

3D Modeling Project #9

GAMES

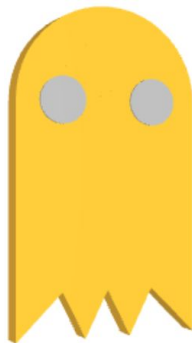
Games often have easily recognizable characters. You can create models of your **favorite characters**.

Before You Start

Go to the [Creative Suite](#), open a new [PLaSM project](#), and save it as [Project-9](#) in the folder [course-3D-projects/](#).

Project Goal

The goal of this project is to create a 3D object from [your favorite game!](#) It does not matter if it's a board game or a computer game. Use [your own RGB colors](#), and the [List of Commands](#) in the [Help menu](#) to create your model.



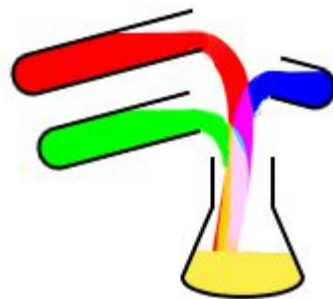
Defining Custom RGB Colors

Computer colors are usually defined using **RGB codes**. RGB is an acronym for **Red, Green, and Blue**. An **RGB code contains three integers** which define the amount of the red, green and blue components in the color.

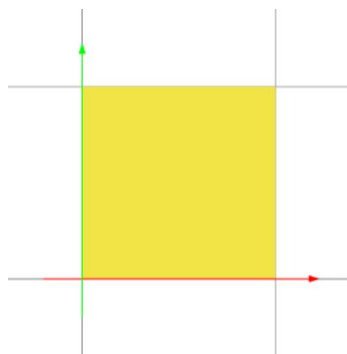
The program below creates a **banana-colored** square with RGB values **[252, 236, 74]**.

```
1 c = SQUARE(1)
2 COLOR(c, [252, 236, 74])
3 SHOW(c)
```

This RGB code defines a color that is composed of **mostly red, some green, and a little bit of blue**.



Once the three primary colors have been mixed together, we get the **banana color**.



Project Checklist

Your project will be finished when:

1. You have **created a new RGB color** for your game character.
2. You have created a model of **recognizable game character**.
3. Your program is saved as **Project-9** in folder **course-3D-projects/**.