

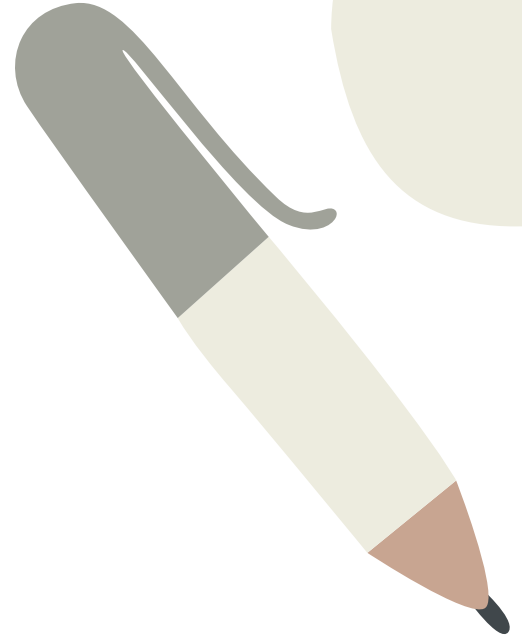
# 3D Model Process Book

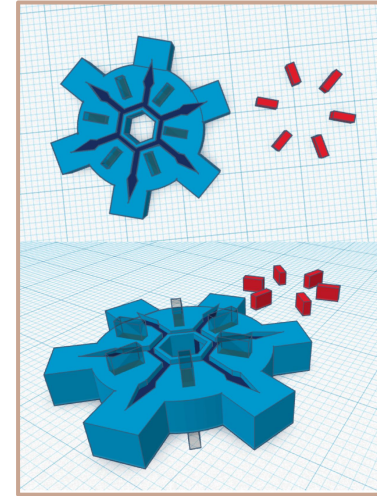
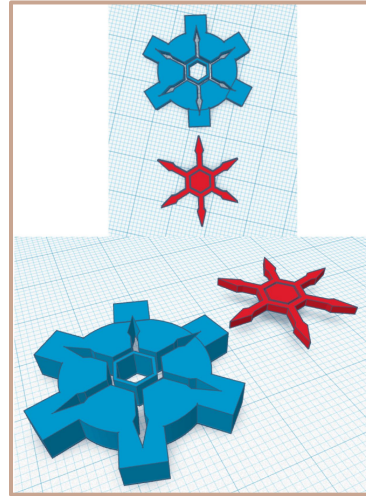
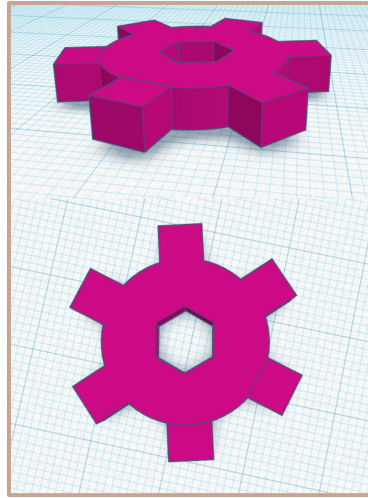
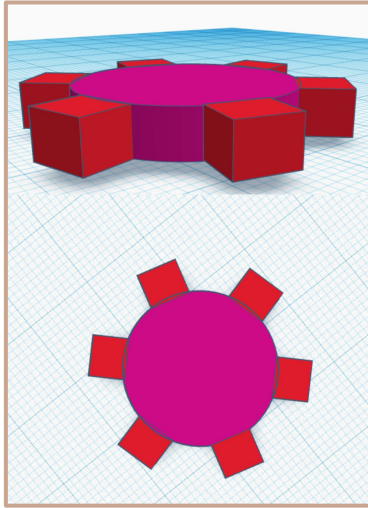
Savannah Brandon  
Art ART2602C  
12/6/2021



# Inspiration

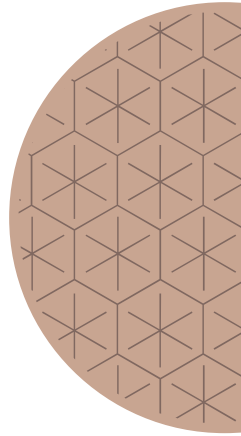
My inspiration for this piece was an old game that really shaped who I became as a person. Specifically, I chose an important object called a Time Gear.



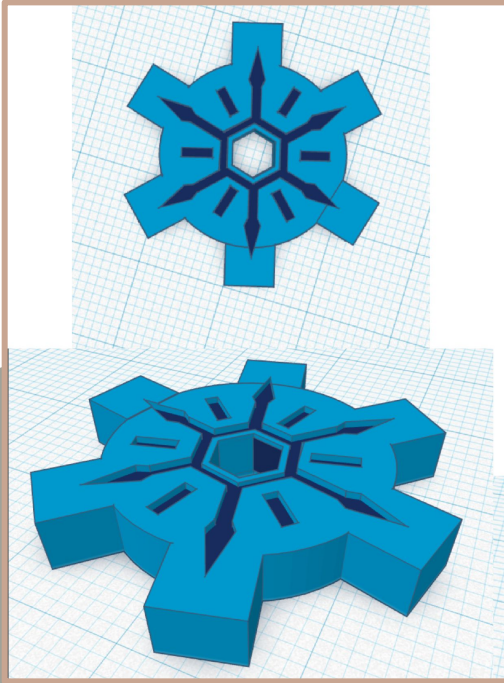


## The Process

For this project, we used Tinkercad in order to create a model. For this, it took a process of creating shapes and then using them to cut apart shapes in order to create the desired effect

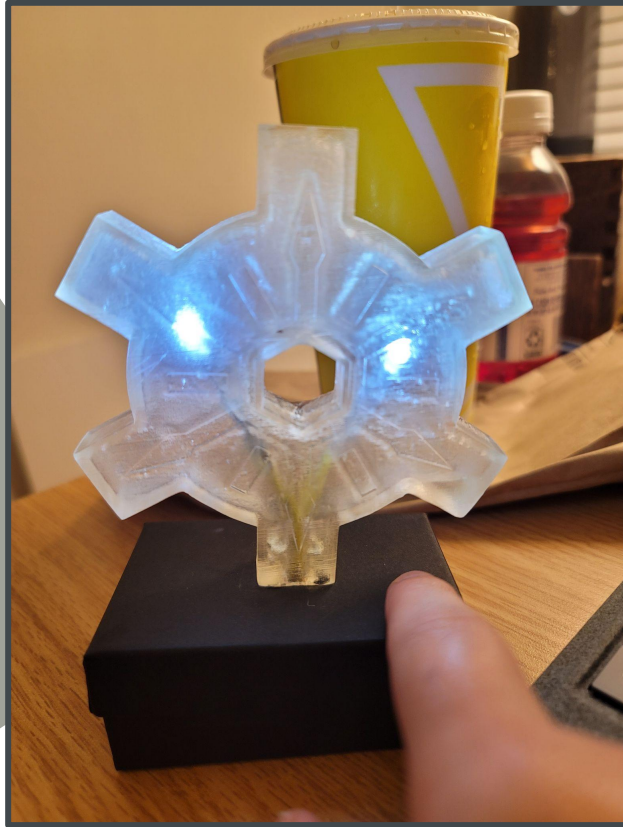


# Digital Final



This was what the final model looked like digitally. Compared to the actual source material, I believe it is a very similar likeness.





# Final

Upon printing, I went ahead and put together LEDs that would light the model.

After that, I went ahead and cleaned up the model itself.

After putting it together, I tested the lights and made sure it worked.

