

Project Title: **Wasp** 

Student Name: Mor Rotbart

Level: 2nd Year

Course: First course of form●Z

Advisor/Instructor: **Gadi Freedman** Principal Investigator: **Gadi Freedman** 

Department/School: Industrial Design Department,

Holon Academic Institute of Technology,

Holon, Israel

## Summary description of project:

This beautiful imaging of highly complex organic forms was built with the most current tools, mostly NURBS, to an amazing accuracy and detail. To add to the detailed modeling work, custom made textures were added resulting in a lifelike project.









## Jury comments:

Let me make it clear: I hate wasps and hornets! Nevertheless, when I see a 2nd year student who has mastered nurbz at the level of this project, it has to seen as a piece of art. Posture, proportions, almost 'life like' images comprise a job very well done. To offer a suggestion, the student might have looked at a real wasp with a magnifying glass to extract more accurate textures, but this would be to further improve the details of an already excellent work.

## Christian Allebosch

This is an excellent demonstration of the possibilities of technology used in the appropriate manner in order to enhance the understanding of the artifact. The project had very sensitive representation of form and detail as well as impressive control of geometry and proportion, especially for a second-year student.

Loukas Kalisperis

