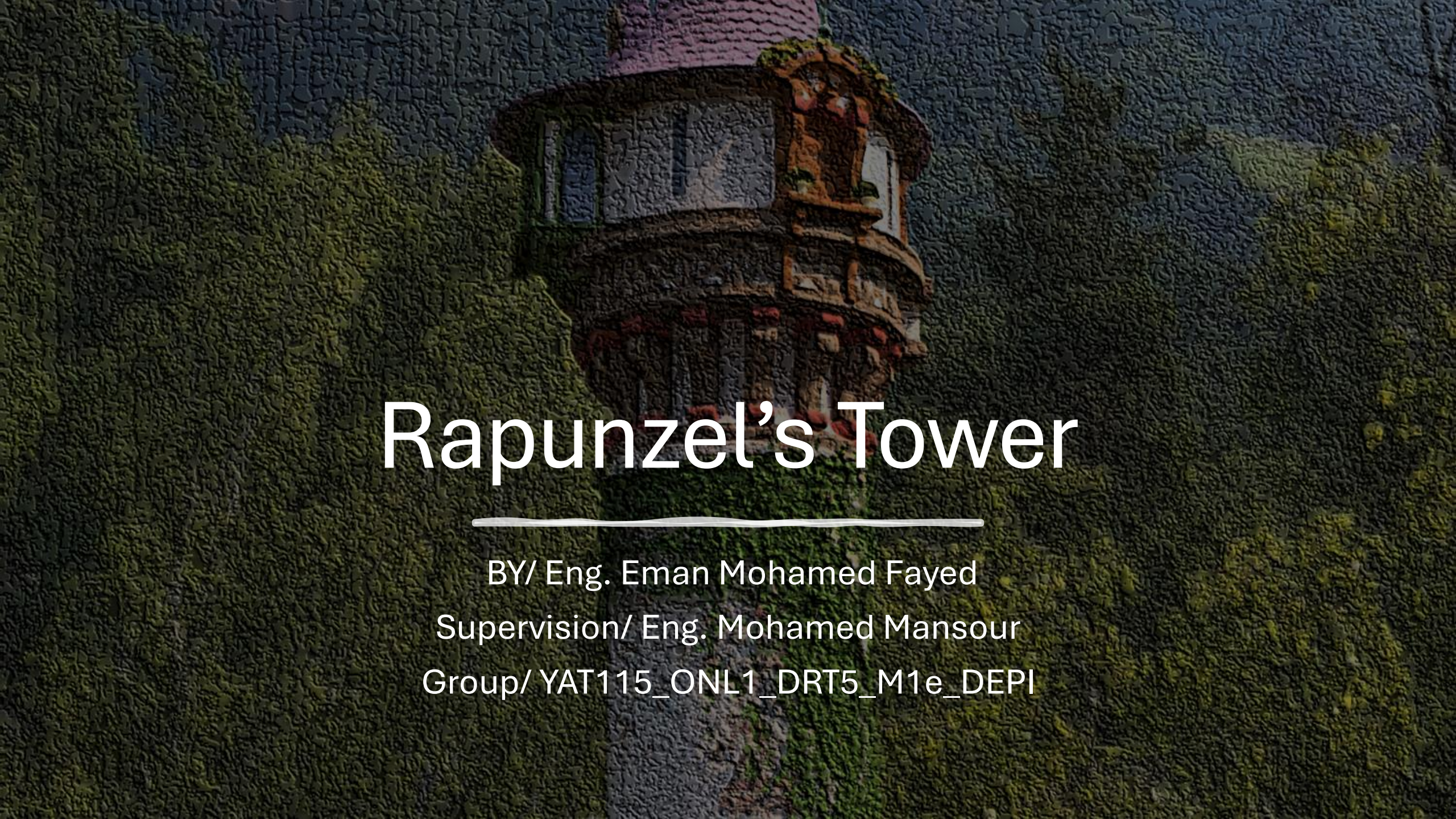


Rapunzel’s Tower

BY/ Eng. Eman Mohamed Fayed

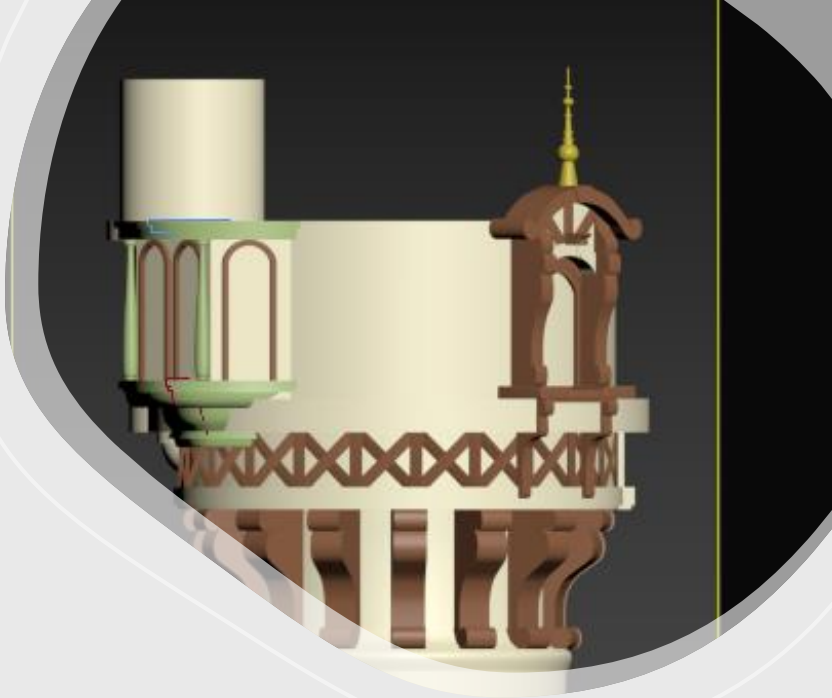
Supervision/ Eng. Mohamed Mansour

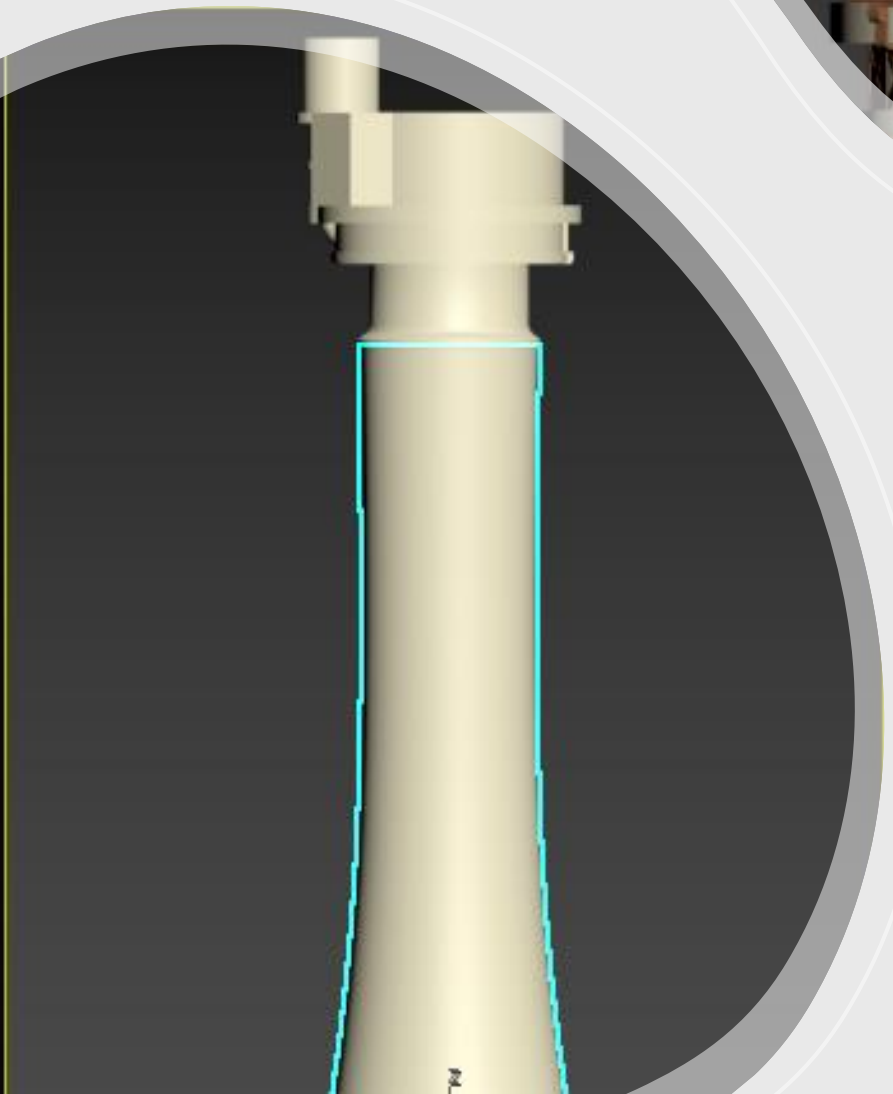
Group/ YAT115_ONL1_DRT5_M1e_DEPI

- In this presentation, I’ll guide you through the process of modeling and rendering Rapunzel's tower, showcasing each step in its creation.
- Tools used: 3ds Max for modeling, V-Ray for rendering.

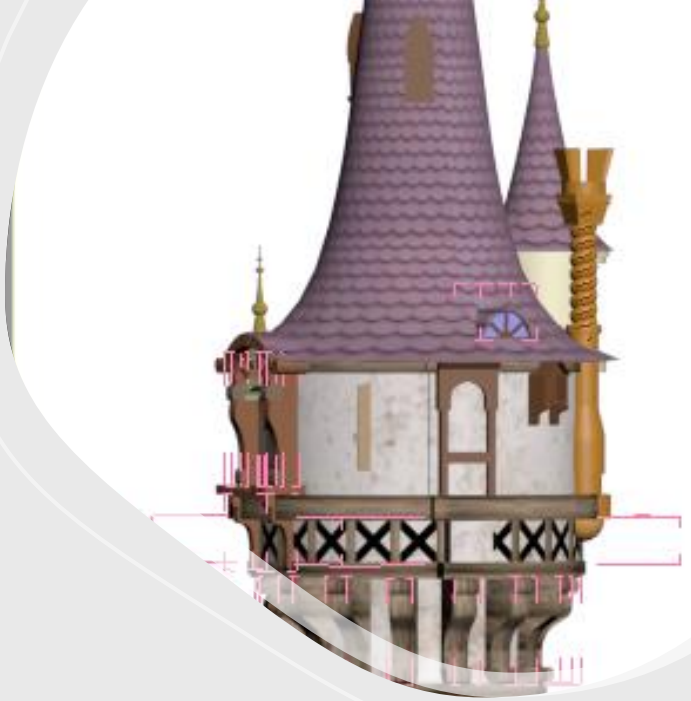
- **Phase 1: Concept and References**

I want to create some thing different from my work, such as traditional interior and exterior design .





- **Phase 2: Base Modeling**



- **Phase 3: Detailing and Texturing**

- **Phase 4: Lighting Setup**

- **Phase 5: Rendering**

- **Conclusion**
  Modeling and rendering Rapunzel’s tower was an exciting challenge that allowed me to apply my skills in both technical 3D modeling and creative design.

Thank you for your attention!