

3D Modeling Project #11

MONSTERS

Beasts, ghosts, and skeletons. Fangs, claws, and jaws!
Create a **monster using **3D geometry**.**

Before You Start

Go to the [Creative Suite](#), open a new [PLaSM project](#), and save it as [Project-11](#) in the folder [course-3D-projects/](#).

Project Goal

The goal of this project is to **make a monster**. You can model your creation upon a monster from **a story or a game**. You can also design a brand new monster using your imagination. A good monster should be **scary!**



Project Checklist

Your project will be finished when:

1. You have **rendered** your monster as a 3D model.
2. Your program is saved as **Project-11** in folder **course-3D-projects/**.