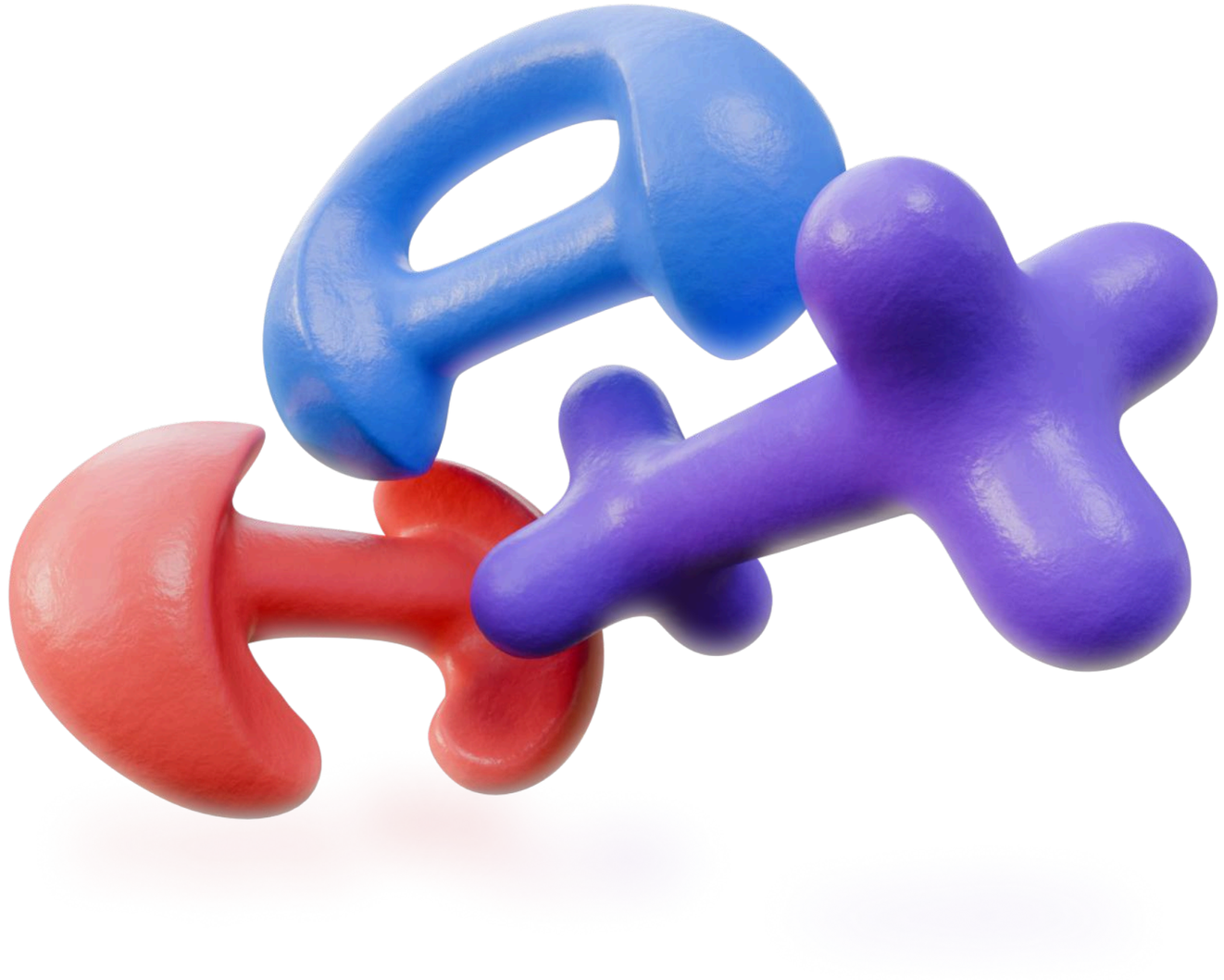
Case Study

Freelance Dog Toys

Jonathon Rossi

3D Modeling, Work Experience
Summer 2025



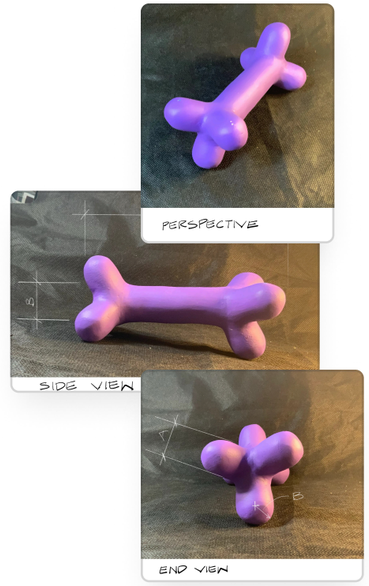
2

Plasticine Sculpt Input to 3D Model Output

The Client's Challenge

Each concept began as a hand-sculpted plasticine model. My task was to convert these physical prototypes into clean, digital geometry suitable for iterative prototyping and future manufacturing.

Plasticine Sculpture → 3D Scan → Digital Reconstruction → Client Review

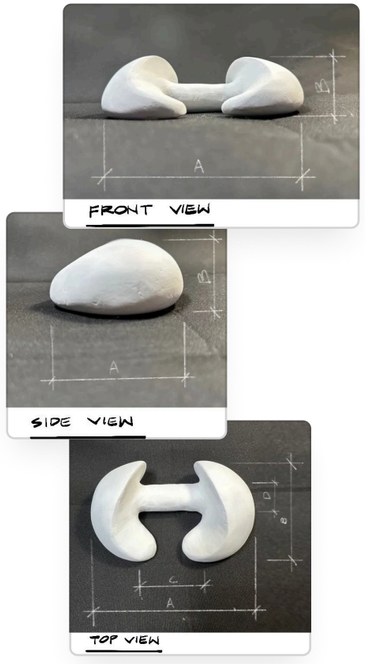




Toy 2

Bone

Ends are identical but rotated 60deg.

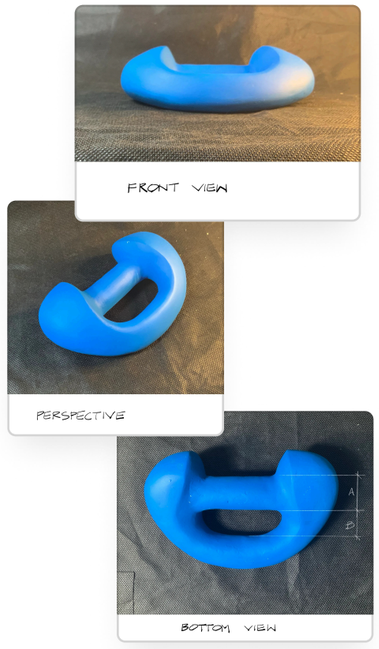




Toy 1

Wobble

Symmetrical with an organic counter-weight form.





Toy 3

Tug Toy

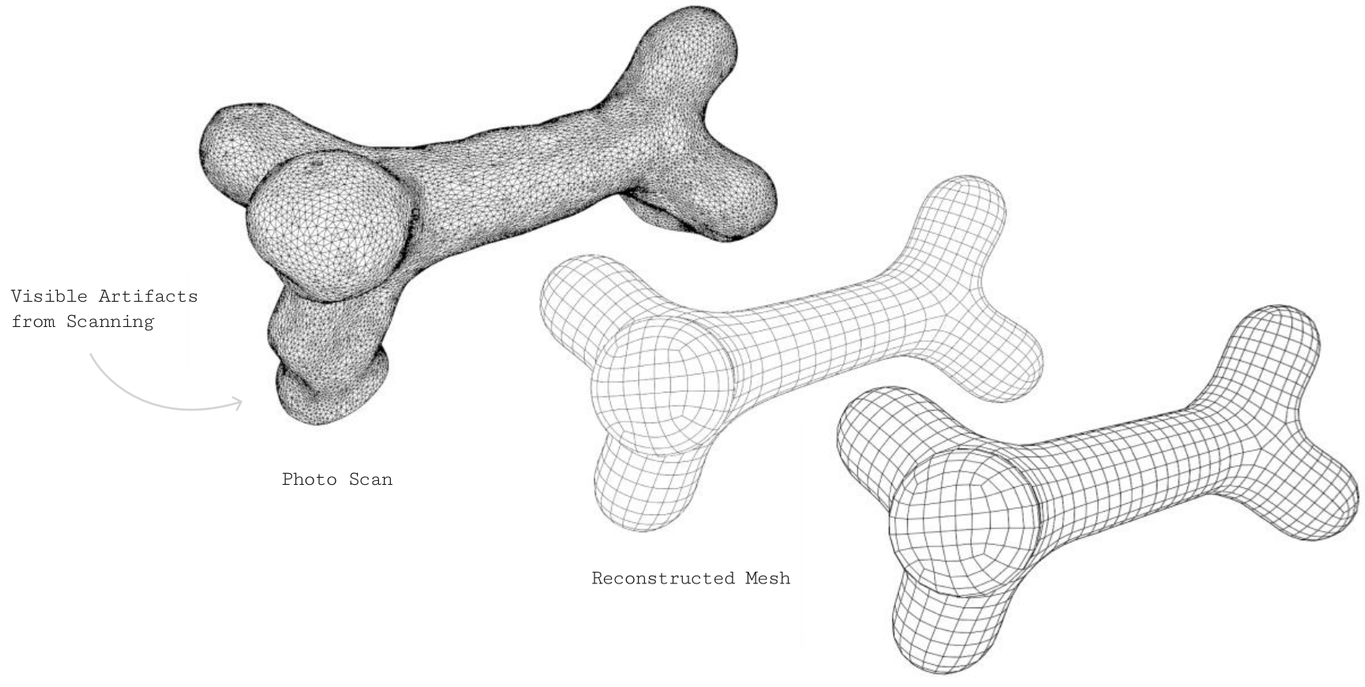
Symmetrical with an integrated handle.

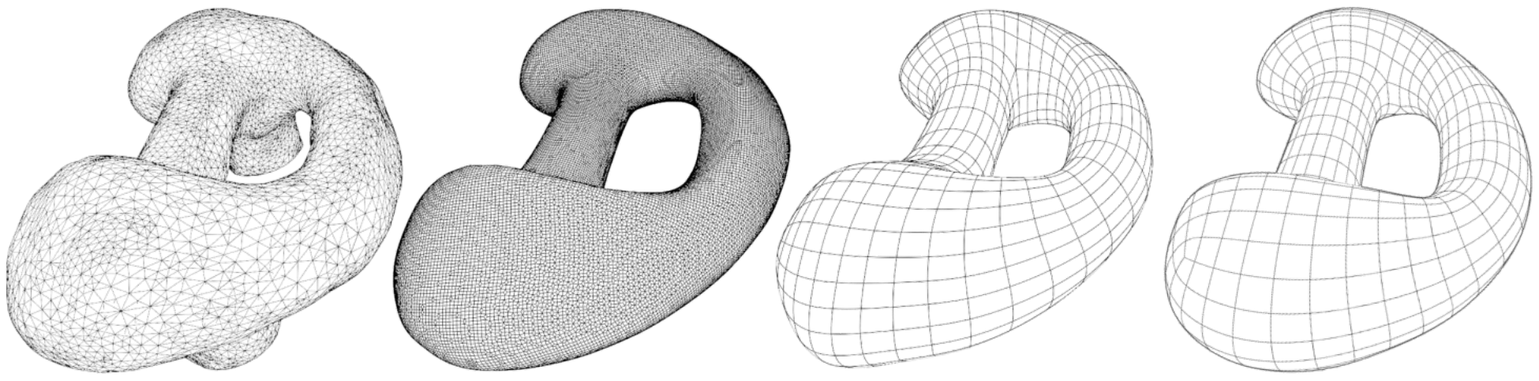
3

Workflow and Technical Execution

Developing Clean + Editable Geometry

Using ZBrush and Blender, I reconstructed each form with clean topology while maintaining the character of the original sculptures. The resulting models are ready for modification, prototyping, and downstream production workflows.



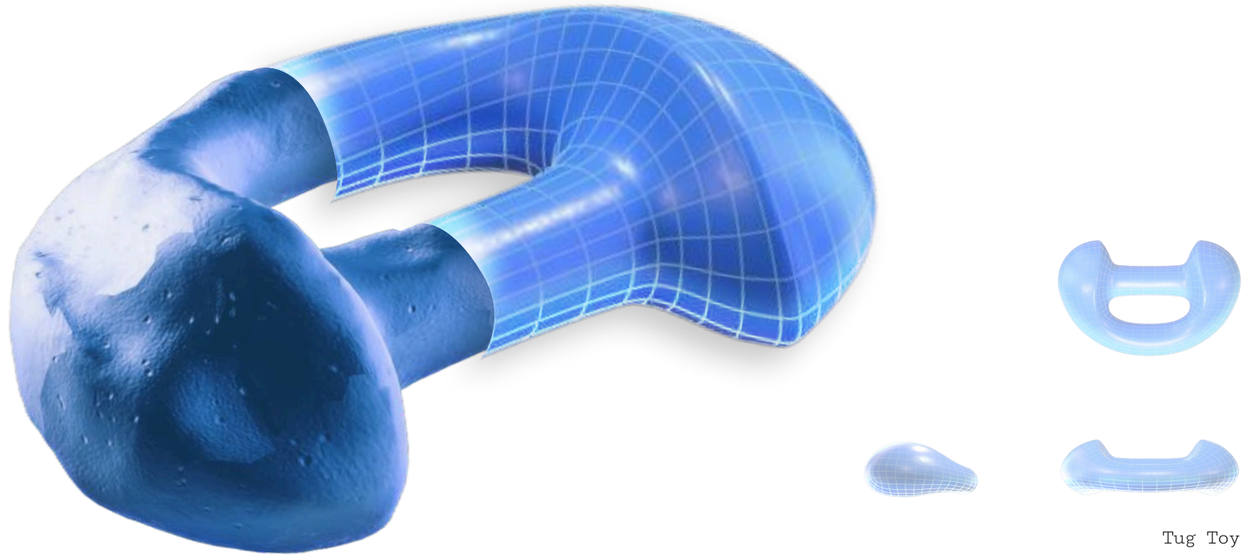


4

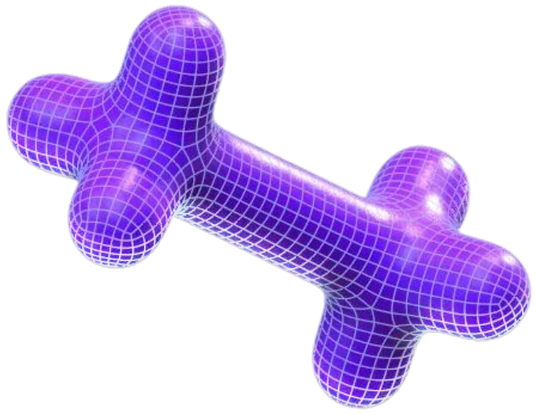
Delivered to Client—Production-Ready Assets

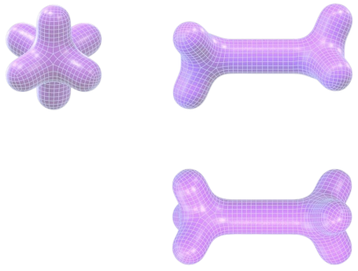
Outcome

Files were used by the client for continued development. The project successfully met client expectations and demonstrated a repeatable workflow for converting physical prototypes into digital assets.

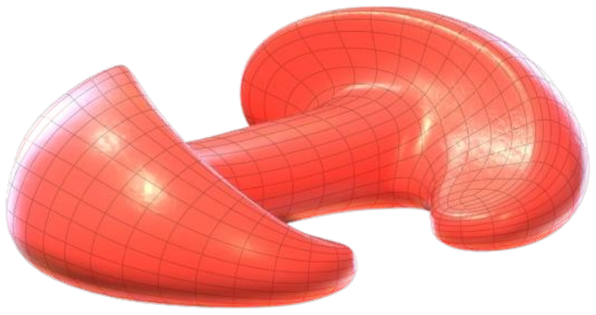


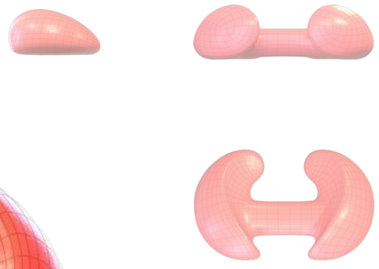
Tug Toy





Bone





Wobble