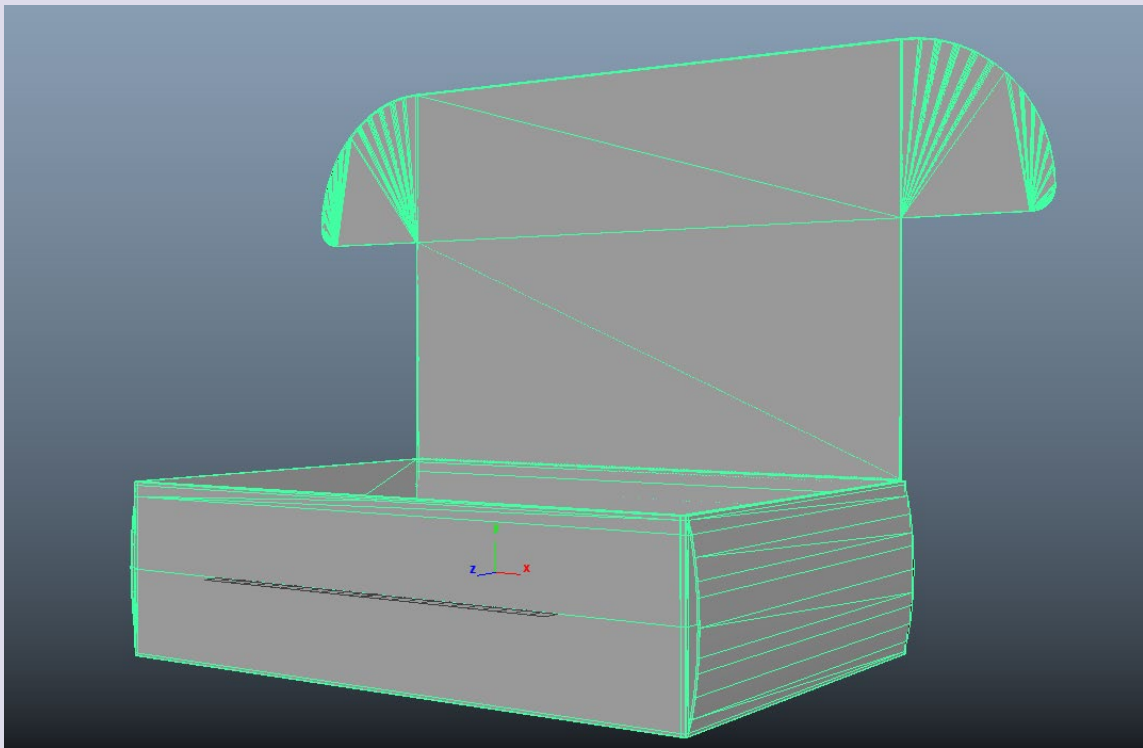
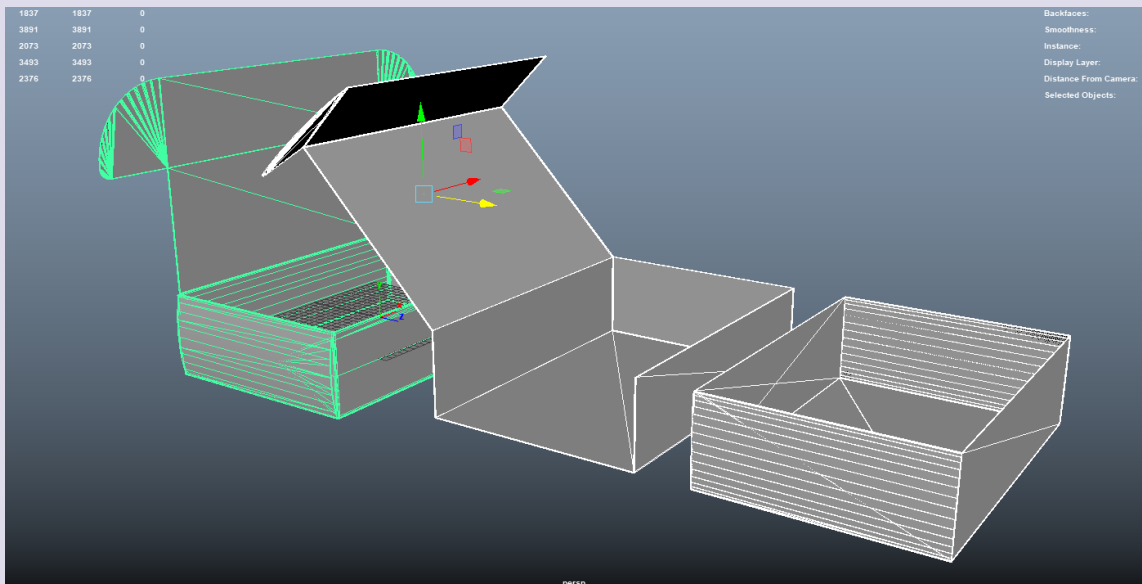


1/14/21

Late last night I finally overcame the struggle of modeling the foldable box. As the saying goes, 3<sup>rd</sup> time's the charm. The asset can now move to rigging and be placed in some scenes for layout. Next for me comes UVing in Maya and Texturing in Substance.



The completed model. It will do.



The other failed attempts. Modeling something with this little volume and deep concave areas lead me to dead ends full of ngons and non-manifold geometry. It was all I could do to produce anything resembling the original that simply did not have those.

