

Work Based Unit Report

My chosen summer project was to model and animate a desktop fan. I had chosen the desktop fan because I had no old household objects that I could dismantle, so I went shopping and came across the desktop fan. It wasn't expensive so if I dismantled it and couldn't reassemble it, it wouldn't matter. Also, the desktop fan was the only appliance that I came across, which I could easily dismantle every piece to its last screw. It was perfect for this project.

I modelled the desktop fan including the mechanical parts inside the desktop fan. I had spent two months creating the model, as I modelled it to the last bit of detail. The model I created is 95% accurate to the real object. There are only a few things that I couldn't do properly, because the 3D's Max application had a problem with the Boolean function, where it couldn't create the correct shape at all. There were a few parts in the desktop fan that I couldn't dismantle as they were sealed units, so if I tried to open them up, they would just probably break.

I started to model the desktop fan on the 21st July 2004. It was completed on the 20th September 2004.

I started modelling the desktop fan with the creation of the front grill. I then moved onto:

- Back Grill
- Fan Nut
- Fan Blade
- Back Grill Nut
- Main Unit
- The insides of the Motor Casing (Motor, Wires etc)
- Front Motor Lid casing
- Back motor Lid casing
- Plug

I started to create the stickers on the 16th September 2004. They were completed on the 20th September 2004. The stickers were created using a Digital Camera and Photoshop.

I started to animate the scenes on the 21st September 2004. They were completed on the 25th September 2004.

I started to render the scenes and apply some special effects in Combustion on the 26th September 2004. They were completed on the 28th September 2004.

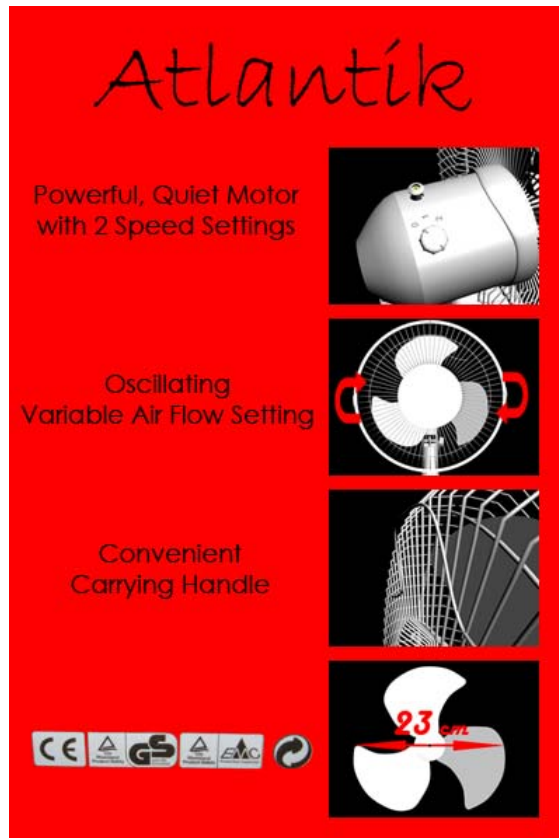
I started to compile the animation in Media Studio Pro and create the sounds in Sound Forge and Cool Speech on the 29th September 2004. They were completed on the 3rd October 2004.

By creating this Desktop fan I have now learnt how to correctly use 3D's Max to model objects. I had found out lots of useful tips, which will help me later on in other projects. I had difficulty with the lighting in the scene. I tried to use lights but they made the fan shine too bright or made the fan look too dark on the other side.

Packaging – Front



Packaging – Side



Original Image of the Desktop Fan



Rendered Image of the Desktop Fan



Inside the Motor Case

