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My current idea for my project revolves around a 13-14th century small-scale home from medieval Europe. I'd like to model a historically accurate version of what this might look like with detailed material and environmental accessories that could add detail to the overall scene.

This idea may not involve as much creative design work given the historical accuracy aspect but for me, the value lies in learning the modeling and rendering skills involved.

Location: Somewhere in Europe

Typology: Small-scale housing