Blender computers:

You have been hired to design computers for a new game. You must model 4 **DIFFERENT** computers. The intent is for these computers to be used throughout the game, but they should be sufficiently different that the player doesn’t think you are repeating assets.

Your computers must contain:

1. Monitor
2. Tower
3. Keyboard
4. Mouse

You may duplicate and modify your models, specifically the keyboard and mouse, but they shouldn’t all look the same.