Blender barrels:

You have been hired to design barrels for a new game. You must model 6 **DIFFERENT** barrels. The intent is for these barrels to be used throughout the game, but they should be sufficiently different that the player doesn’t think you are repeating assets.

Your barrels must have some deformities to make them unique. Some may be open at the top, some closed, cracked, etc.

If you finish before these are due (Friday), you may begin working on texturing them to make them more unique.