



"Virtual world" in common sense, leads to the idea of a 3D environment, which seeks to resemble the real world. These worlds actually imitates the real world laws such as gravity, topography, communication, etc., creating alternative worlds to reality designed primarily for entertainment (such as, for example, computer games).

In recent years, however, we witnessed a massive growth in internet and the birth of many virtual worlds are beginning to depart from the rudimentary purpose of entertainment, evolving into real social networks of some importance (as is the case of Second Life).

Regardless of the objectives that have these worlds, its creation involves an area of contemporary art that should be encouraged, and in-depth study: 3D art creation.

Modeling three-dimensional (or 3D modeling) is an area of computer graphics that is aimed at generating entities in three dimensions, static scenes (rendering), moving images (animation), with or without interactivity. It is basically the creation of forms, objects, characters, scenarios. For preparation used advanced computational tools targeted for this type of task.