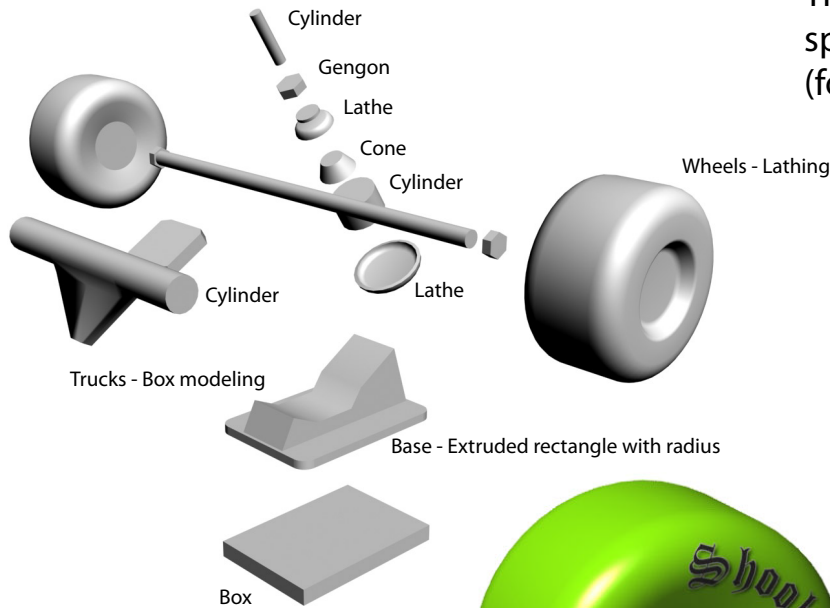


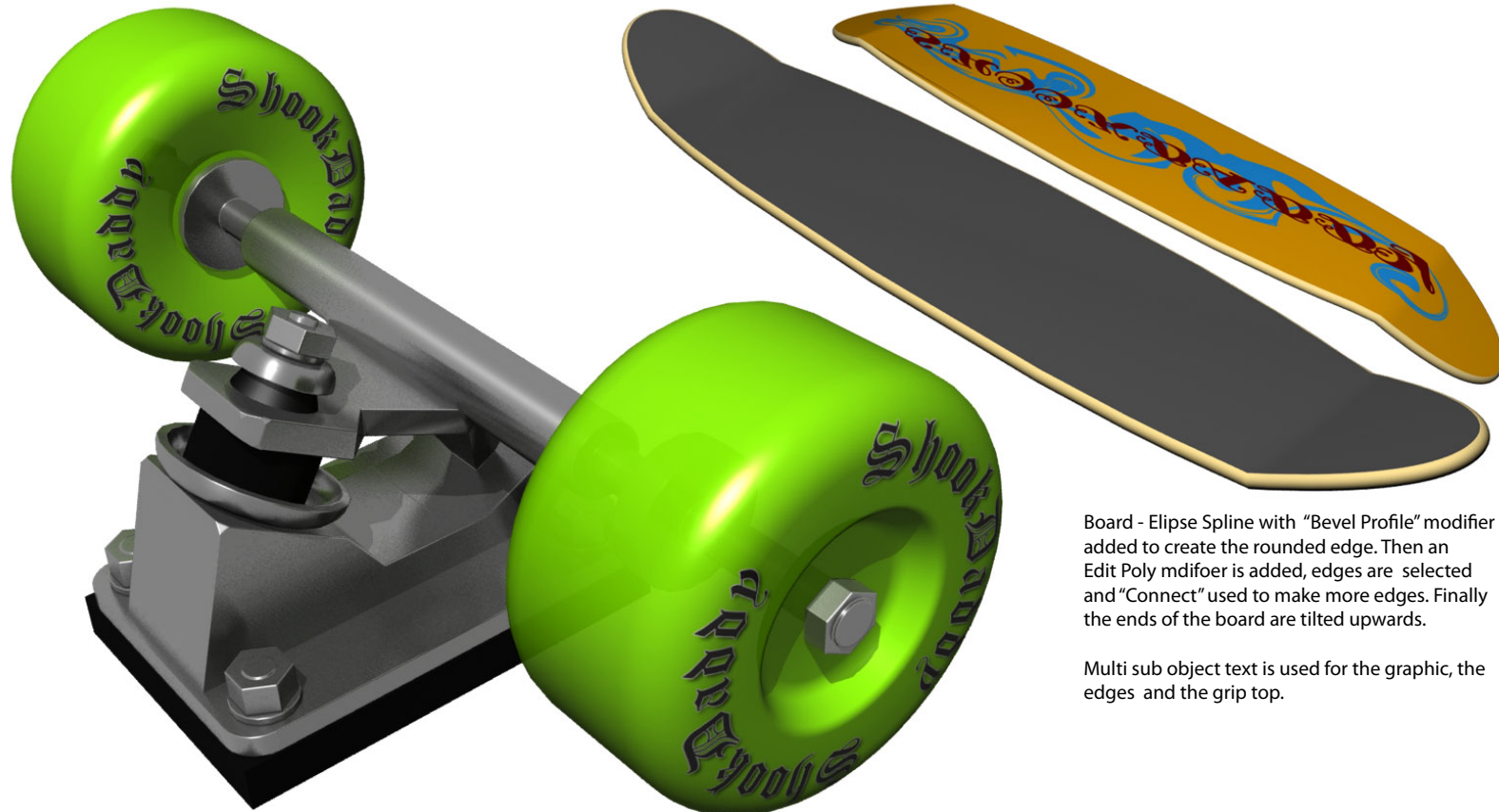
Custom Skateboard

3D Modeling & Animation

The skateboard modeling and texturing skills include: Box modeling, spline modeling, knowledge of extended primitives, Adobe Illustrator (for the graphics), lathing, bevel profiling, and more.



Graphic - made in PhotoShop



Board - Ellipse Spline with "Bevel Profile" modifier added to create the rounded edge. Then an Edit Poly modifier is added, edges are selected and "Connect" used to make more edges. Finally the ends of the board are tilted upwards.

Multi sub object text is used for the graphic, the edges and the grip top.