

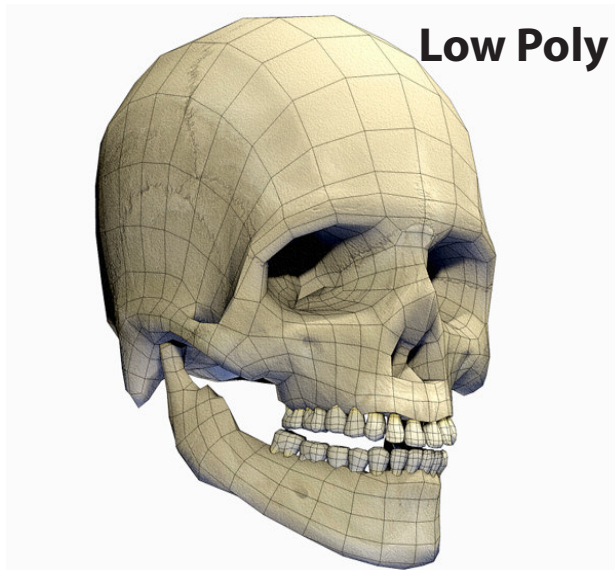
In 3D modeling geometric objects are made from assembling polygons, usually triangles and rectangles. The more polygons a curved surface has the smoother it will appear.



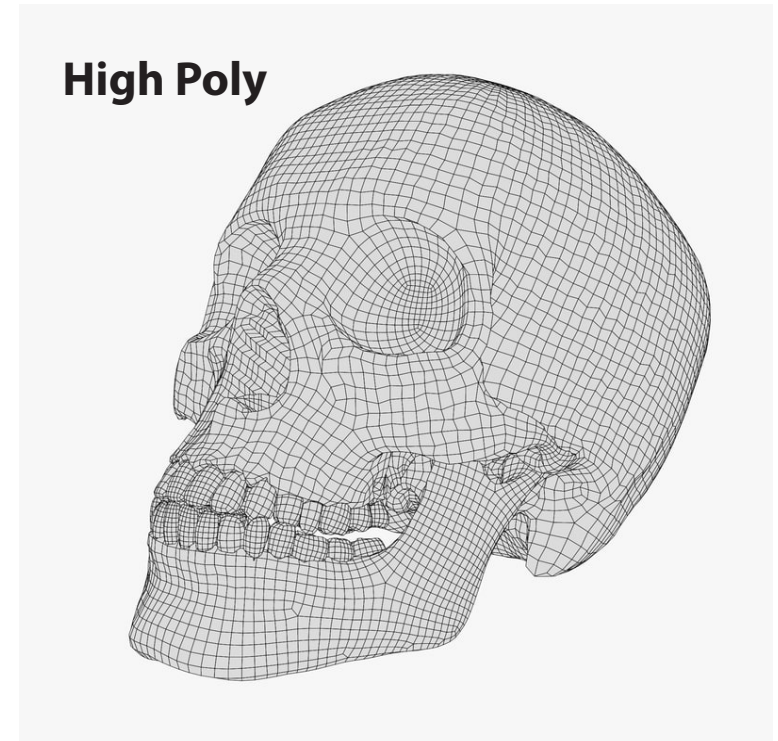
High-Poly Organic Modeling with Sculptris

Sculptris is a high poly modeling program perfect for organic (people, animals etc.) modeling. Sculptris is free. You can download it from the web.

There is a link on our class website showing the process for modeling a skull.



Low poly models are often used for video games because they use less memory than high poly models.



High -poly models used in film production and print. They take longer to "render".