I would *not* consider myself an artist by any stretch of the imagination - but that doesn’t mean I can’t enjoy the pursuit of it! I was exposed to CAD software in early in high school and enjoyed it thoroughly. At one point I found myself trying to make art and designs using Onshape. Why not, I wondered, add textures and colors to it? I eventually discovered Blender during the coronavirus lockdown took the opportunity to begin learning the software. Hence the classic “blender donut”.

I have a couple projects, tutorials, and scratch work I’ve made so far. They are by no means professional grade, but I find it to be an engaging and fun hobby. I plan to collaborate with friends by producing models for them to integrate into their own projects and games!