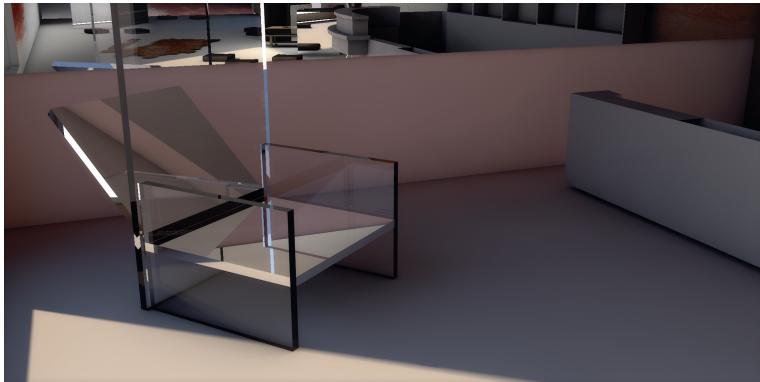


Open

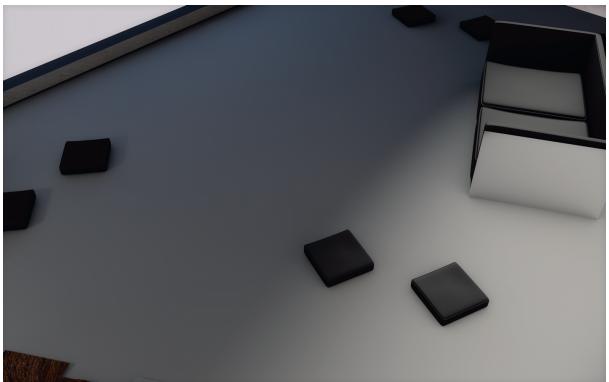
Model

Open Model served
as an experiment
with C4D, assuming
the accessibility
issues that come
with the software.





I designed multiple pieces of furniture inspired by mood imagery I've been gathering, and exported as .obj files so they can be used freely.

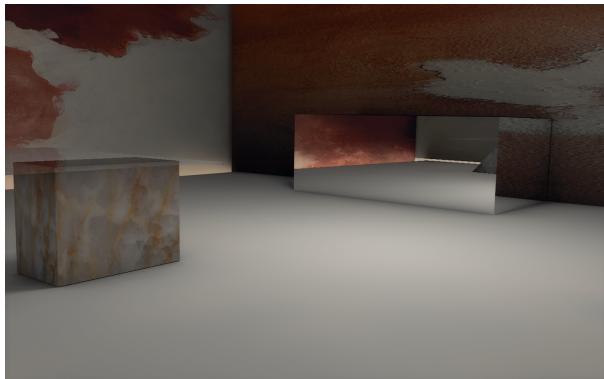




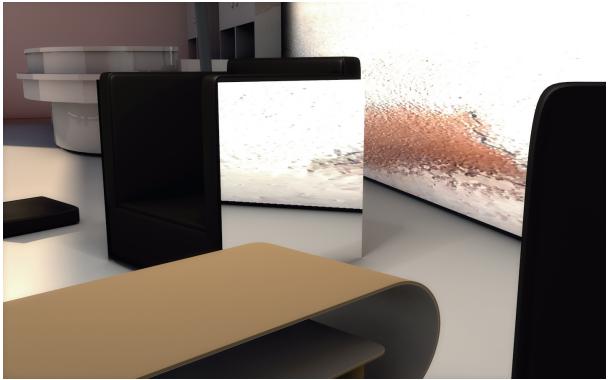
Open

Model

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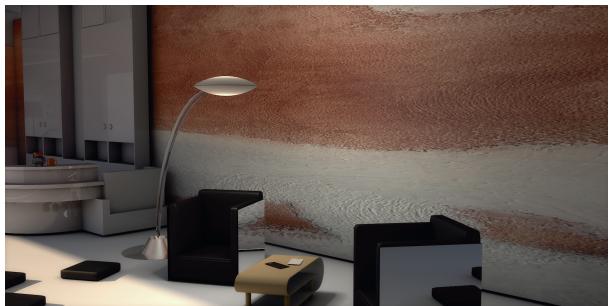
Because the .obj files don't retain the textures and imagery that I'm working with, it allows the user to only work with the initial form.



Open

Model

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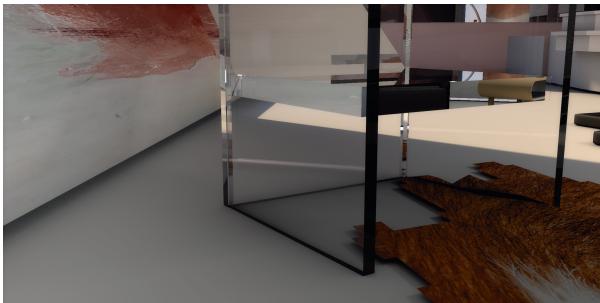




Open

Model

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The direct accessibility issue affiliated with Cinema 4D was directly apparent. Because a Maxon license is so pricy, only a select few of my peers are able to entertain the idea of opening the raw C4D file.

While I was asking other 3D artists already familiar with open source softwares like Blender, there was still a disconnect with the .obj files, as they retain the form, but not the fully rendered textures.