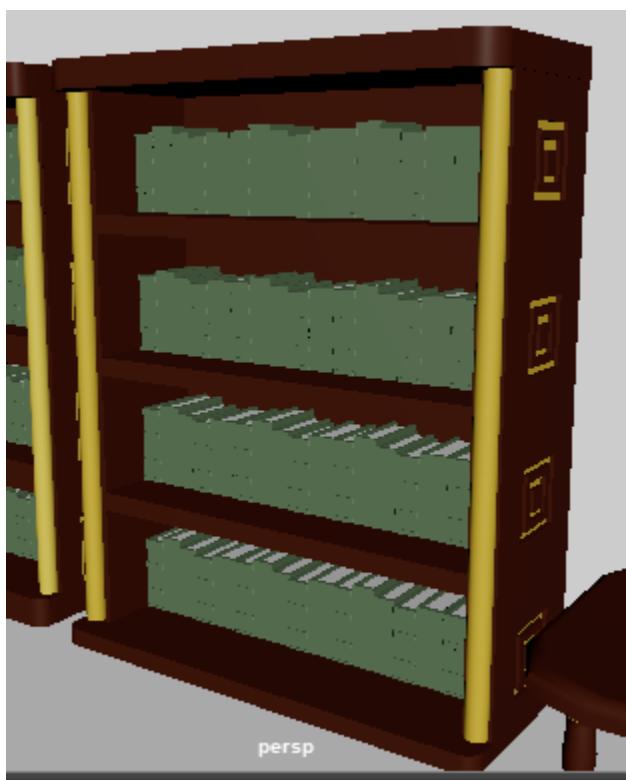
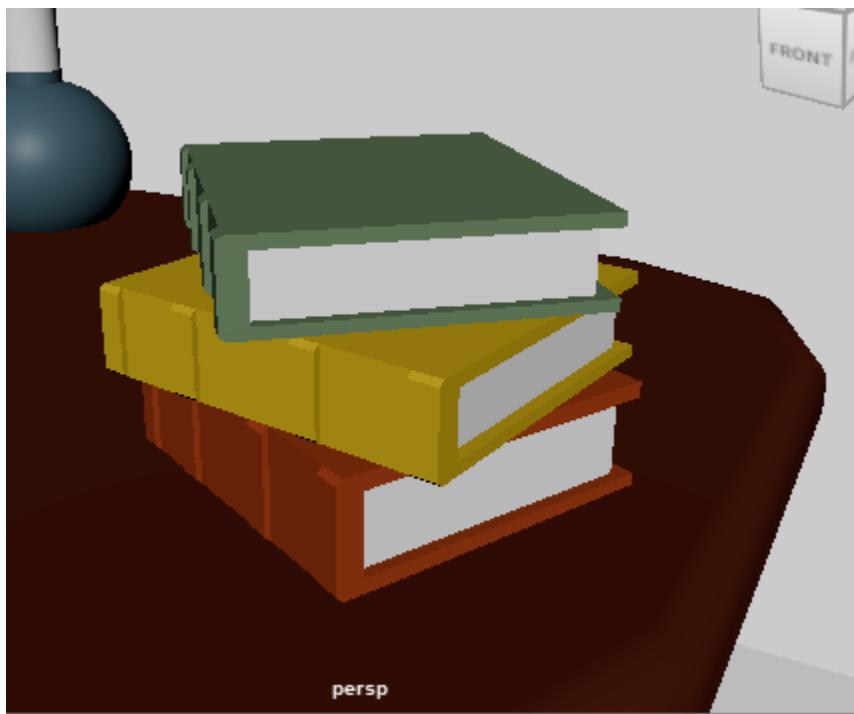


persp



persp





<https://sketchfab.com/3d-models/scene2-main-mc-ed2a00a362b949e9a180ec98079e2542>

So, if it wasn't obvious by the screenshots and sketchfab page, I'm not fully done. I chose to model something with more than 5 assets, so before the portfolio is due I will be finishing up the fireplace and mantle painting. However, I can talk about the process of working on the various

other bits of the model. For a start, my theme is a wizards book study room. The first model I modelled was the corner bookshelf, then finished off with the more normal shaped bookshelf. It was really interesting to see how much I had improved between the two. Making the patterns and UVs clean was much easier on the second one, and made the actual file itself look really good. None of the models were too overly difficult, it was mostly just the time it took to do it all. 3D Modeling is a long process. One of my favorite things to model was the table. Getting to do the legs and figure out how the UVs themselves worked was a blast, and it was cool to make something still fairly simple, but elegant and much fancier looking then the first table I modeled. Overall this second scene was very fun, and hopefully I will get to model some more later on.

<https://youtube.com/shorts/gH2003KWL8Q?feature=share>

<https://github.com/anthonyromrell/Essentials>