

Number: #15

Title of work: Snail

Designer: Junming He

Medium: Blender sculpting

Date of completion: September 2023

I utilized Blender sculpting to model this cartoon-style snail. Through this project, I gained insight into the usage of some brushes in Blender. Additionally, I learned about some areas that beginners need to pay attention to, such as, applying scale before sculpting. I believe that these learnings are important foundational sculpting knowledge.