# Video Games: Characters & FX's

Using the modeling skills you learned in Intro to Video Game Design, you'll design a villanous mecha.

Your mecha will have all the structures of a typical bipedal vertebrate: Arms and legs that articulate with joints (knees and elbows - wrists and ankles). It will have a torso & pelvis (the unit that connects the legs and the upper body together: Hands with fingers that bend and a head with a distinctive, menancing quality. Remember, details will make this character interesting!

Your mecha can be constructed using several techniques. Primitives and Extended Primitives are useful.

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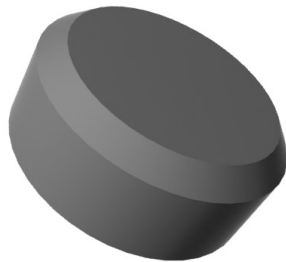
Sphere with hemisphere setting and squashed using the scale transform tool.

Chamfered Cylinder

Other parts of the Mecha might require more complex modeling such using Booleans, FFD's and/or Box Modeling

A chamfered box with a 3x3x3 FFD applied to round off the surface.

Extuding splines and applying an Edit Poly modifier is another technique for creating unique shapes

1. Rectangle with a radius setting.
2. Extruded using the Extrude modifier.
3. An Edit Poly modifier added to Bevel the top surface.
4. Outer Edges selected, connected and then chamfered to created the rounded sides.