30 DAYS OF CODE (DESIGN TRACK)

Day 9– Sickle

As a continuation from the previous section. You are to make the axe + sickle i.e put them in a collection, assign random colors to the models.

Note: Attention to detail: 5pts.
Neatness: 5pts.
Completion: 5pts.
Good practice (i.e. neat geometry, use of quads, etc.): 5pts.
Bonus: Make another array modifier that displays the model repeatedly in a circular pattern.

Bonus: Make another type of axe.

Hint: Apply the array modifier.