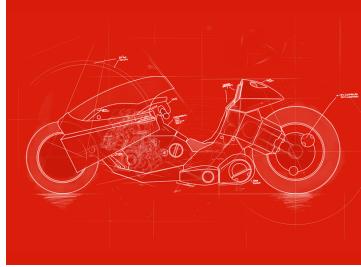


Blender projects

Akira's motorcycle

Blueprint used	Final render with textures
	

I was interested in learning new things such as **shader nodes** in blender 3.0, for example i used **bump mapping** in the material node editor for the red metallic shell of the motorbike.

Gundam mecha head



This is one of my first projects, i learnt **subdivision surfaces** in order to render smoother meshes and i enjoyed it a lot!

Ortographic low poly city



This one is my first ever project, it taught me blender's **basics**, i did it following a tutorial video on [youtube](#).

Flying boat



In my last project i learnt how to use **geometry nodes** to create a more chaotic environment.

