





This is a progress of what is one of a three-part project that presents a low-poly abstracted cycle between a forest and city. A cycle where the forest gets torn down, a city built on top, and the ruins of a city after a certain event. This scene is the city, the second of the 3-part cycle. One end (with the yellow cranes) connects to the forest and nearing completion of construction where said forest once was. The opposite end (with the meteors) leads towards the ruins after a certain event

brings destruction. The purpose of each scene is so that the viewer will progress from one end to the other and get this sense of progression of time of this cycle.