV map, you can see this in this img.
The UV mapping definitely wasn't easy to create and i got a lot of difficulties in creating this.

Feedback

Asked Josh for feedback on this and he said that I should look at how I would flatten out the model and create seams where necessary. I did this and got a good uv map of the body.

Where it went wrong

But when I started creating the UV map for the apparel I screwed up somewhere and I needed to start over with creating this uv map. In the future I will create a uv map. But for now i want to keep it like it is. And really take the time to learn how to create a UV map of a model instead of rushing through the whole process. You can see in this img that every object is using the same texture and i had no idea why and how I could remove this.