Career Technical Education
SoCal ROC   **VIDEO GAMES: CHARACTERS & FX'S**

The Mecha Project

The"Mecha" or "Gundum" project is meant to teach you several things. First, how to make simple primitives and place them in 3D space.

But even more importantly, the parts of the Mecha mimic the parts of the human skeleton and for that matter most vertebrates.

This is called "The Basic Vertebral Structure". You use it in designing and modeling almost all characters that have a backbone.

Everyone's Mecha will look different but they will all display the same basic "Vertebral Structure" and anatomical stance (Plantigrade) and the same proportions (see the chart!).

Step 1. Begin with a
simple "Pelvic Module"

Step 2 - Now create a
"Thoracic Module".

Step 3 - Connect the Throrax
& the Pelvis with a Vertebral
column.

Step 4. Continue with making the remaining
modules. Use the "Mirror" tool to duplicate the extremities.

18 Basic Parts

Vertebral Column

Thoraacic Module

Pelvic Module

Front View

Back View