Description: Your first project is to practice 3D modeling using polygons and tools like insert edge loops, extrude, and bevel. Limit the scope of the complexity of the object so that it can be modeled using these tools. Please submit the final model as well as any reference images that you used.

Deliverables: Submit on Blackboard.

Grading Rubric
20pts : 3D model of object
5pts : Render of your object
5pts : Reference images of your object