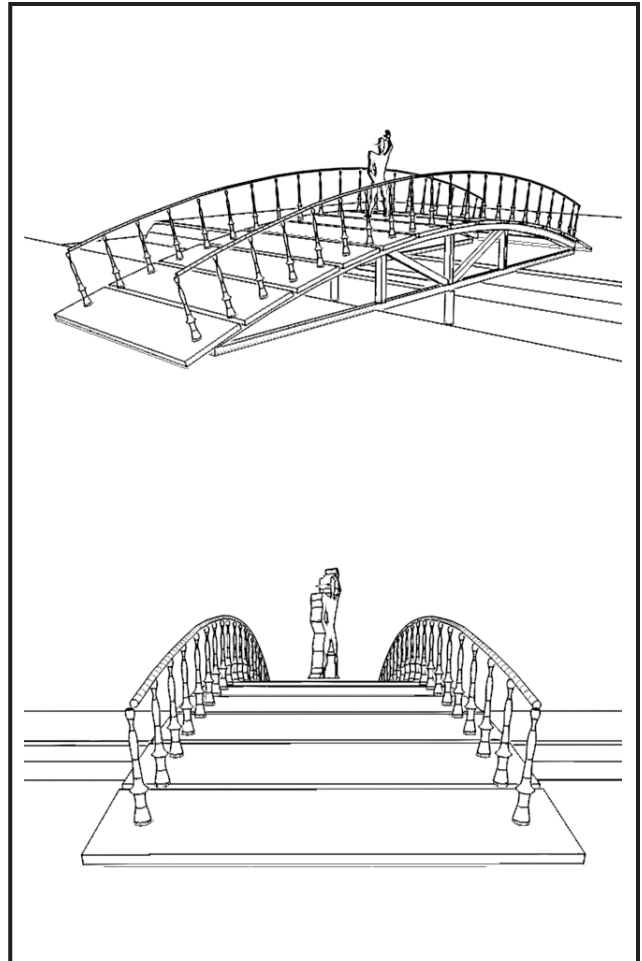


Project Description

Imagine you have recently purchased some land near the hill country which includes a stream that runs thru the property. To access the other side, you have decided to use your newly acquired modeling skills to design a bridge that will accomdate both pedestrians as well a single vehicle. Finally, the budget is limited at this time, so leave the bridge open to the elements (i.e. No roof).

Begin by opening the 3D "mesh" site model (**NURBS-A1-Site.3dm**). Next, use the various NURBS objects we have covered, like points, curves, surfaces and solids, to build a bridge that crosses the stream and connects the two roadways together. Pay attention to the scale of the site and avoid making anything more appropriate for an Interstate highway or major river. Well crafted and detailed models will be looked upon favorably.

Your ultimate model will consist of solids and surfaces, but as we have discussed, you will need to begin by creating a number of curves first. Many of these will likely require temporary "construction" points and curves. Avoid using the solid "primitives" as the goal is to show your modeling skills rather than the ability to move and align "boxes" and "cylinders".



Project Requirements

1. Create a MINIMUM of 20 objects for your bridge. You will likely have many more than that.
2. Organize your model by putting objects on appropriate layers. This will assit you in a later assignment when we will be creating a rendering of the bridge.
3. Since this is a modeling assignment, just save your model as a 3DM file.

Schedule

Your **3DM** file is due on Canvas by 11:59 pm on September 10th, 2026. If you have issues uploading your files to Canvas, you can send them as an attachment to me electronically at **pnoldt@uh.edu**