We have developed a website https://oceanboats.ae/ where users can fully customize boats by selecting various options like hardtops, softtops, cleats, premium cleats, seats, ladders etc and boat colors. These options are essential to provide a seamless and interactive experience for our users as they design their custom boats.

So far, we have used layered 2D images for this customization process, but we are now transitioning to 3D models to offer a more realistic and immersive experience for our users. We are looking for a talented 3D artist who can create highly realistic and visually appealing 3D models of the boats and their accessories.

Here are the key details for the project:

- **Model Requirements**: Boats and various accessories such as hardtops, softtops, cleats, premium cleats, seats, etc.
- **File Format**: GLB format.
- **Realism**: The models should be highly detailed and realistic, with accurate textures, lighting, shadows and materials.
- **Compatibility**: The models must be optimized for real-time rendering in web applications and integrate smoothly with our existing customization framework.
- **Accessories Customization**: Each accessory should be a separate, interchangeable component that users can select and apply to the boat model.
- **Boat Customization**: The base boat model and each accessory should allow for color changes as part of the user customization process.
- **Sample Models**: You can view some of the models and accessories currently uploaded on our staging website. These models were created by a previous artist and are functional with our coding. However, they do not meet the level of realism we are aiming for, and we would like to improve on their visual quality.

  https://noor-com.stackstaging.com/ocean_boat/public/customize-boat/28sf

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