



30 DAYS OF CODE (DESIGN TRACK)

Day 25– Make a Scene

The goal is to create a still life scene using 5-6 objects and practice transformations. Each object can be created in Blender directly or imported from a free 3D modeling repository. Your objects should reflect your interests, so choose them to represent a specific concept you attempt to communicate. Do not use same object multiple times. Use the editor to adjust the view of your scene. Submission format is in the form of a rendered image (eevie render) and your .blend folder.

