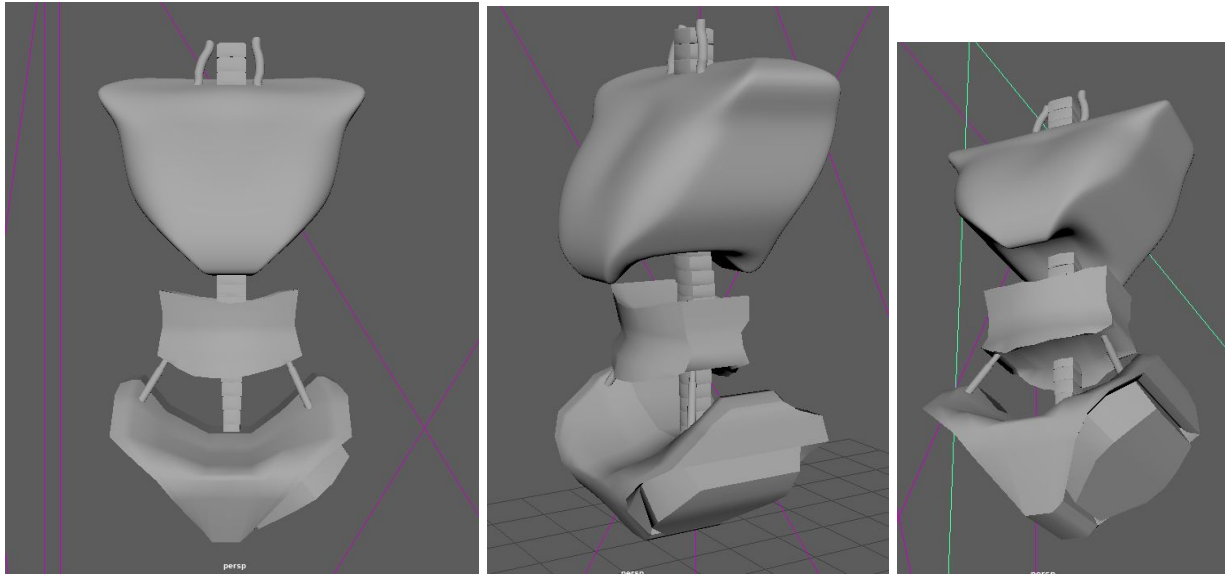
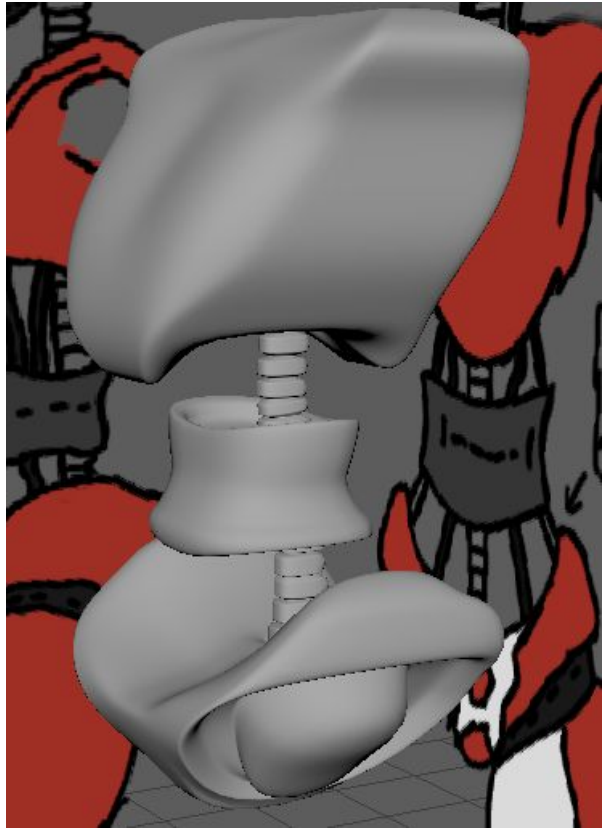
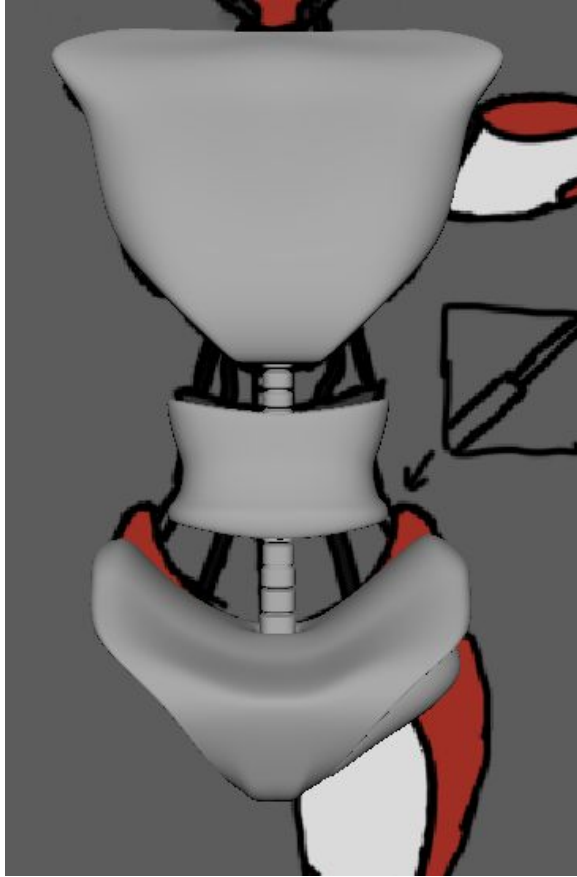


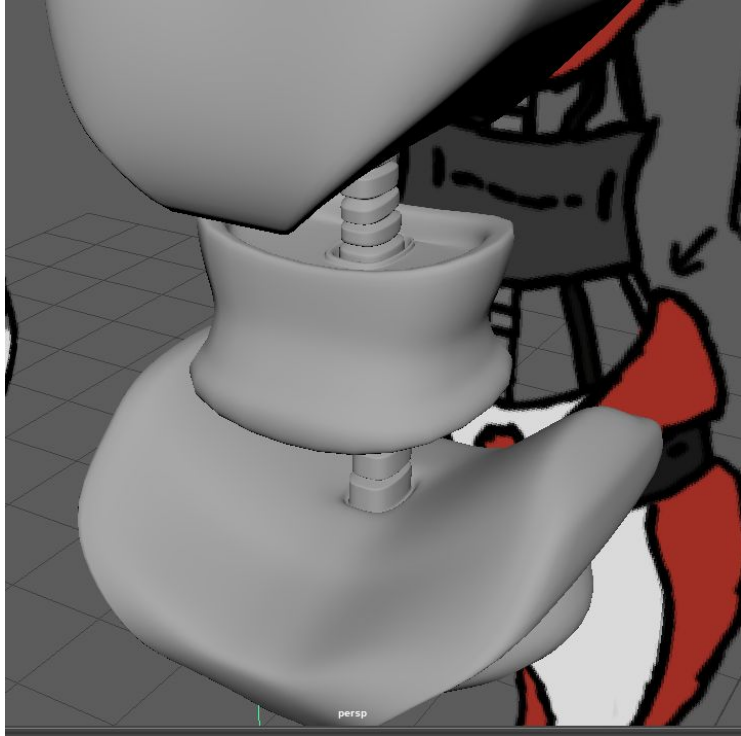
Entry 1 - 21/02/2020

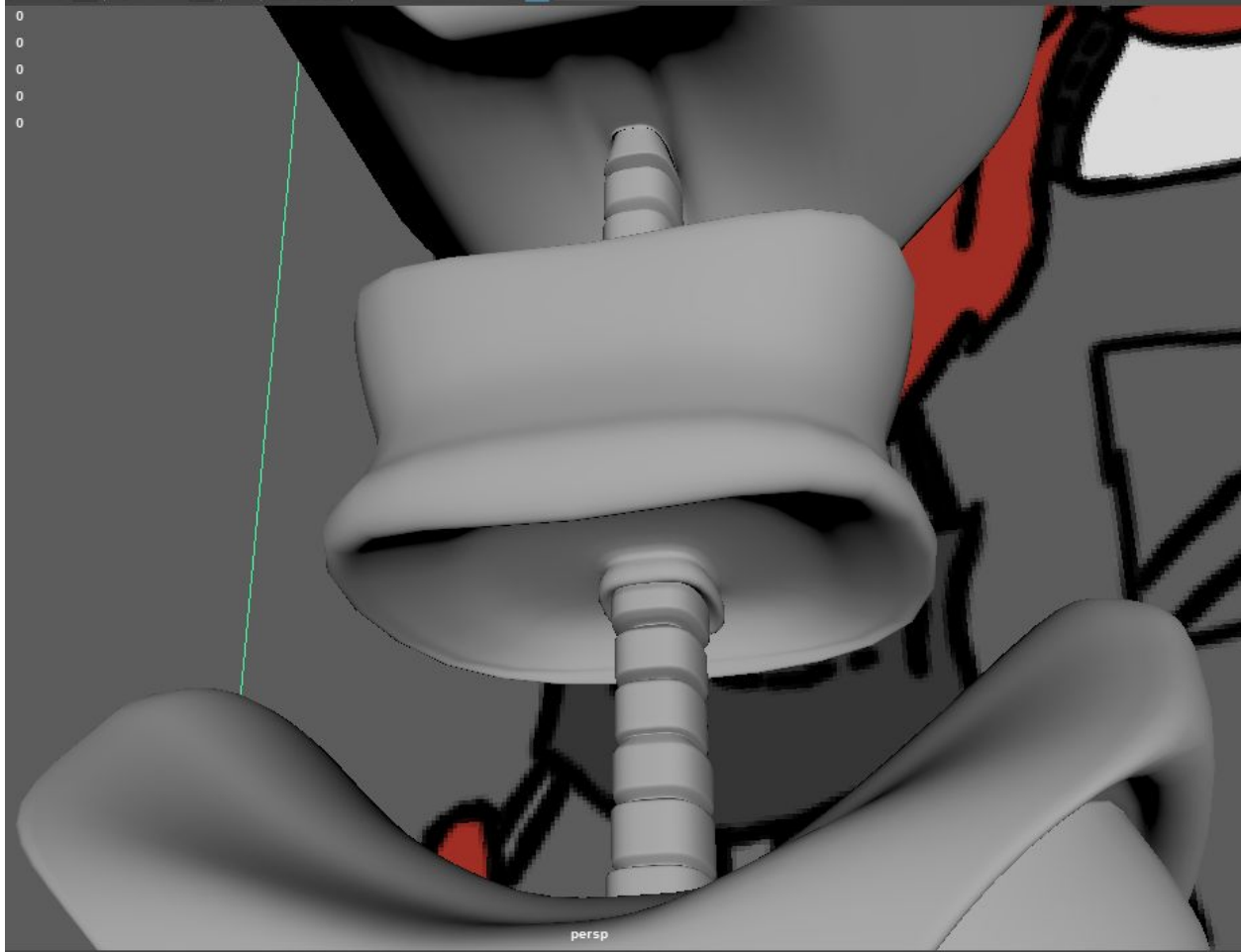
My initial build of the Mecha Oni was in entirely separate parts. The torso, mid-section, and hip piece were all separate blocks and objects. The spin I did by creating one piece and then copying and pasting it down with only an occasional resize. It helped me get my mind around the 3D shapes and how they fit into a more open space. I realized that it looked a little sloppy and would require extensive rework (especially probably during animation) so I went back and began to work from a object.



I reworked the hip block and then began to extrude and build upon that shape to build the spin, mid-section, and torso.



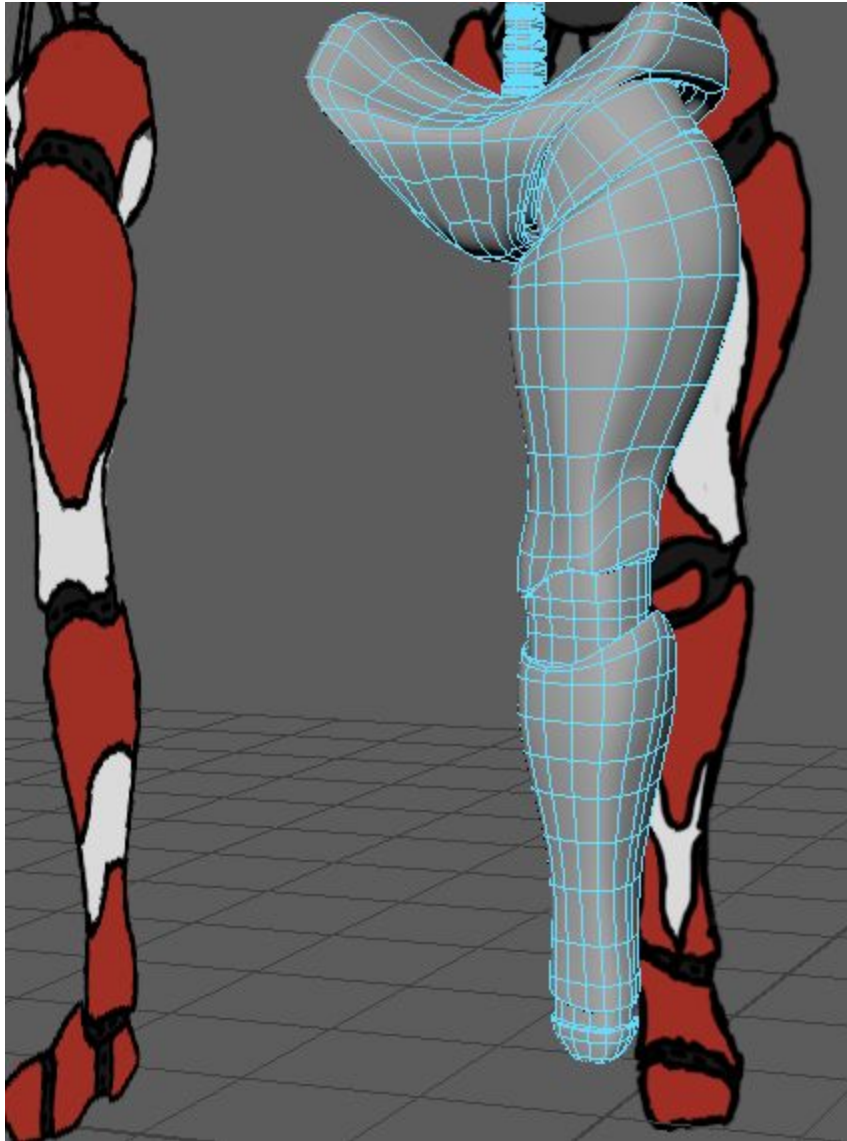




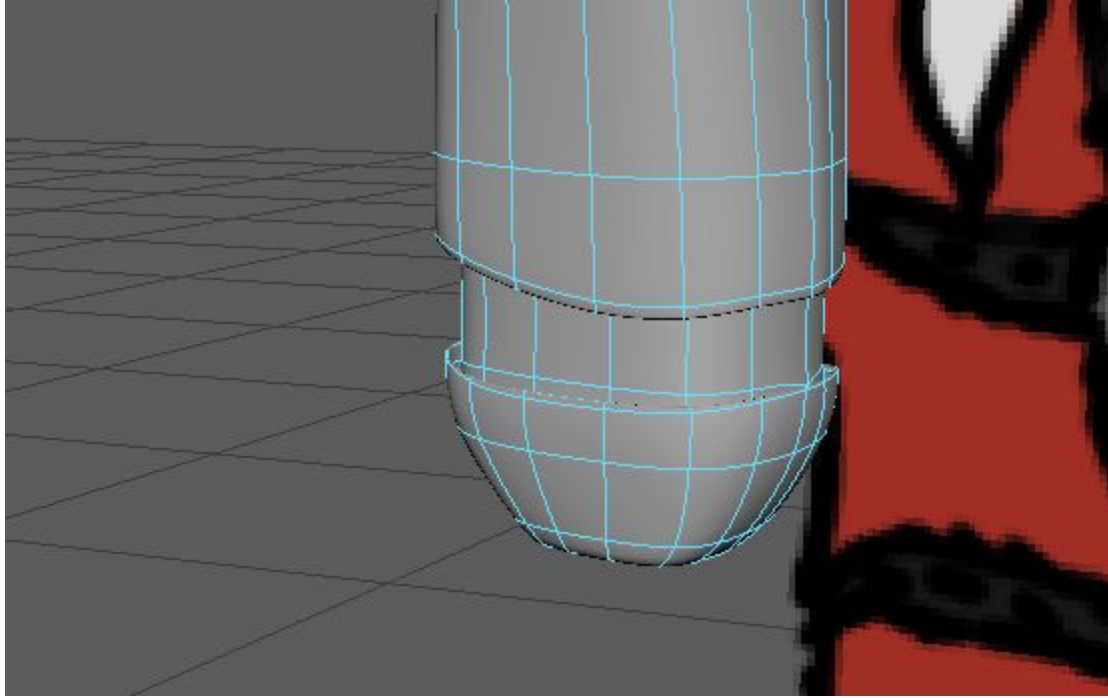
I noticed in the early rough version that I would need to make sure the spine looked like it was built as part of the mech and not as something just clipped into it, so going into the rebuild I was already mindful of how I wanted to meld the spine into the piece. The spine came out looking much cleaner along with the mid-section. The hip and torso just needed some minor polishing. The next big part is the legs and the arms. I've struggled with a few attempts to start and build the leg off the current model. So that is something I'm using my original file to build the leg up separately, get a feel for how it should look and be built out before attempting to build it off the current single unit model again. Then after the leg is in place I have to build out the arm as the last big hurdle. Then I go back through and add the tubing, the pneumatic, the armor detailing, and other aesthetic touches.

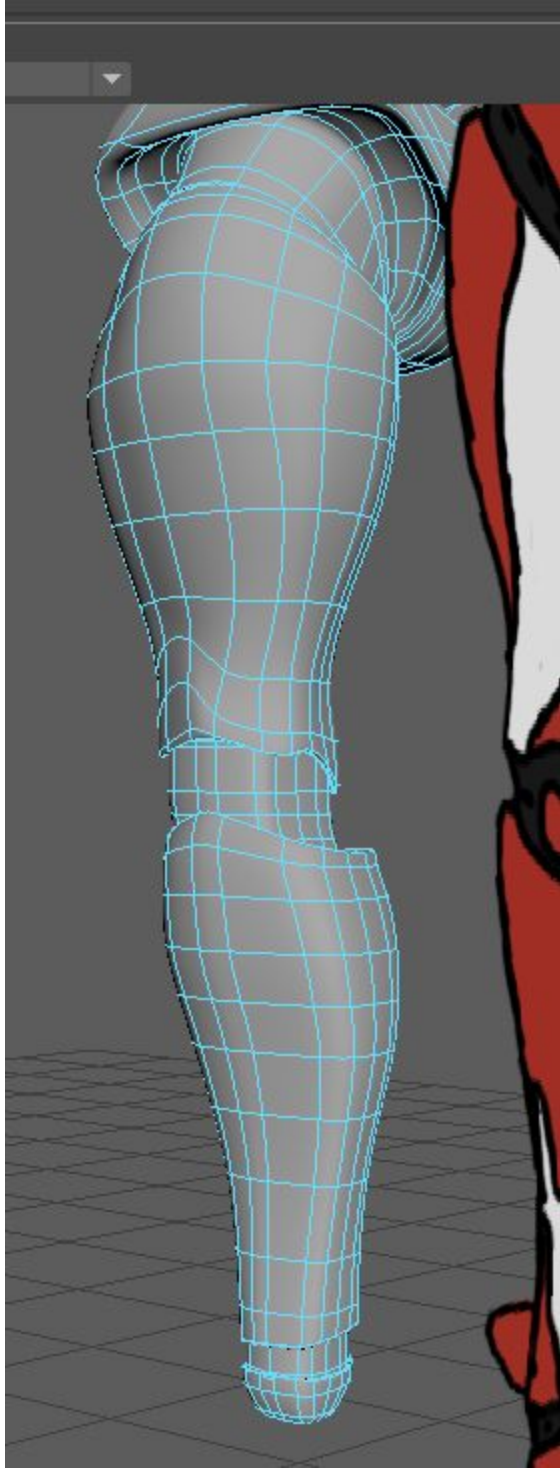
Entry 2 - 25/02/2020

Added a whole leg.

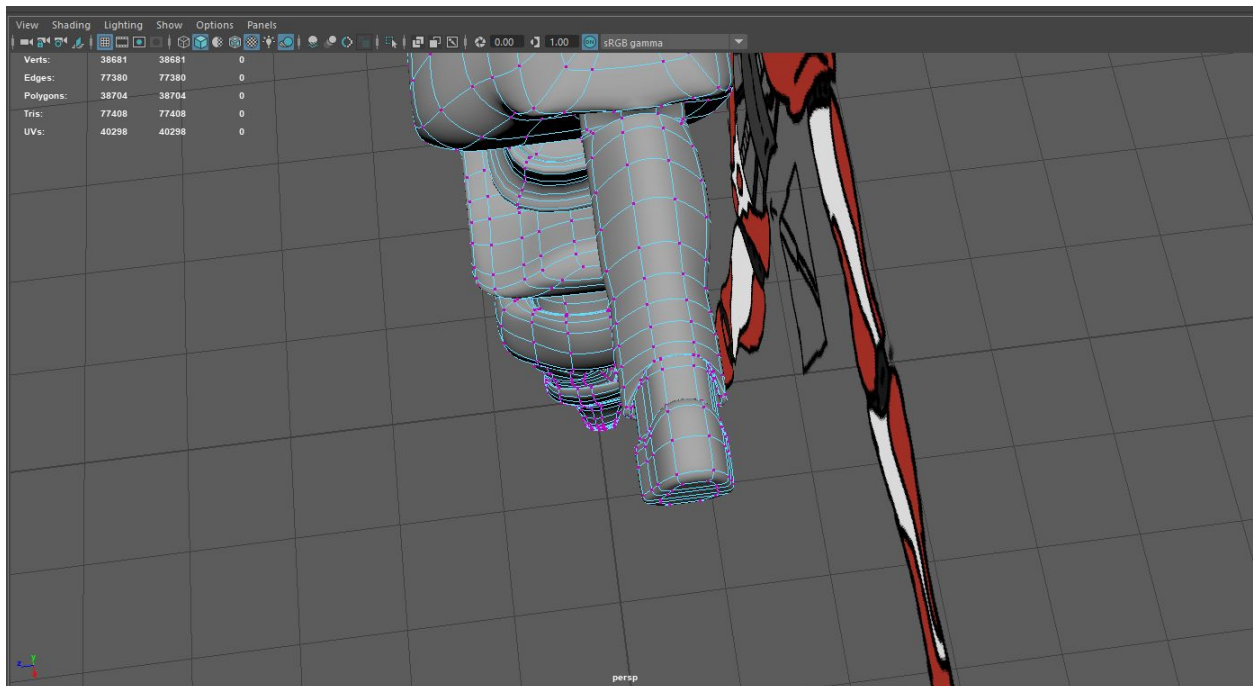
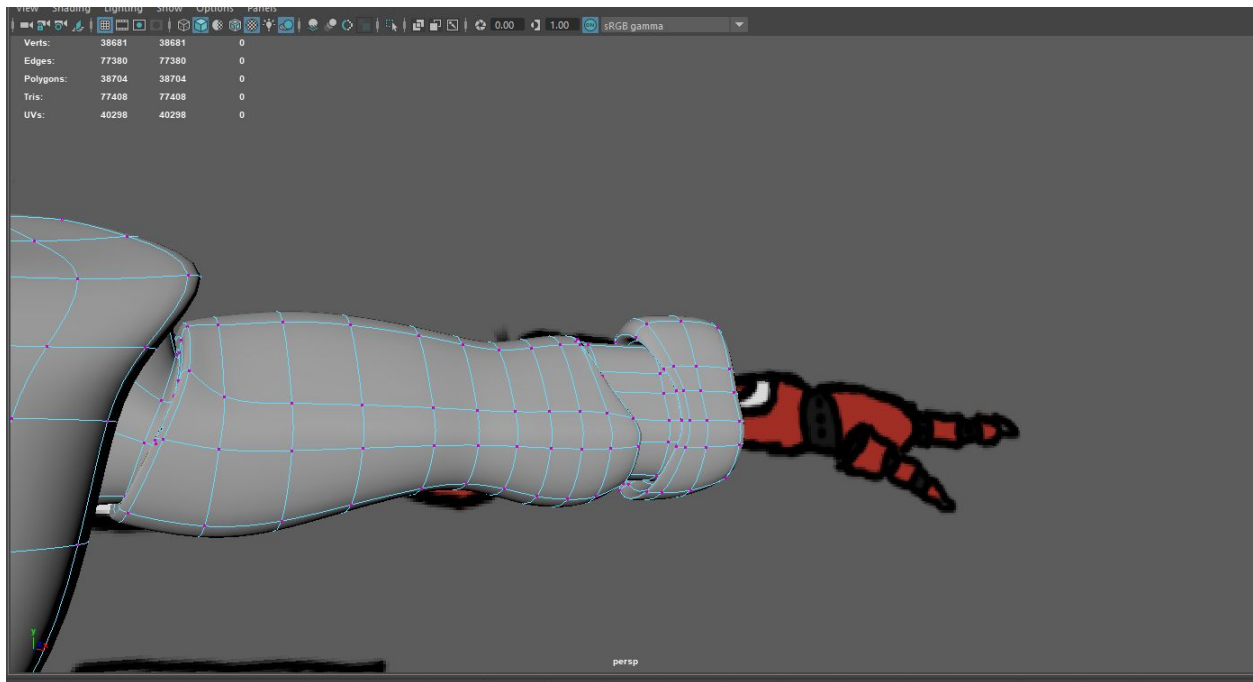


Decided instead of using feet to use a single nub, something like a hoof or versatile support object like that in some of MITs robots.



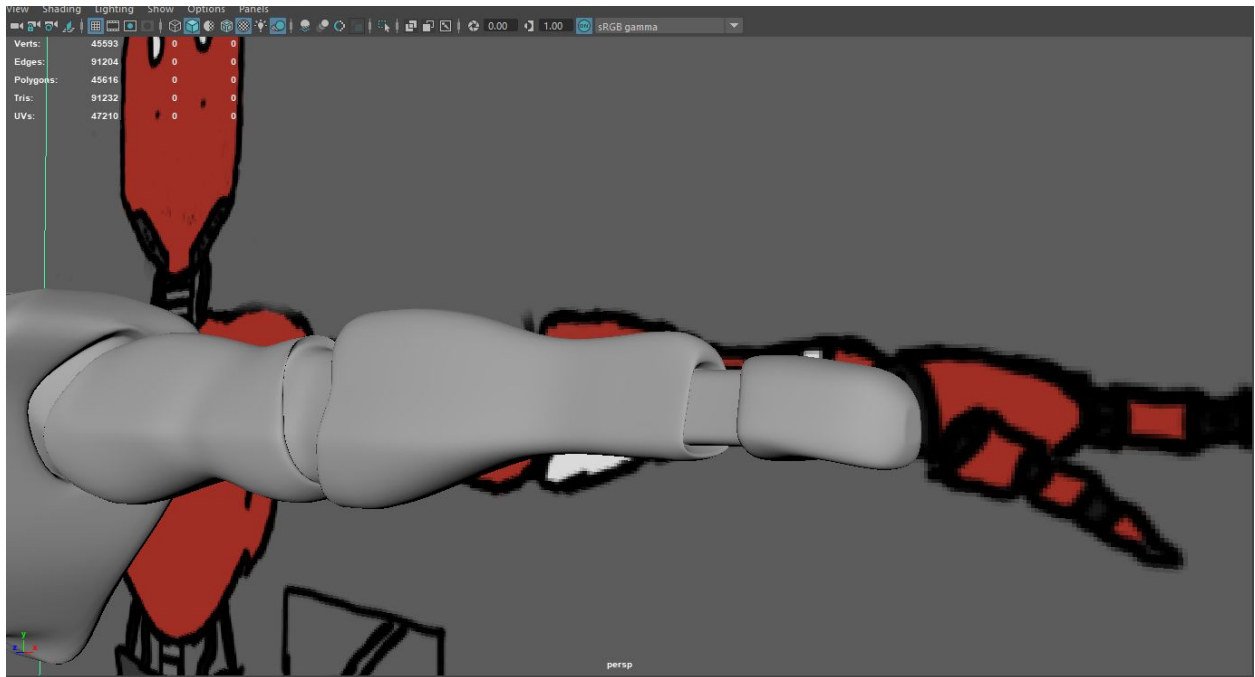
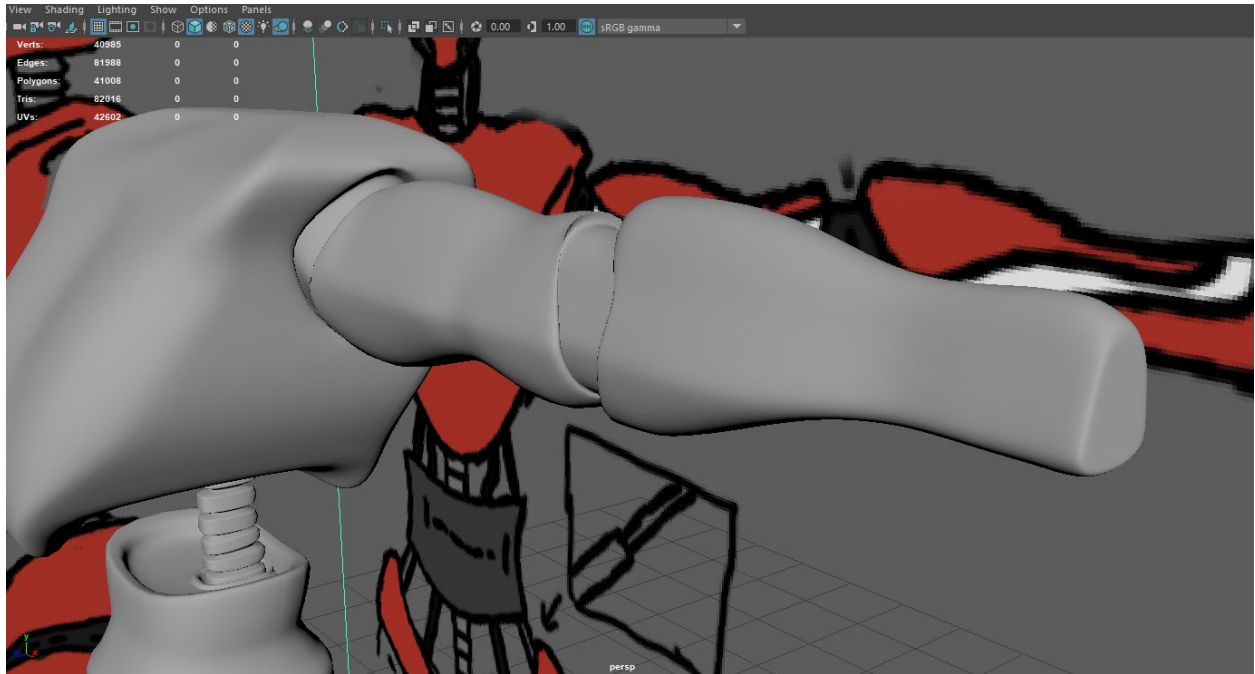


29/02/2020

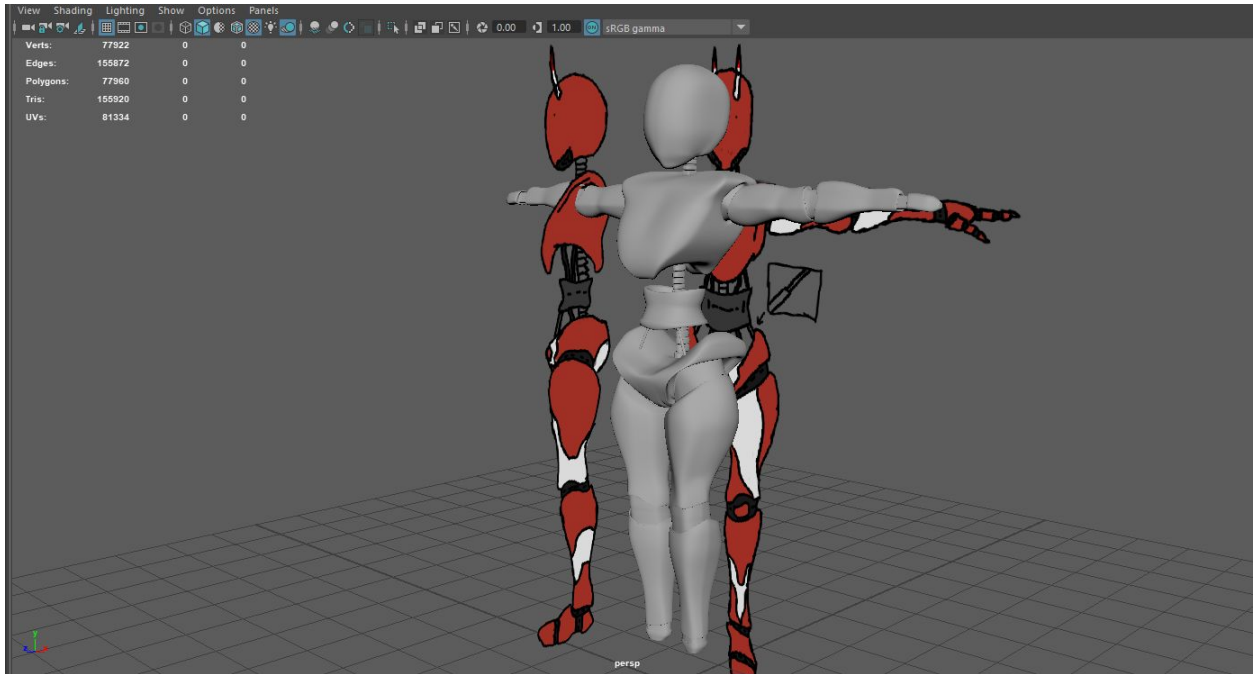


Spent some time developing the arm. Currently eyeballing sideview since that isn't quite drawn out.

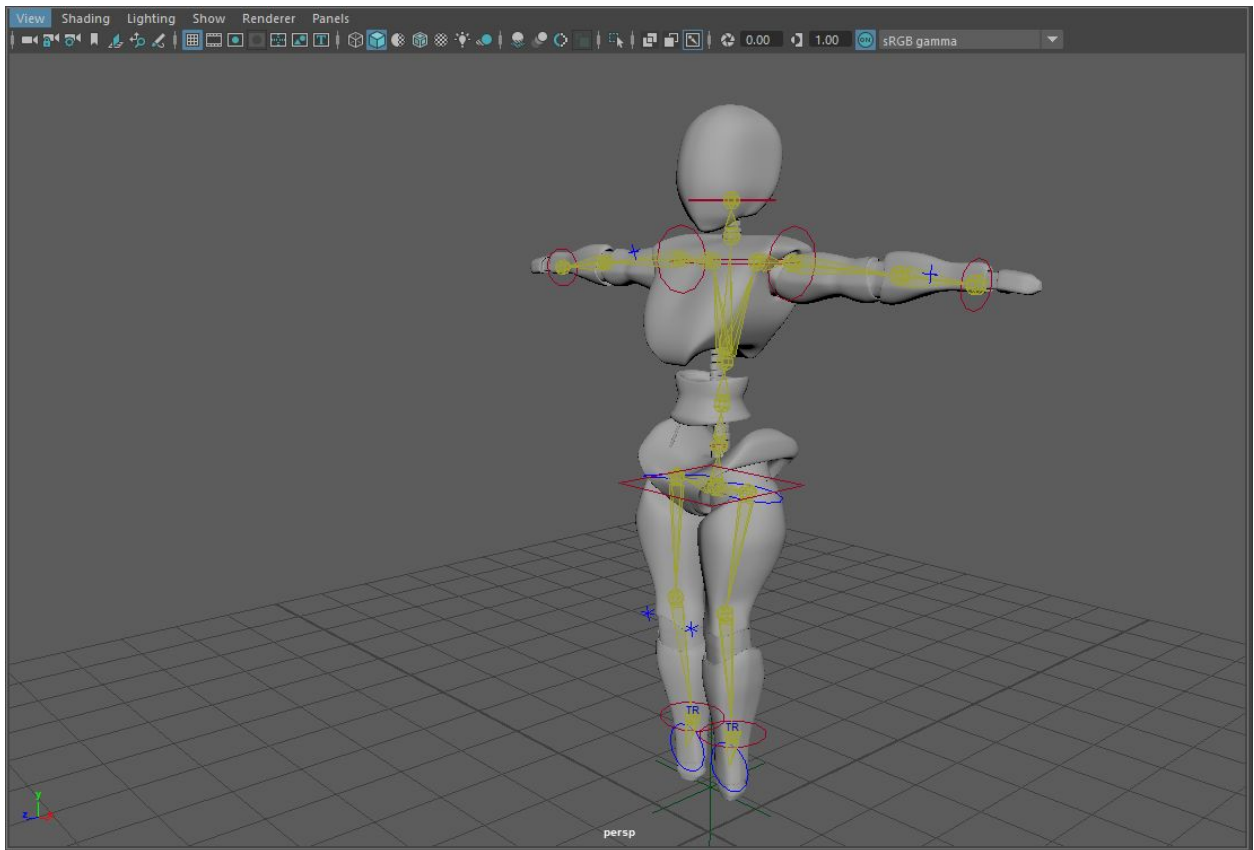




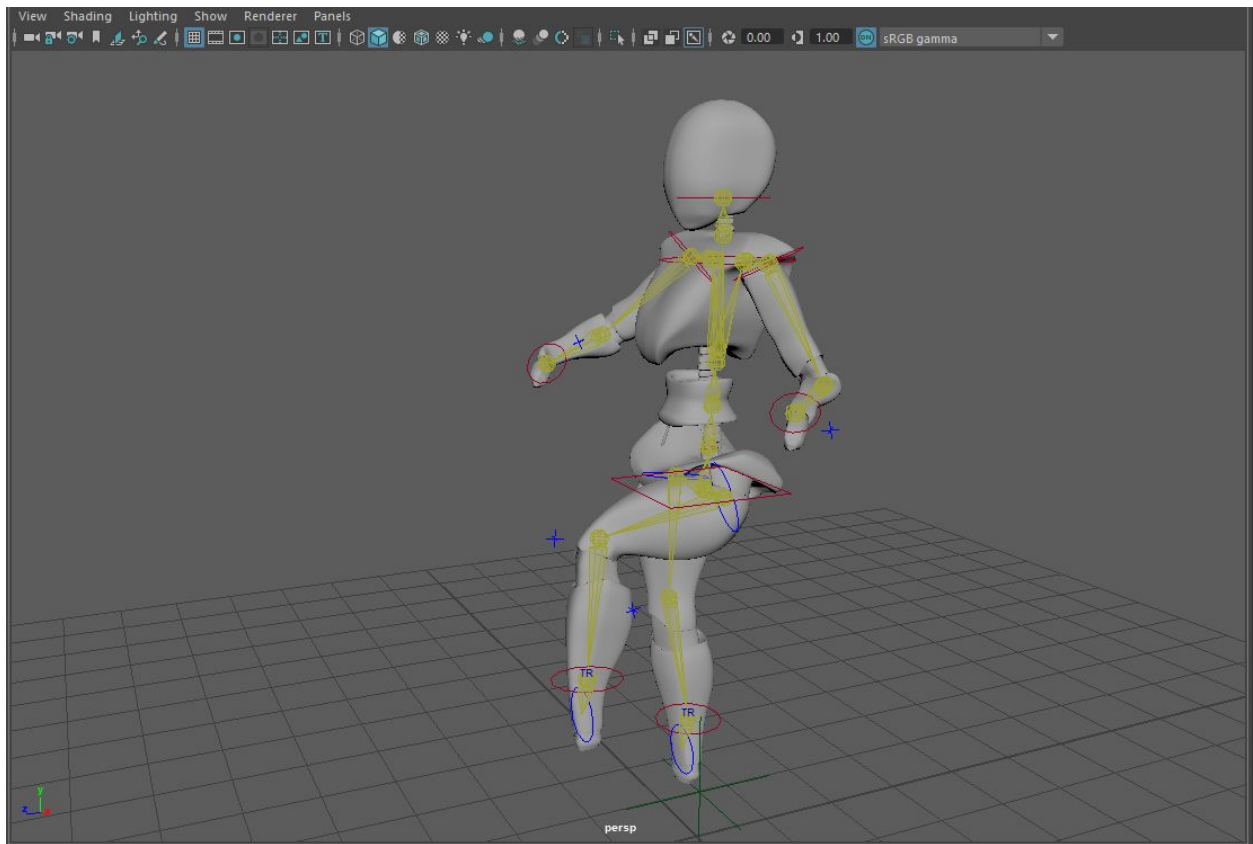
Added a base for the hand. Struggling to get a decent shape for the hand without additional reference. Leaving as a nub for now and working in some extra modeling time into the schedule to create a better hand for the character.

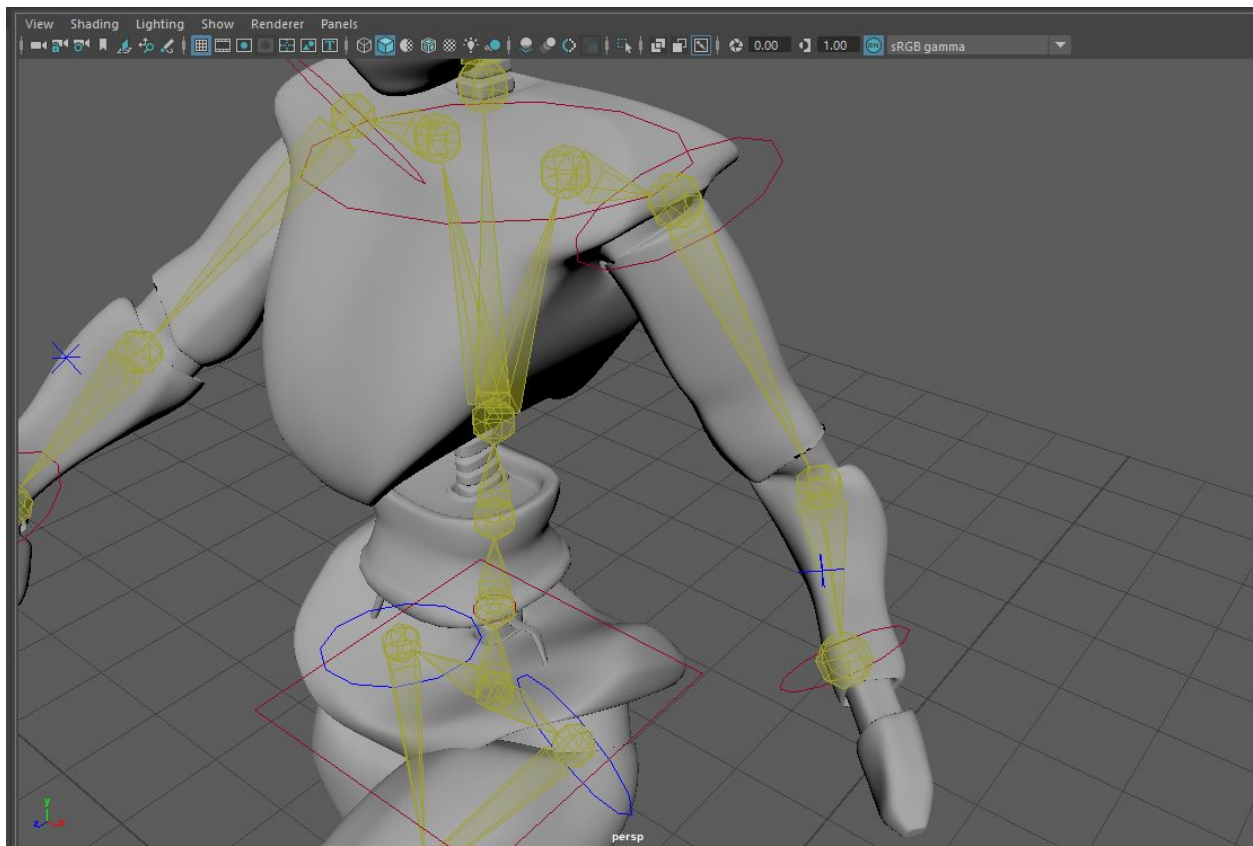


03/11/2020



Auto-rigged the character. The autorig maps everything out pretty well. There's only a few verts that aren't at the right location, but the autorig isn't exactly best for the more rigid armor parts.






There's a lot of excess bending/stretching. This wouldn't be all that much of a concern with a more organic character, but the mecha character is supposed to be built of rigid components. So it's gonna take a good bit of work just to rig the character so that the rigid parts don't bend but move properly in unison.

So I've been experimenting with different types of rigging. I've been creating clusters and adding new joints and messing with parenting options. It doesn't translate to visual well (and I just keep crashing.) It's promising but so far nothing completely works. I'm investigating more seeing if I can find tutorials / instructions on armor rigging.

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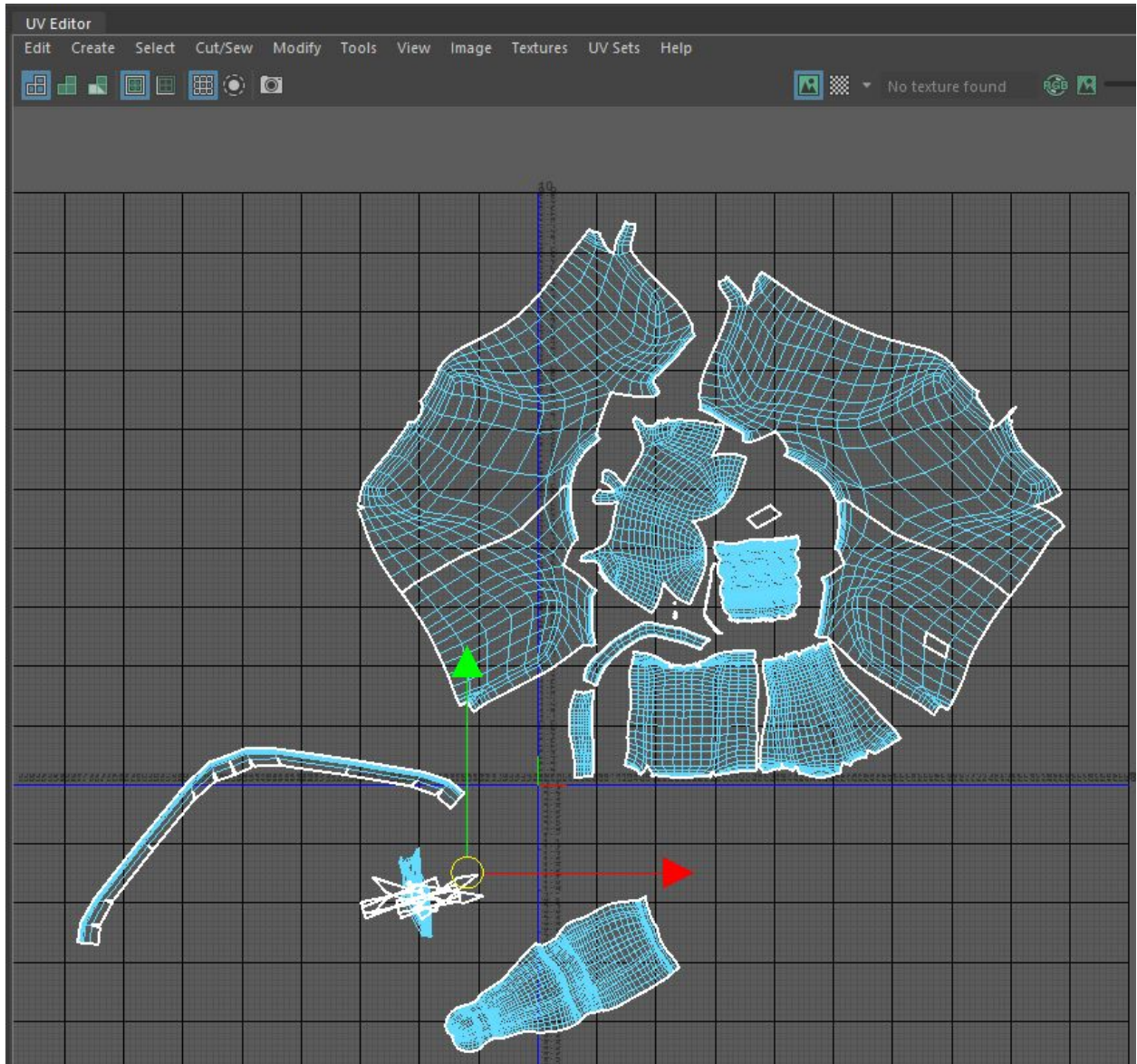
Getting real used to seeing this.

25/03/2020

So there hasn't been too much to show since no new modeling has occurred. I've been researching how to animate more solid pieces. The general consensus seems to be, especially for game, that armor is never completely rigid. Usually it seems to be far too research intensive and is quite the time sink. So I've concluded that without almost an entire remodel and a ton more rigging time my character isn't going to be completely solid. So I'm spending time trying to mess with animation weights to reduce the flesh and bend of the armor pieces and will try to hide some of it through the animation itself. I've been working with simple animations and experimenting with the Time Editor and having multiple compositions. I'll record a video and it will be included in the portfolio.

TK TITLE OF VIDEO HERE TK

With the final project idea in mind I have been reconsidering the theme of the mechanized character.



Began working on UV mapping.