ADVANCED VIDEO GAME DESIGN
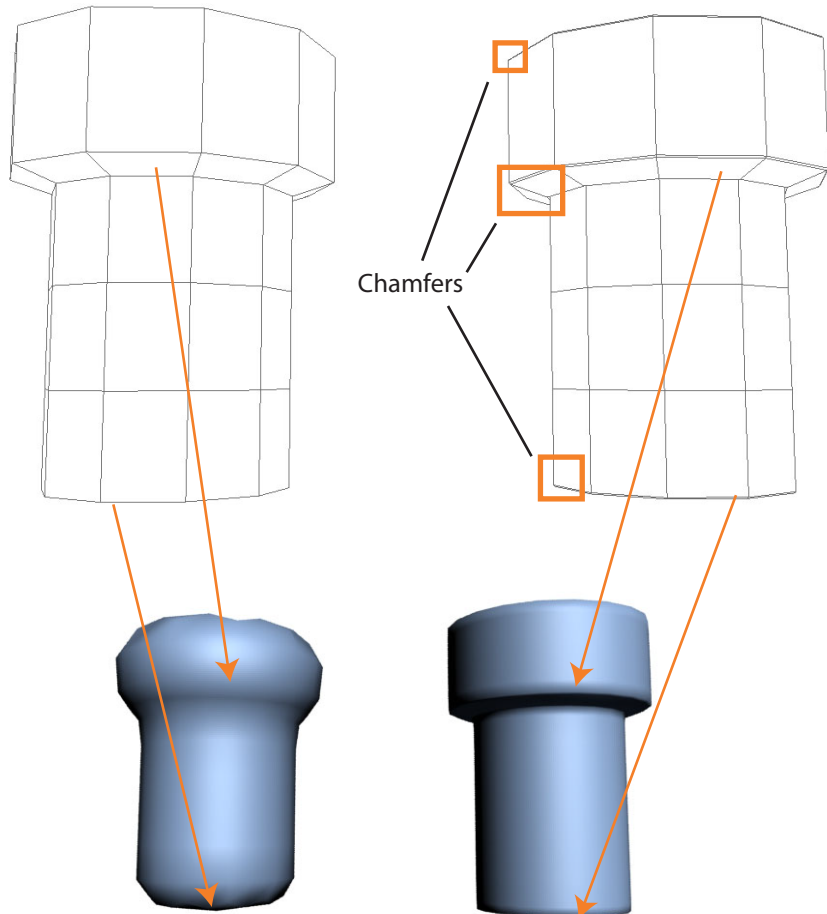
Career Technical Education
SoCal ROC

Mostly the Boxer has a smooth and continous surface. But, at four points, the surface must make a sharp directional changes; the gloves, trunks, tops of the boots and the bottoms of the boots. These are made in the following way.

Tight corners can be created several ways. One way is to select the edge where the corner is to appear and "Chamfer" another edge.

The same object but one has chamfered edges
at it's corners and the othe does not.

Chamfers

Tight corners appear wherever
there is an abrupt change in
surface direction.

This commonly happens
where clothing changes and
where shoes flatten onto
the floor

Here are the two objects rendered using Turbosmooth. Note the object on
the left lacks sharp corners, whereas the the one on the right has squared off corners.