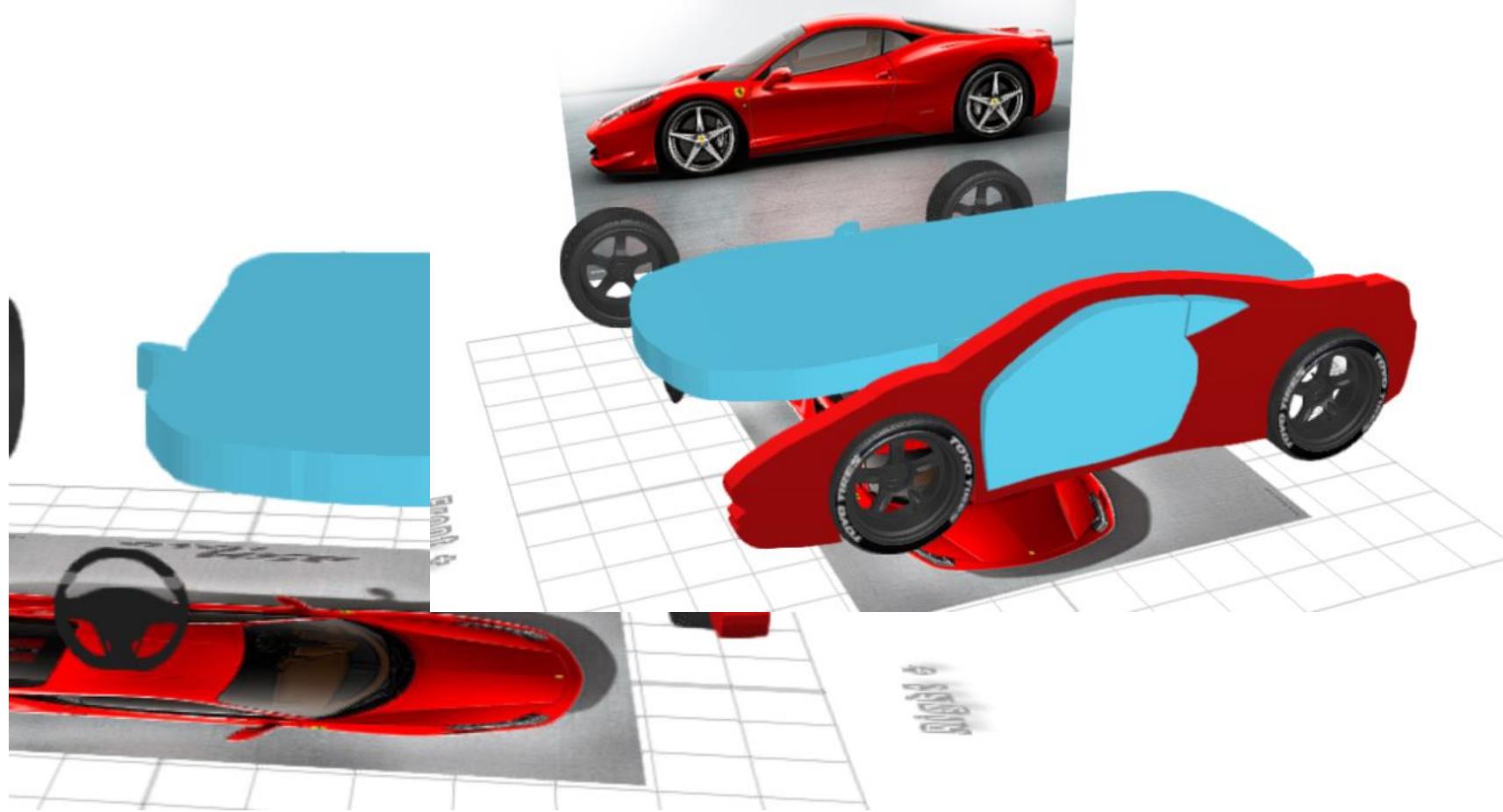
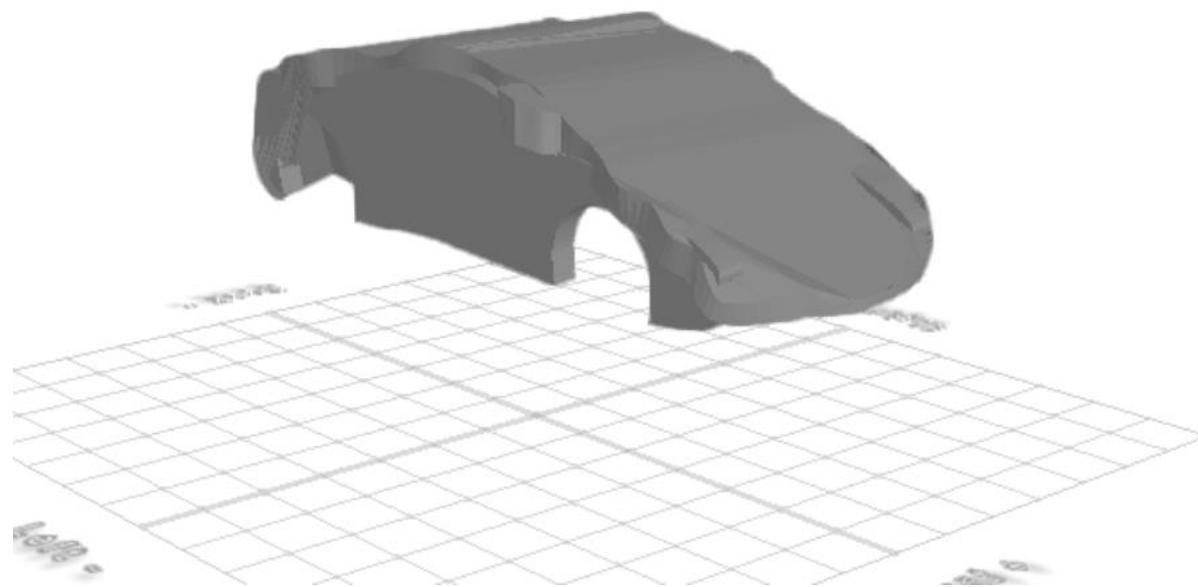


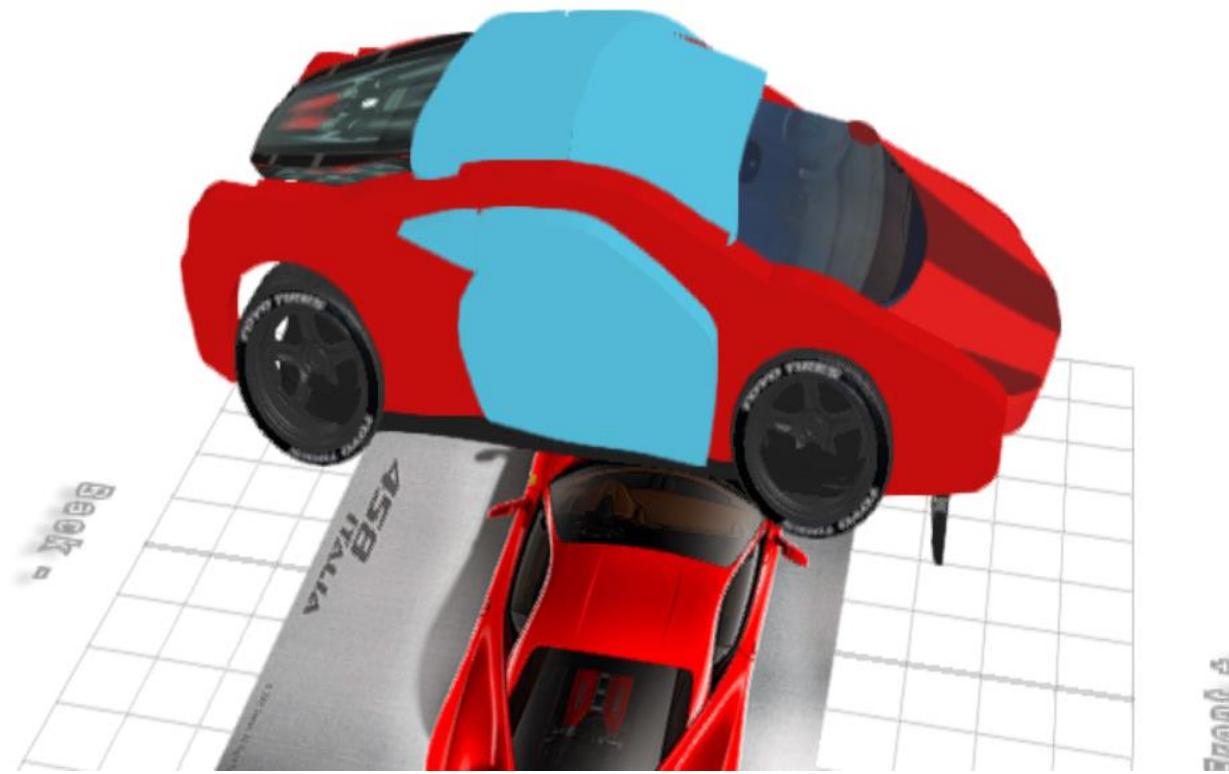
# Having a problem merging the two parts together



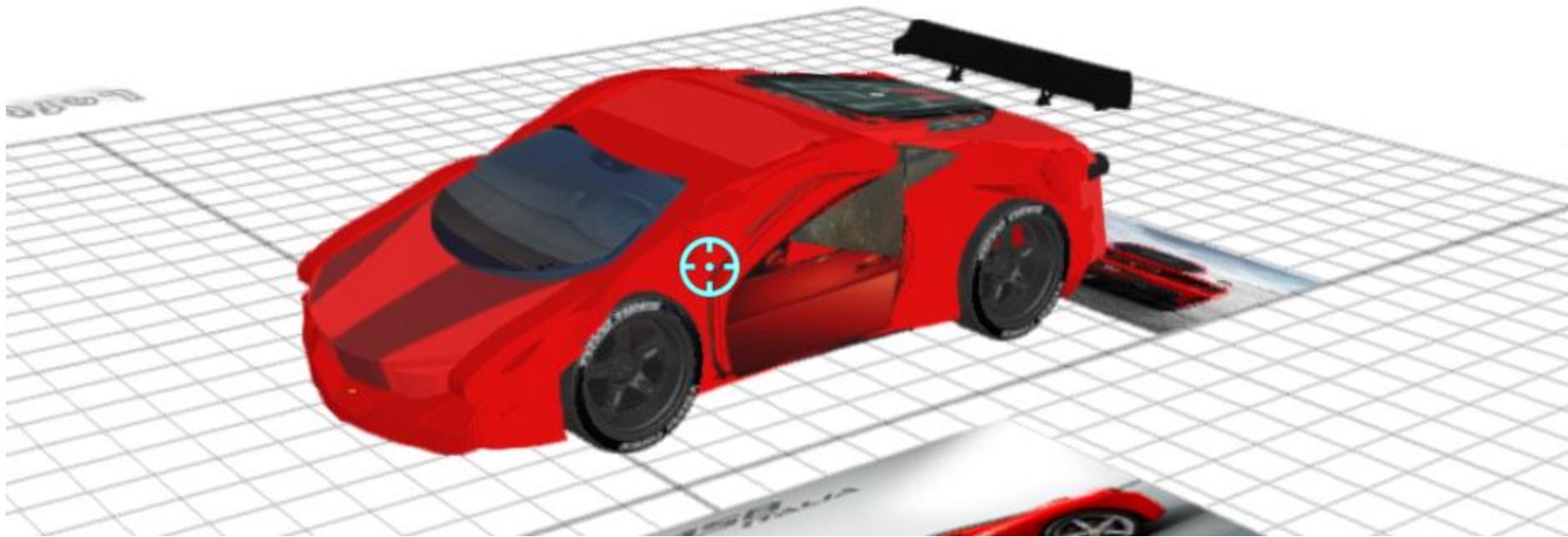
After finding a way to merge the pieces together



# Heading into the end stages



# End Product



ging, animation, lighting, rendering, and compositing, ate digital assets efficiently. They also follow convention like meticulous asset organization, consistent naming standards, using reference images for accuracy, developing topology for smooth results, and implementing version control for project changes.

# Achieve

describing the purpose, potential users, requirements, and specifications of the outcome

- Purpose – To give game designers a 3d model for a game (Making Game Asset)
- Who – Game designers (Mostly 3d Games)
- Requirements – Being able to export and import it into another space.
- Specifications – The car is a Ferrari in the iconic red
- Tools used – Selfcad, SculptGL, Free3D
- Reference images I used ----->

