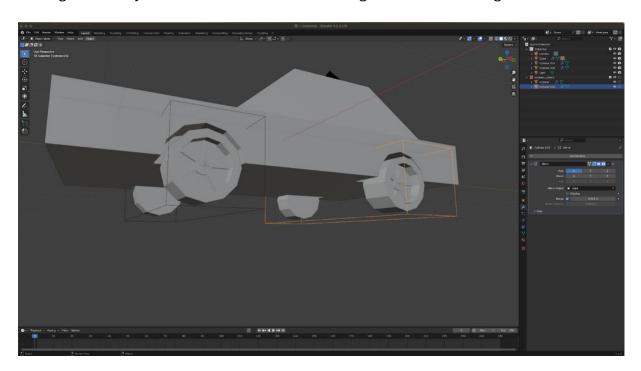
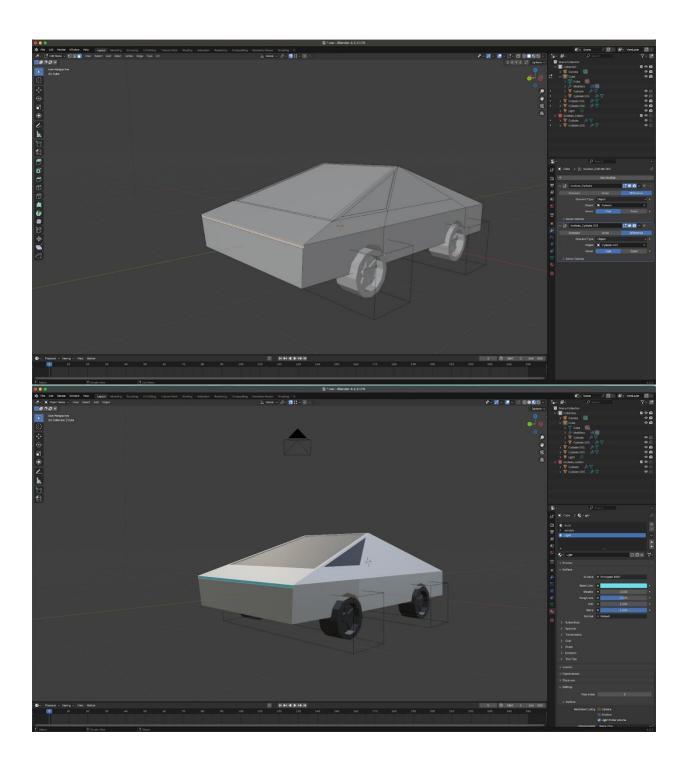


Object 1: CyberTruck

I started out with a video creating a low poly car. I used a few shapes to make the body and added wheels. Intersect and extrusion were used a lot. After completing the majority of it, I quickly realized that a CyberTruck looks just like a low poly truck! Then I spent some time turning it into a CyberTruck. Colors were added to give it some finishing touches.

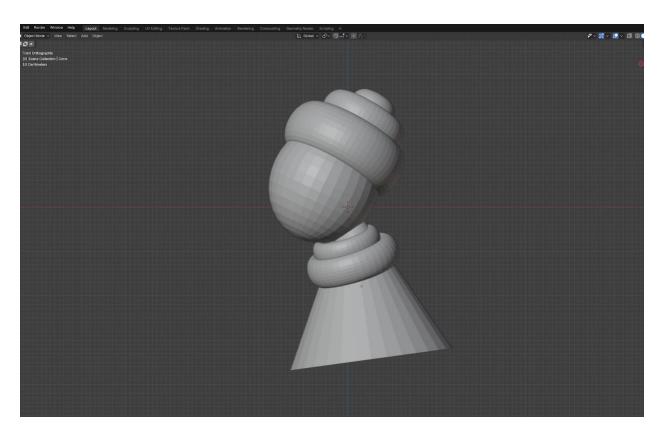




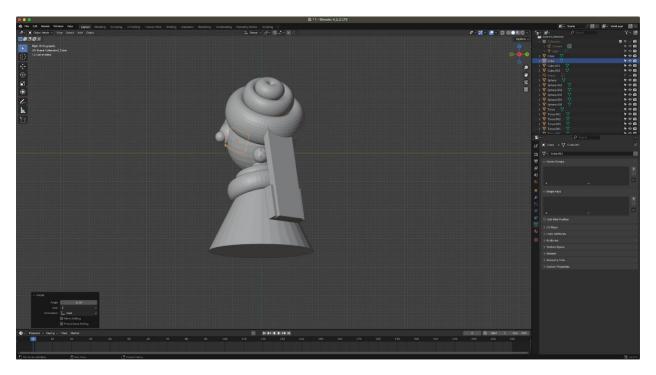


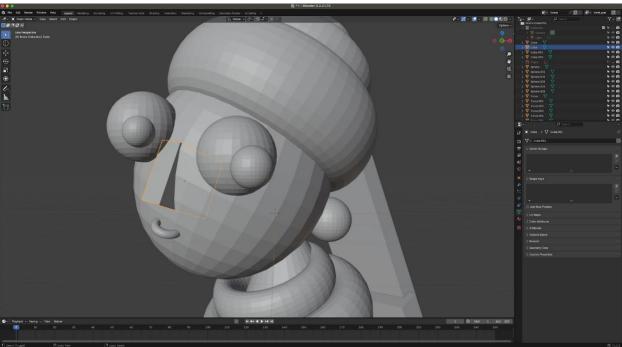
Object 2: Girl with a Pearl Earring

The second object I created is a low poly version of Girl with a Pearl Earring. The idea came from a video tutorial of Blender. I used the picture as a reference and created the head with shapes. Next I added the neck and the body using similar methods. After that, I used some primitive shapes to create the facial details, such as eyes, nose, mouse, and the earring. In the end, I adjusted the lighting and camera position to create the rendered image.







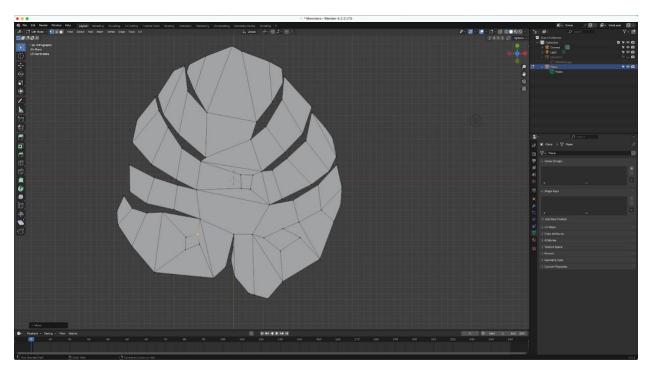


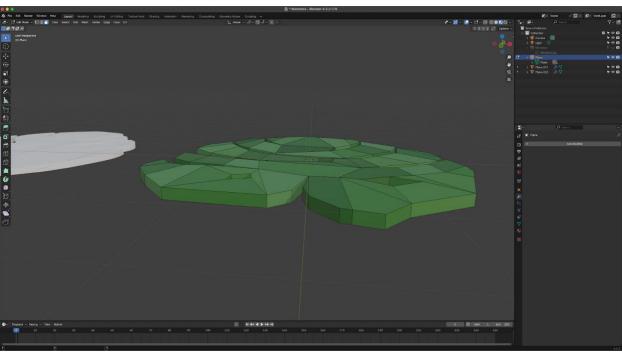


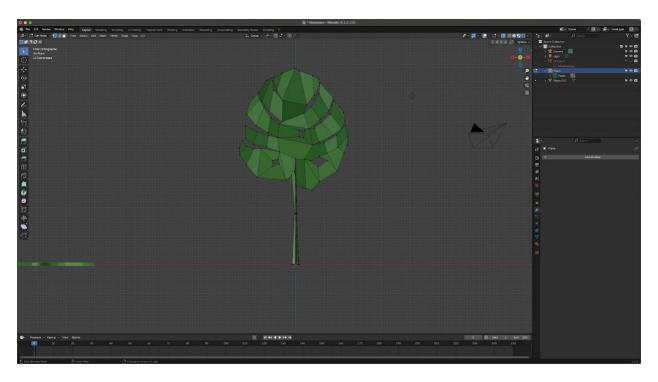
Object 3: Chalkboard

The third object I created is a monstera since I just bought a new moss pole for my monstera at home. I began with a picture of the monstera leaf and created polygons to match it. Then I applied a green color to it and used a solidify modifier to give it thickness to make it more like an object. Next, I made a stem using a solidify modifier and copied it a few times to make it a whole monstera plant.

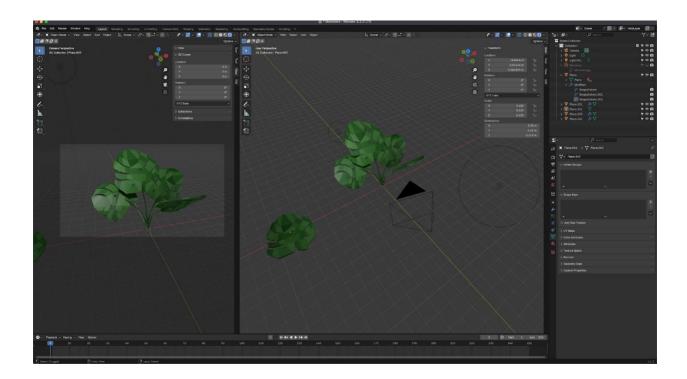












Learning:

Through the exercise, I have learned a lot in Blender and a decent amount of Googling was done. One thing I really struggled with was the camera positioning for rendering due to my lack of experience in the area. This is my first time using software that involves a camera and I had to adjust it so precisely. I've also learned about lighting and how multiple lights can create a scene in rendering. In addition, I realized how important the origin is in 3D space. I initially just created objects randomly in the space, and found it super hard to adjust later. In my last object, monstera, I learned in place the root at the origin and things became so much easier later.