Description: Your first project is to practice 3D modeling using polygons and tools. For this project, you will need to utilize several tools to create the object i.e. insert edge loops, extrude, and bevel. Limit the scope of the complexity of the object so that it can be modeled using these tools. You will submit the final model as well as any reference images that you used.

Please aim to minimize the total number of polygons as much as possible (by inserting edge loops)

You do not need to texture your object.

Deliverables: Submit on Blackboard.

Grading Rubric
20pts : 3D model of object
5pts : Render of your object (you can use arnold and skydome for nice shadows)
5pts : Reference images of your object