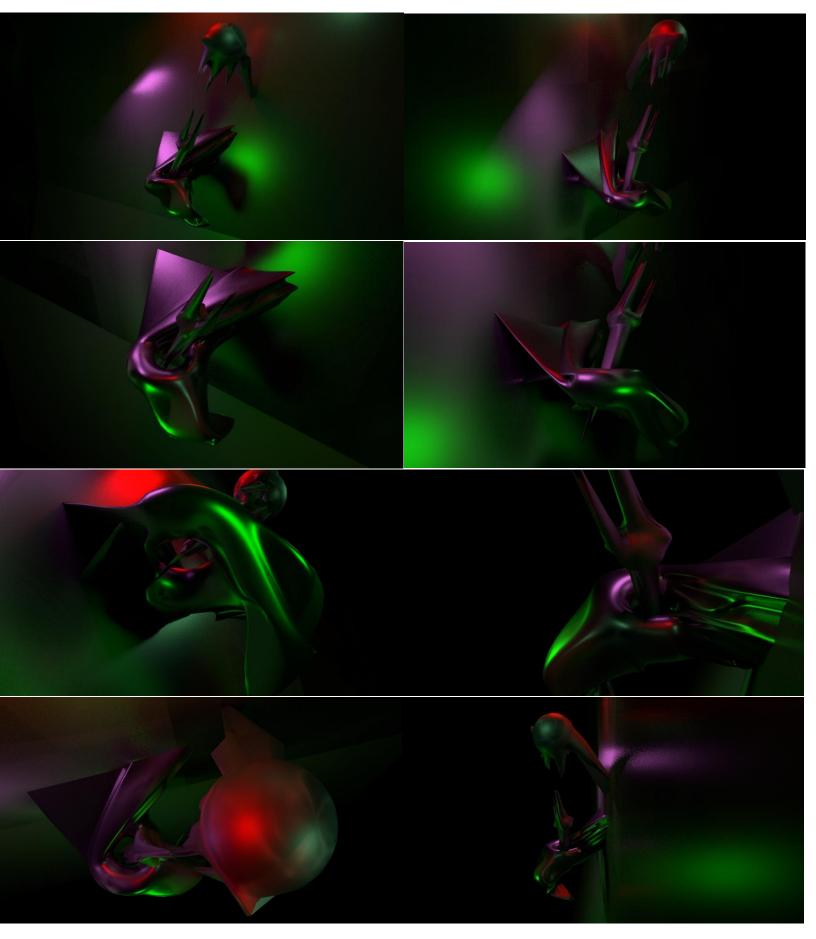
https://drive.google.com/file/d/0B2QJ5u2ea9V5Sjd6aTY2MXZza0k/view?usp=sharing



For the first project, I created three organic sculptural renderings in Maya. My original concept was to create a ghost-like piece that would be entangled with in a wall space. With the Arnold lighting in addition to a Phong material, I gave a glowing feature. In terms of

