

Number: #9

Title of work: Diving helmet

Designer: Junming He

Medium: Blender

Date of completion: July 2023

I modeled the diving helmet using Blender. The old-fashioned diving helmet has appeared in many games, such as 'The room', 'Alan wake', 'Bioshock'. Inspired by this, I modeled my own diving helmet. Texture Mapping and UV mapping are the key techniques I learned from this project.