3D Modelling in Cinema 4D for

Unity Assets creation

These are some 3d models, either created or modified with Cinema 4D. The interior images show the virtual version of my actual bedroom. All objects are created from scratch using primitive objects and modifiers. I plan to create a cutscene in which the main player appears in this room. The woman in the photo is a very realistic 3D model example, which I got from Sketchfab and I plan to use as an NPC in Unity. The last vehicle photo is the "Sweeper" from GTA San Andreas, which I edited in Cinema 4D and will also import into Unity and make it drivable using the Realistic Car Controller component.