

Number: #14

Title of work: Submarine

Designer: Junming He

Medium: Blender

Date of completion: June 2023

I used Blender to create a futuristic submarine with a sense of advanced technology. I want to practice how to use reference images to help me build models. Through this project, I also learned how to add seams for UV mapping effectively and how to assign different materials to different parts of the same object.