Blender Objects:

Create 3 new blender models. Models may be of any real-life character/object or realistic rendition of fictional characters/objects. Focus on attention to detail! Additionally, models need to have:

1. Unique textures for each unique surface
2. Appropriate texture size, location, rotation on each surface
3. Import models into Unity
4. Import textures into Unity

Upload screenshots of all 3 of your models imported with textures into Unity.