Abstract

The aim of this thesis is to compare two techniques which are polygon modeling and NURB in term of modeling process, rigging, texturing and animation. The main benefit of this thesis is to show which technique that is suitable to build object model. Since there are several techniques that 3D model designer can choose, it require better understanding to choose which one is the best.

There result of this thesis is the 3D object model that build with two types of techniques that enhance with the solution provide by author.

As the conclusion, the thesis will show the best techniques which technique that suitable to 3D object in term of static and dynamic 3D model.

Keywords:

Modeling process, rigging, texturing, animation, Static, dynamic 3D object model.