Arfaa Rashid

- Full disclaimer: I started learning Blender like 10 days ago so if I committed all the cardinal sins of 3D modelling have mercy

- I didn't make an environment because I ran out of time ;-; also my character is not remotely CSS-related sorry

My character is a little mushroom mage dude.
The hands/feet/beard/clothes are sculpted, most of the rest is modeled normally. Details are drawn with grease pencil.
Most parts are toon shaded with 2-4 colours and an outline.
The entire body and part of the clothes are rigged, and the crystals are animated.
Overall he's kinda scuffed and goofy but I think he's still cool. Considering I had to learn every step from scratch not bad