

# **Abstract – 3D Carnival Environment in Blender**

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This project presents a lively 3D carnival environment designed in Blender, featuring key attractions like circus tents, a Ferris wheel, a hot air balloon, decorative gates, and vibrant vegetation. The stylized, colorful aesthetic combines playful shapes and rich textures to create a joyful, magical atmosphere. Developed as an exercise in 3D modeling, texturing, and lighting, this modular environment demonstrates effective scene composition and visual storytelling. The final output is suitable for game assets, animated scenes, or interactive experiences requiring an engaging carnival setting.