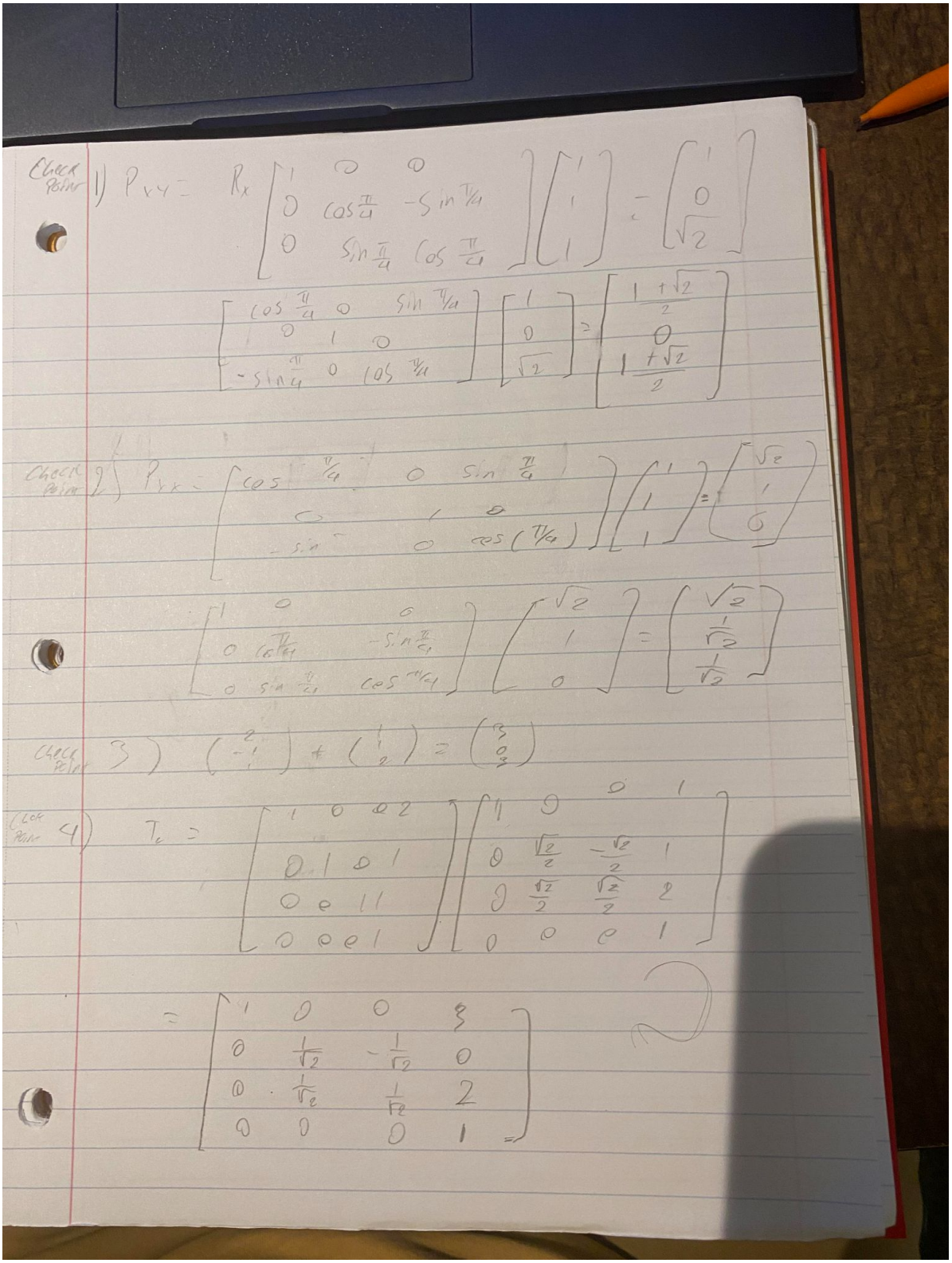
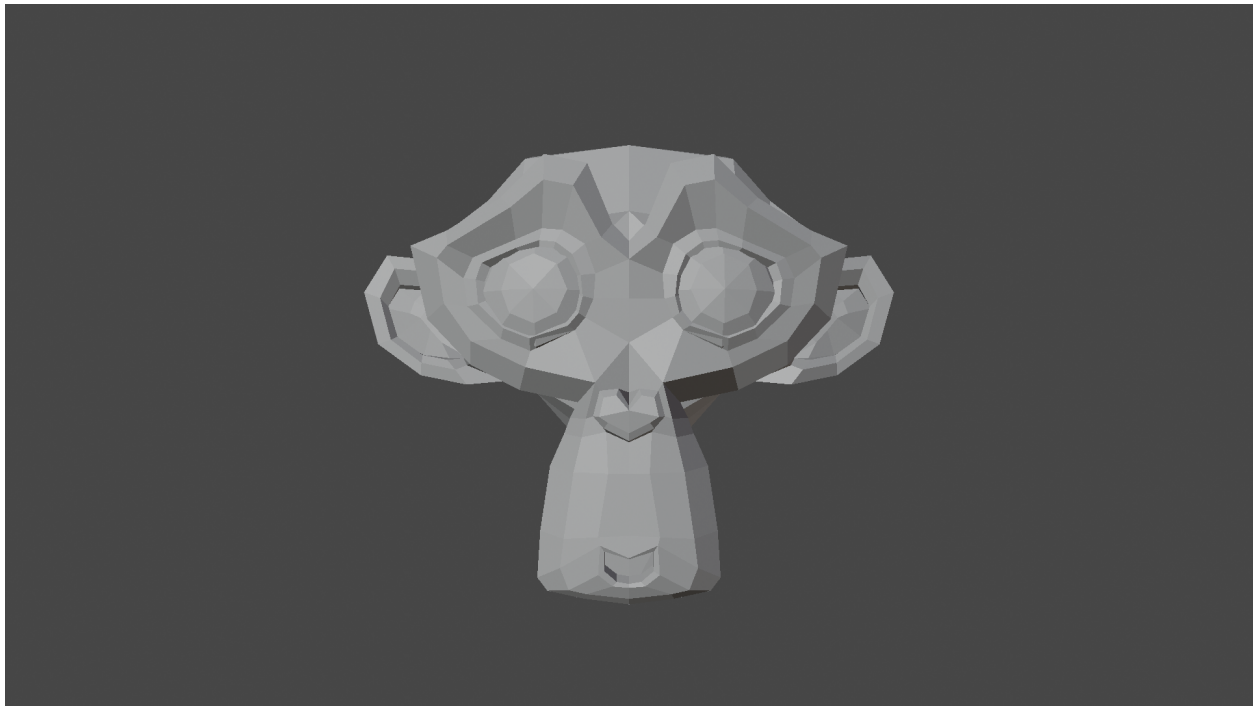
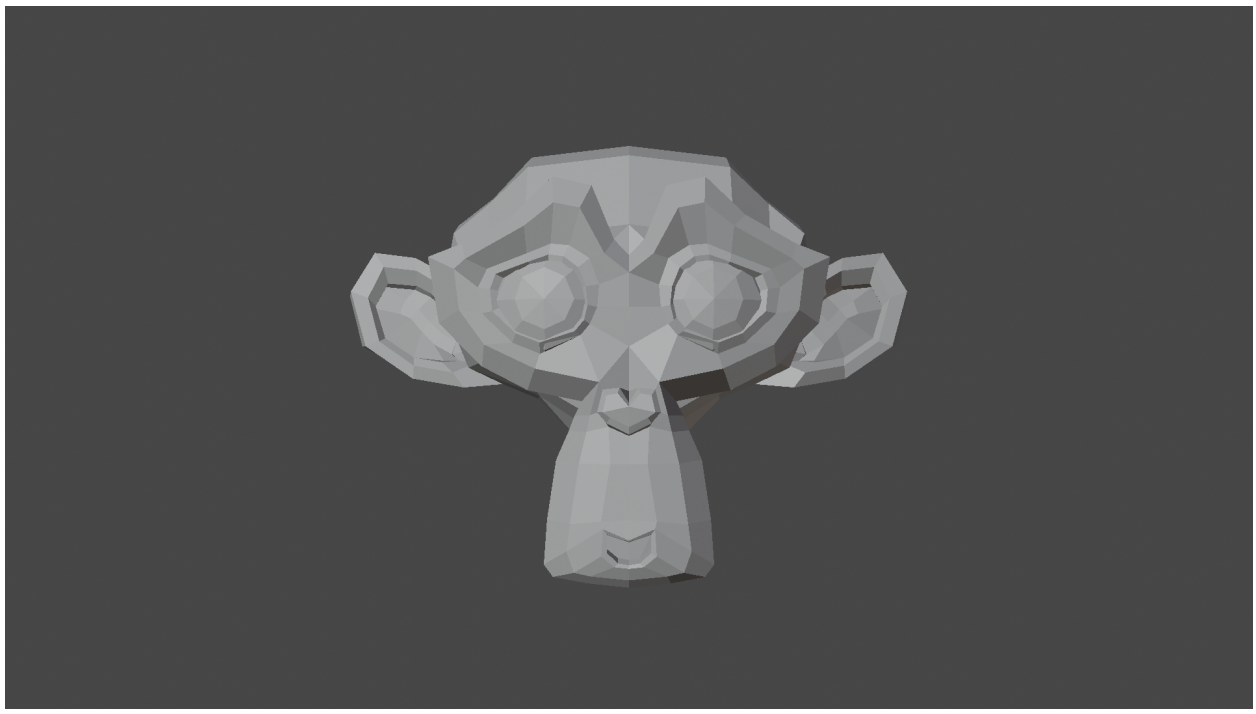
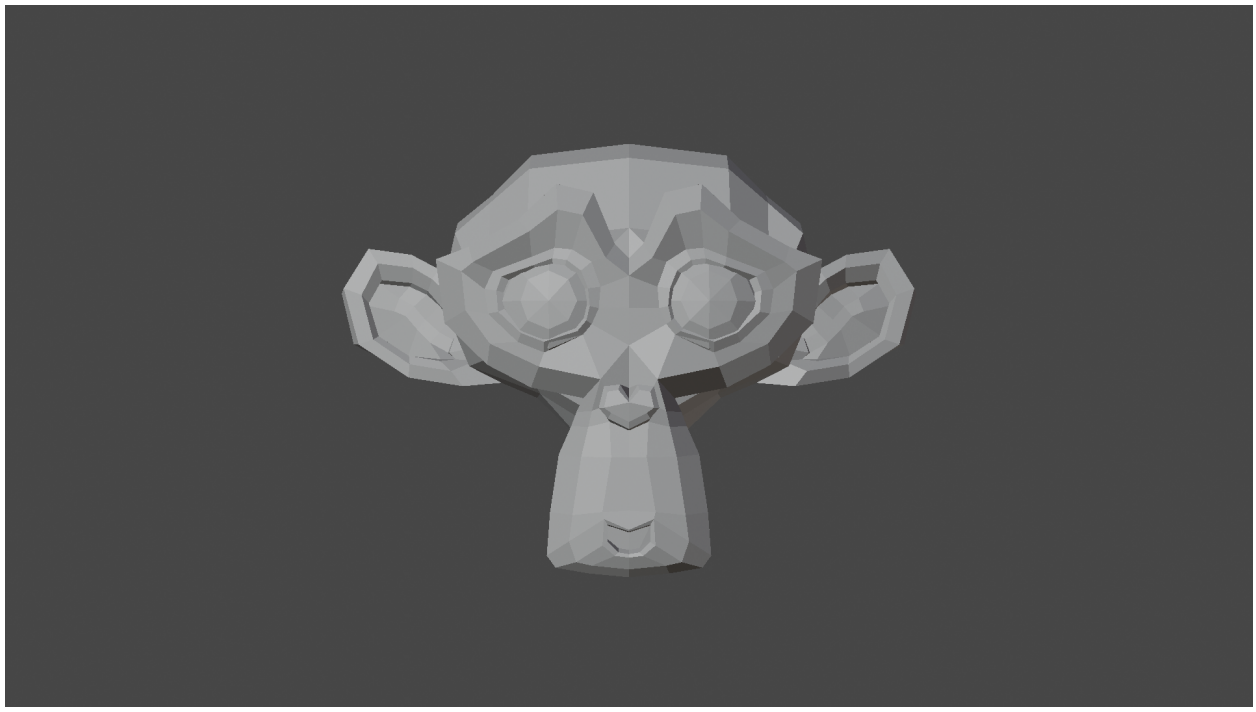
Blender Activty #2



Check point #5







Check point 6

the object didn't change but the perspective of the camera made an illusion that the object size changed because of the length that was set and its location

CheckPoint 7