



CGT 116 Final Project

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Section 1 – Research

I did a lot of online research for this project, including finding several YouTube videos demonstrating the building of a guitar or mic (listed below). In addition, I got help from my TA who has also 3D modeled a guitar. By looking at his final model and the models shown in the videos, I got an idea of how to improve my topology. The most valuable thing I learned from this research is that it's important to only smooth surfaces permanently once the entire scene is completed. I also learned that holding edges can be placed strategically to get the exact look that the model requires.

Section 2 – References

I used several pictures I had taken, as well as other resources. The pictures I took are shown here:



The other resources, including instructional videos, inspirational models, and images used for textures, are linked below:

<https://youtu.be/klq5LEbs9BE>

<https://youtu.be/fuXPxN4gfJ4>

https://www.google.com/url?sa=i&url=https%3A%2F%2Fwww.freepik.com%2Ffree-photos-vectors%2Fwood-organic&psig=AOvVaw2SfVYPQmlztV3nrF2Boe_0&ust=1619020997921000&source=images&cd=vfe&ved=0CAIQjRxqFwoTCMDE5a6ZjfACFQAAAAAdAAAAABAS

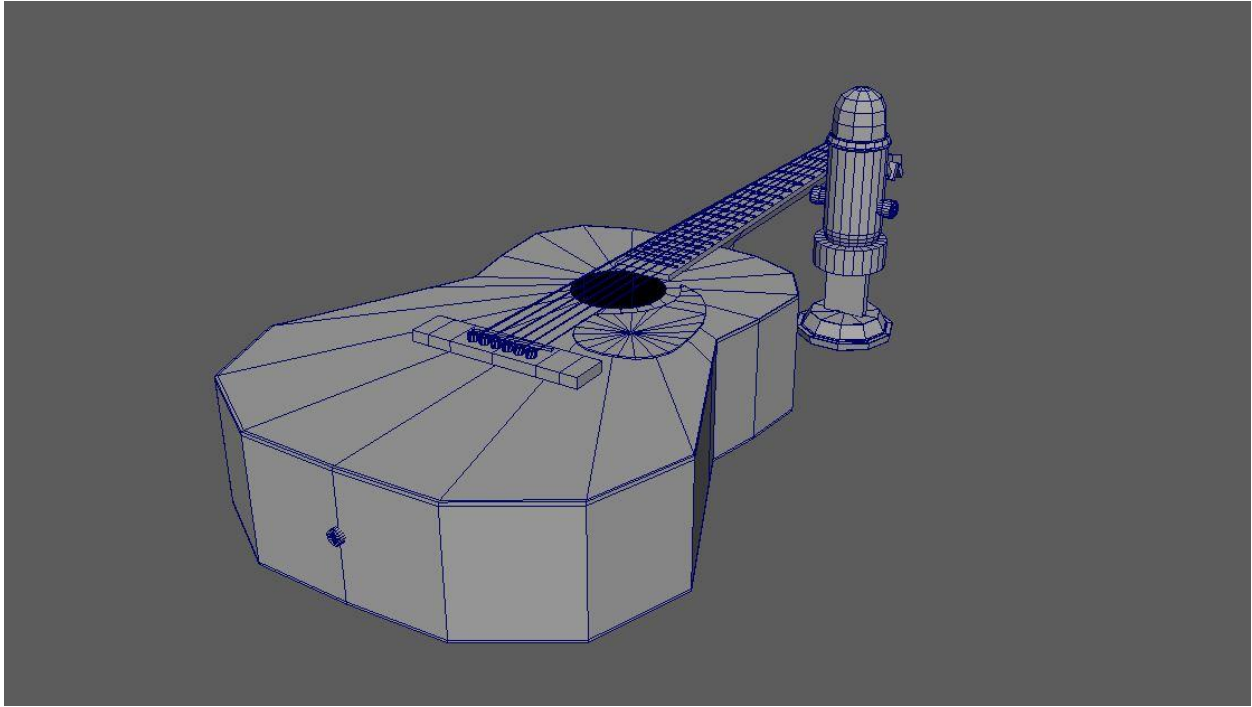
<https://images.app.goo.gl/Tt6jBR8AMBb6cJqNA>

<https://images.app.goo.gl/nZusdV5tWRtSXEst6>

<https://skfb.ly/6GAuL>

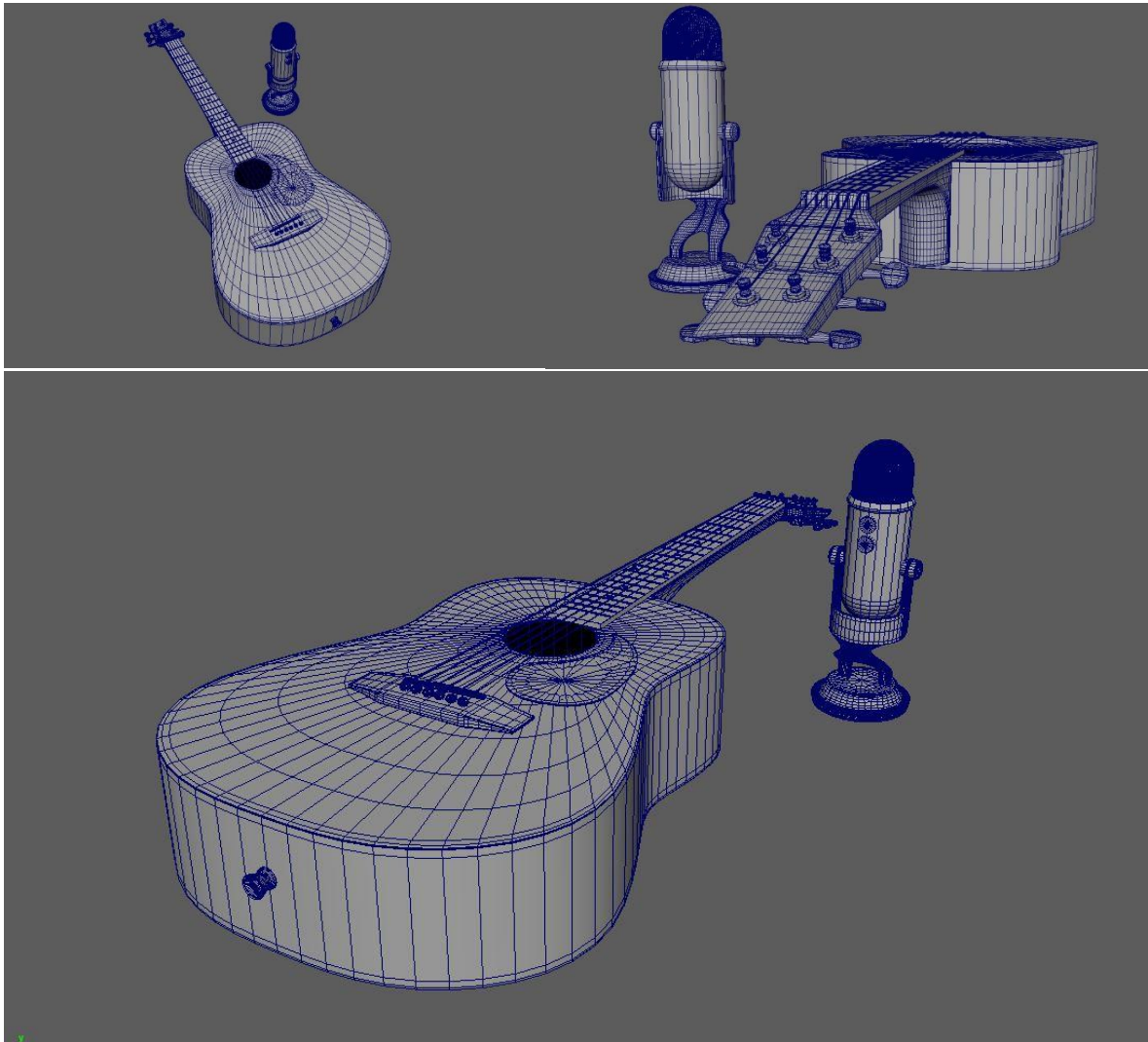
Section 3 – Block Out

In this stage, I created a rough stand-in for most of the parts of the model. As you can see, the model is still a rough outline, made mostly of geometric primitives.



Section 4 – Geometric finalization

By this stage, I had completed the model, but had yet to lay out UVs or texture pieces.



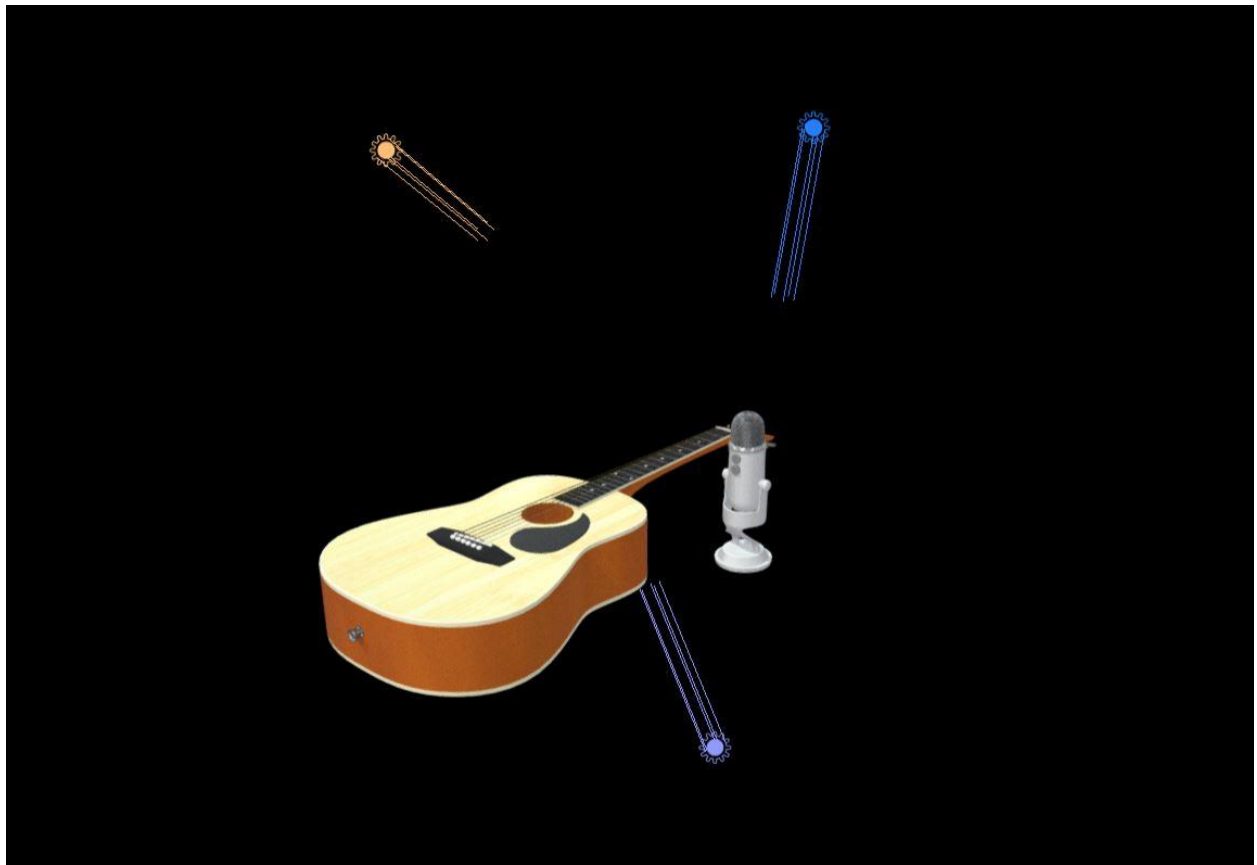
Section 5 – UVs and Textures

In this stage, I laid out UVs for the guitar and microphone, then applied textures. I made some of the textures myself using graphic design software and found some online.



Section 6 – Lighting setup

In this phase, I set up lights to optimize the visual appeal of my guitar.



Section 7 – Final Render

After changing some settings in Sketchfab, my model was complete and ready to be seen!

