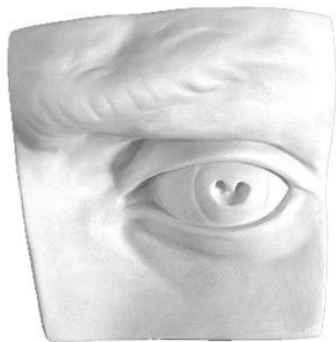# Week 3 Working Journal

Polygons
and
Creation of Stylized Character

This week I've been trying to develop the virtual classroom model and stylized plaster sculptures(David, Venus and a random female sculpture). Most problems I had this week were related to topology and inspirations.
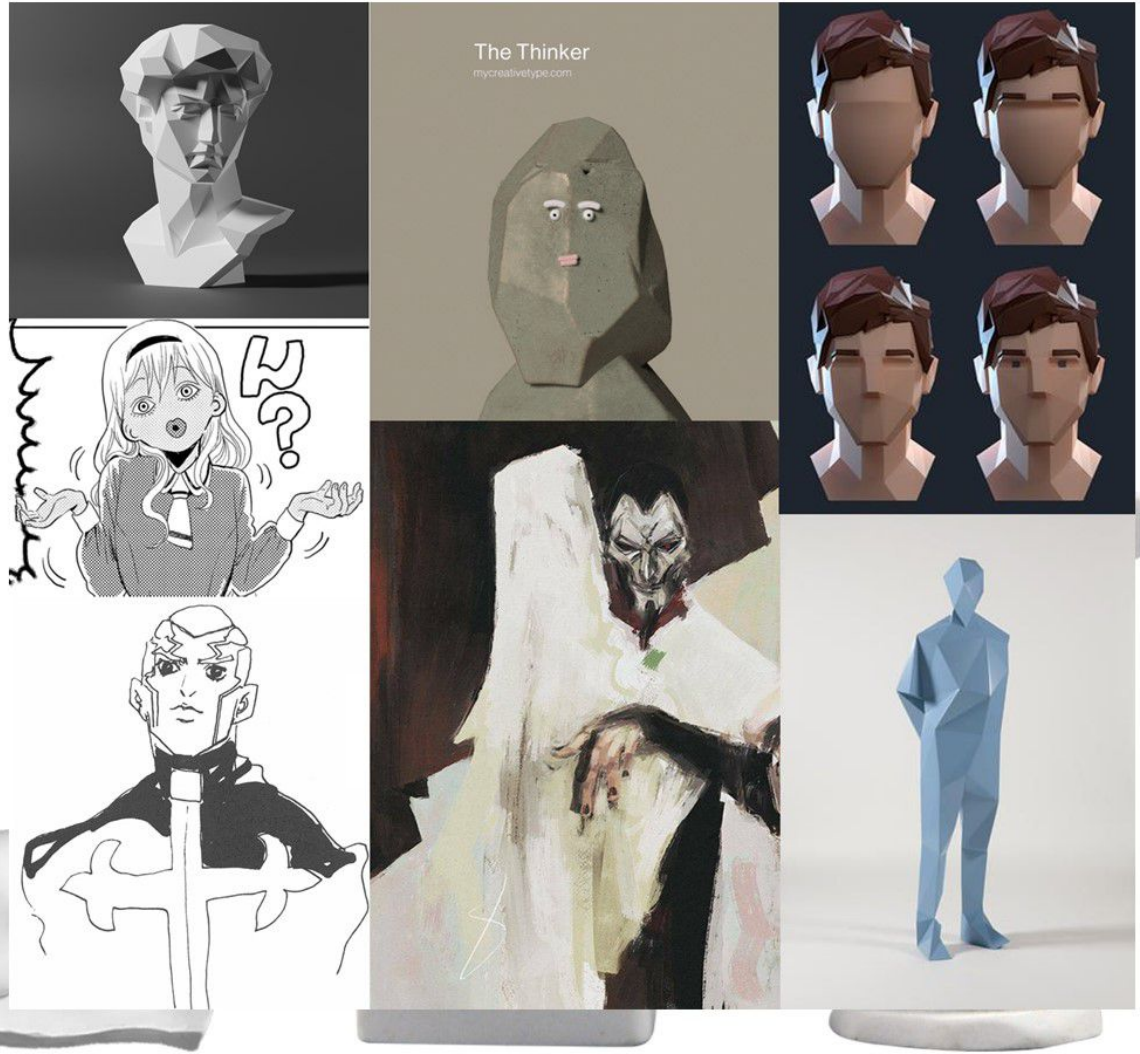
# Test 1: Developing the Virtual Classroom Model

-I had to fix the topology because the final render will be rendered in Maya. Then I finished the basic structure of the model because I'm still waiting for illustrator to finish the detail.
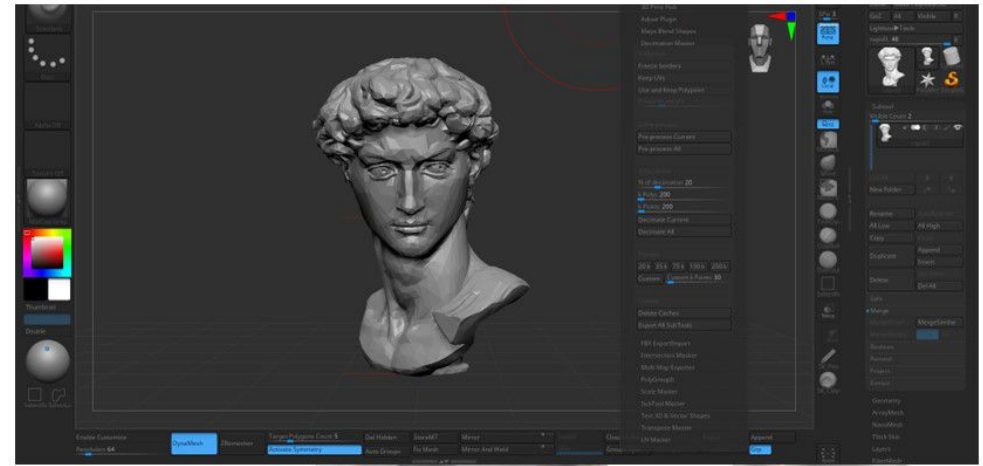
Test2.Creation of Stylized Characters: Inspirations

Concept Illustrations by Jieyi, Bingxue and Yuting.
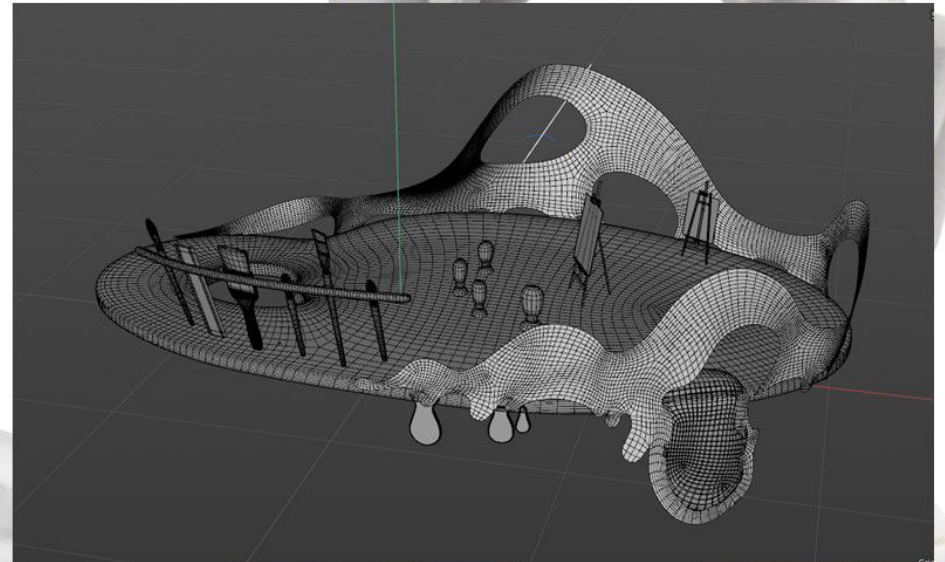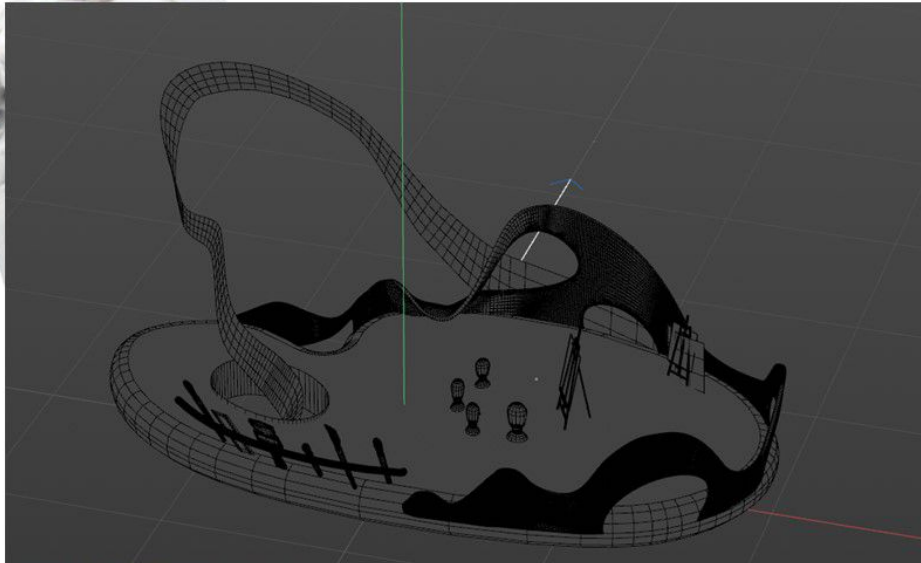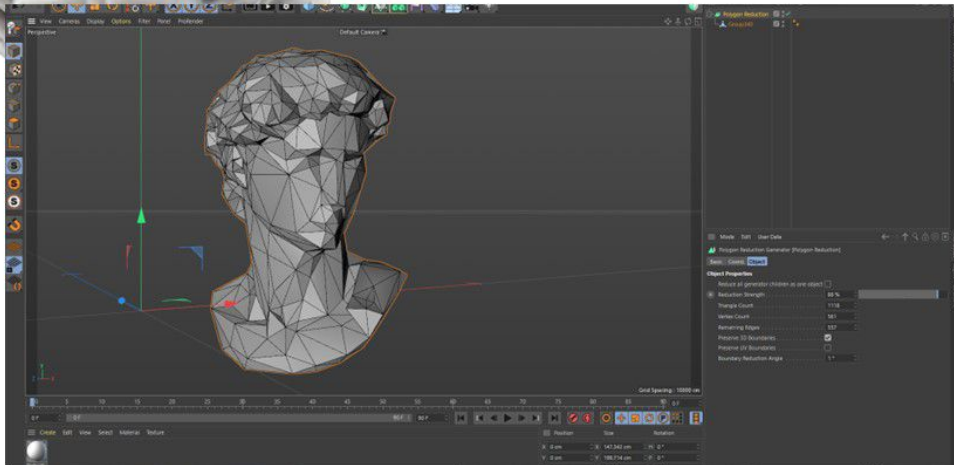
My research board.

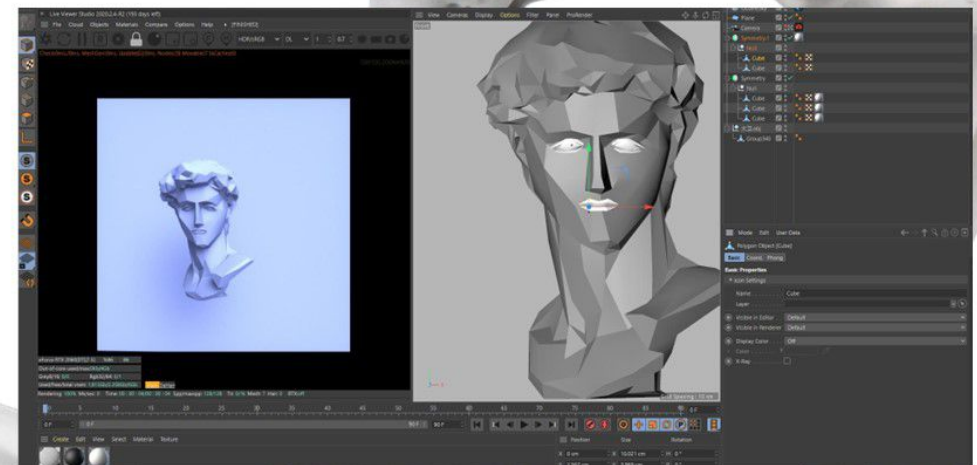# Test2. Creation of Stylized Characters: Modelling
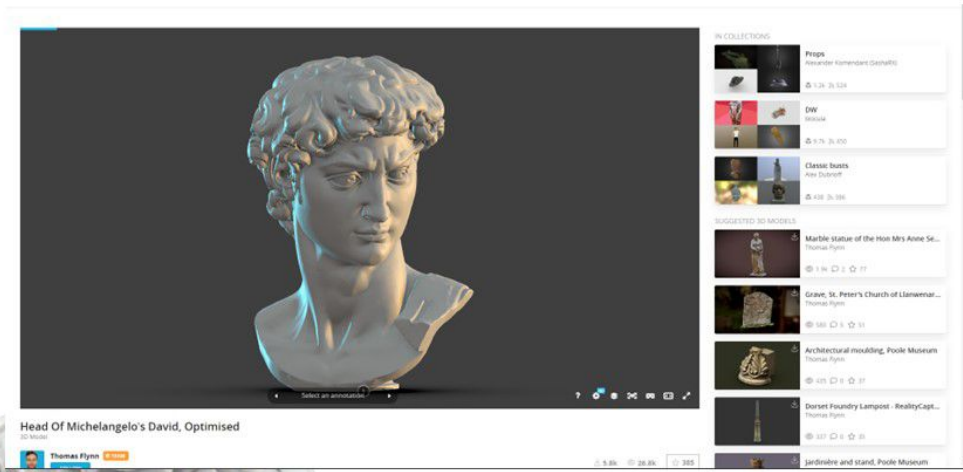
-Firstly I downloaded a free David sculpture from Sketchfab.

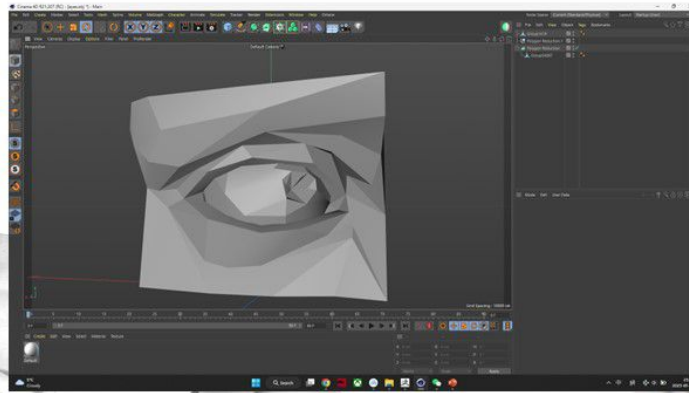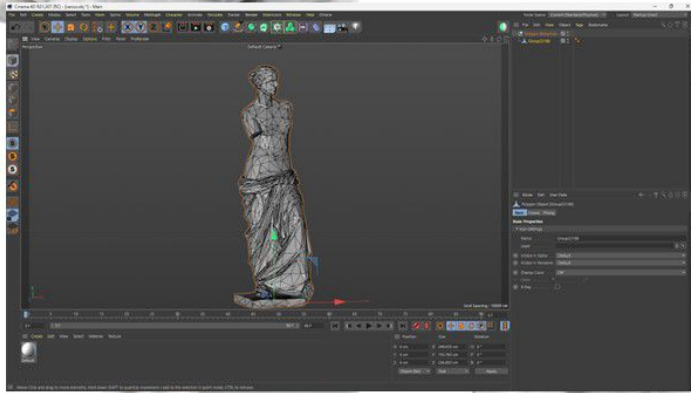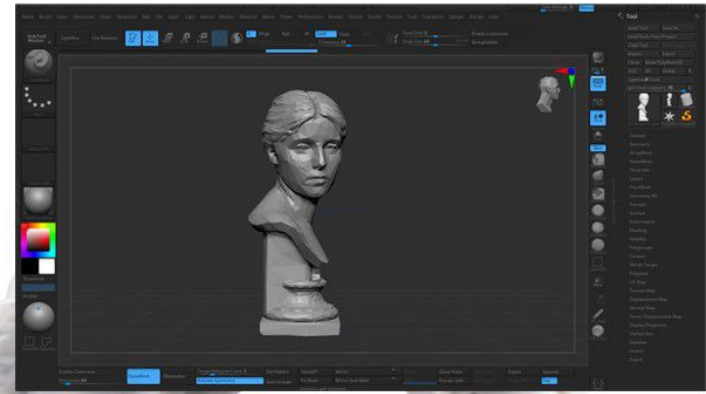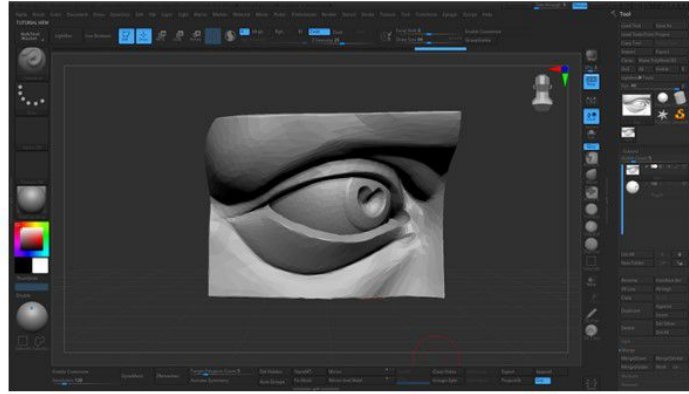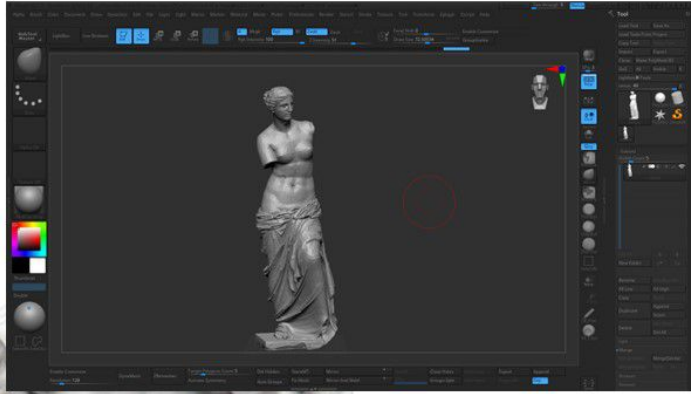-Then I decimated it in Z Brush to lower the polygons.

-Then I used polygon reduction in Cinema 4D to lower the polygon even more.

-Then I modelled features and changed the topology based on Illustrations and my research.

-The rest of the characters were done the same way as the David Sculpture.

Test2.Creation of Stylized Characters: Final Result

This is just the concept we'll follow for character design. I send the files of the models to Yuting so She can fix the details for rigging and animating.

Test2.Creation of Stylized Characters: Final Result