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Advanced CAD/CAM

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Lioness Project Reflection

The project was probably the most interesting out of all of them because it combined all that we have learned so far. Although it was following a video for the entirety of the project, the video length was nearly three times longer than all of the others. This project functioned through both the second and third dimension of the creating equally. Initially, an untouched vector of the Lioness was loaded into my workspace. As far as changes within the 2d view, I created indents and gave the Lioness more of a three dimensional look. The video took me through each body part of the animal and by going over the animal, it taught me many new commands as well as new things I can do to change the look and texture of my project. After spending the first half of the tutorial working in the 2d view, I moved over to the 3d view. Similar to the previous tasks, I went through each part making additional changes. One thing I learned through this process was tilt. By using this command, you can ensure that a certain body part will gradually move on the Z axis. Aside from tilts, there were many details, including toning, that went into the ends of the limbs and the facial structure of the lioness. I did not run into any real problems and my time management was sufficient. I learned so much and would definitely recommend this project to future classes because it was one of the most informational videos and the result was very cool.