A Portrait of a Fellow Student:
- Make a NURB, Polygon or Subdivision portrait of a student whom we will assign to you.
- Work partly from observation and partly from memory. (It is not possible to have your eyes in two places at once.)

Instructions and Issue:
- Carefully decide on the composition of the whole image.
  - Consider which of head, neck, shoulders, etc., to include.
  - Consider modeling a portion of the physical surroundings of your subject:
    - This is not to be a floating head, but a complete composition.
  - If you choose to model the surrounding context, consider the relationship between the portrait and its context.
- Pay attention to pertinent visual aspects of your subject:
  - Shape of head.
  - Scale of features to face.
  - Scale of features to each other.

Ground Rules:
- You may not animate anything: You will be presenting the viewer with a three dimensional picture.
- You may use shading and lighting but no texturing.
- You may not use any tools that were not covered in the tutorials and lectures to date.