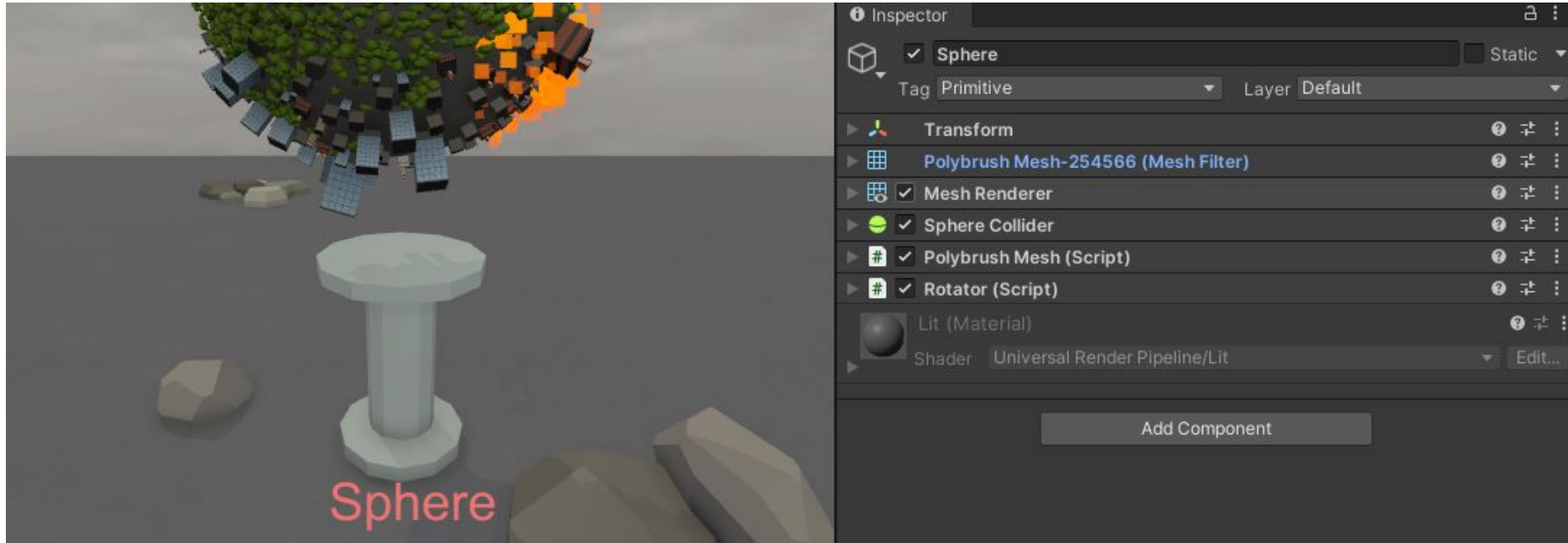


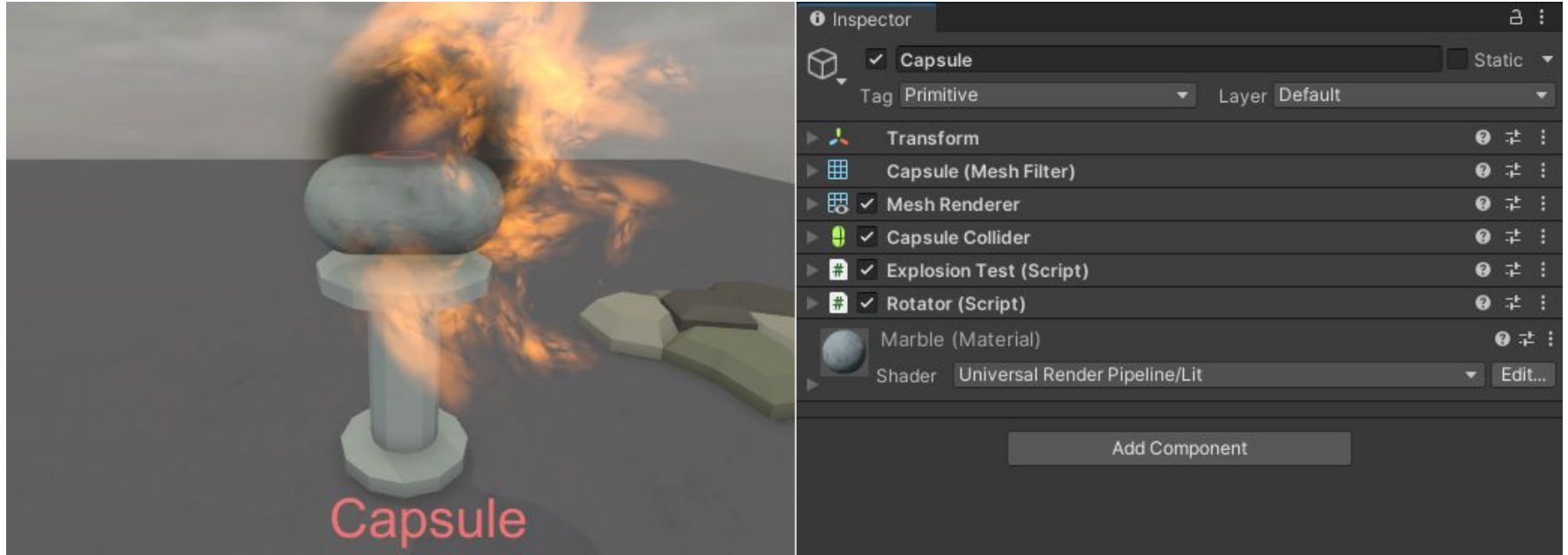
Primitives Gallery (with Asset Exploration)

Andrew Smigaj

1. Sphere: Polybrush and Megapolis to create a quick city.



2. Capsule: Explosion exploration



3. Cylinder: Probuilder for the prototype filled in with sci-fi base building assets



4. Plane: A mirror looks back at the rotating plane



5. Quad: A 5 vertex quad created programmatically

