Create a 3 dimensional character. Design and pose your character. It should have limbs, a torso, and at least one head. It can be an animal, human, or alien. Use advanced trimming techniques, attach, and blending to generate a model with a continuous surface. This character may also be used as a portion of your midterm project.

An example of a model sheet can be found at: http://www.evl.uic.edu/ralph/509F981/character.html

Create several sketches of your character and a model sheet.

Your grade will be based on the follow through from model sheet to 3D model.