3D Modeling Project #15

Everyday Things

You can model anything in 3D.

Before You Start

Go to the Creative Suite, open a new PLaSM project, and save it as Project-15 in the folder course-3D-projects/.

Project Goal

Look around you. You are surrounded by many things! Your goal for this project is to create a 3D model of a useful object from your environment. To model this object in 3D, you will first need to identify its basic shape.

A soccer ball is based on a SPHERE shape. Modern cellular phones are based on a BOX shape. The lamp below includes SPHERES and BOXES combined together.
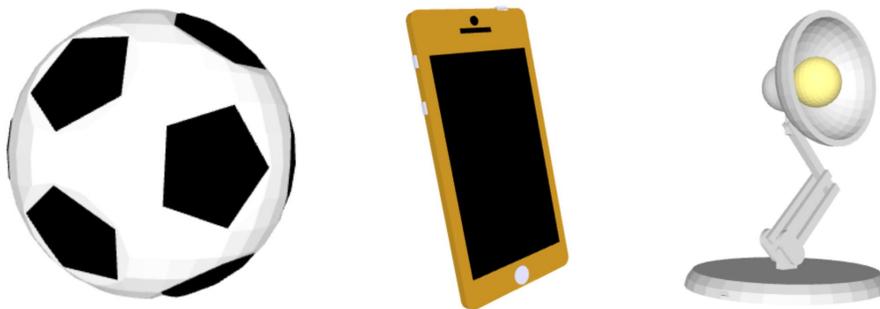
Start with the basic shape of the object, then add the finer details. This project will be much more fun if you pick an object that you can pick up and manipulate. In this way, you will be able to see the object from multiple angles.

Project Checklist

Your project will be finished when:

1. You have chosen an object from your environment.
2. Your program is saved as Project-16 in folder course-3D-projects/.