

Violin

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SCAD - Spring 2016

ANIM 505 - Character Set-up

Professor Jacques Khouri



Design Narrative

Project Description

This is a violin that Garret a character I modeled for ITGM 701 Character Development. The model was created with a combination of packages including Maya, Zbrush, Photoshop and Modo.

Assignment Parameters

The project for midterm for this class was to create a hero piece to support a character. The object needed to be modeled and surfaced, but not necessarily textured, and then rendered. The project needed research and reference to support the object we were making. Sketches and photographs were used as a starting point, then modeling began.

Research

Extensive photographic research was done at two different instrument sales shops. The photos have been shared for the public on my [flickr page](#). Web research was also big help in getting detailed information, including pictures and history of the instrument. Sketches of various reinvention of the design were done to explore alternative design solutions.

Target Audience & Competition

The target audience is those that like 3D animated cartoons. The age does not matter as young and old enjoy digital productions like Pixar and Dreamworks produce.