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

modularity, the three pieces work together to create one image. Since I was not able to create a transparent fog effect, I added three different a ghost image textures to all the sculptures to give more of a ghost effect.