

Number: #8

Title of work: Doll

Designer: Junming He

Medium: Blender

Date of completion: July 2023

I completed this project using Blender. At the time, I was interested in a technique called 3D rendering to 2D technology. So, I modeled a character from a game and attempted to implement this technique. Undoubtedly, the theory behind 3D rendering to 2D technology is the most important aspect I learned from this project. As far as I know, this technique is recently popular in some mobile games.