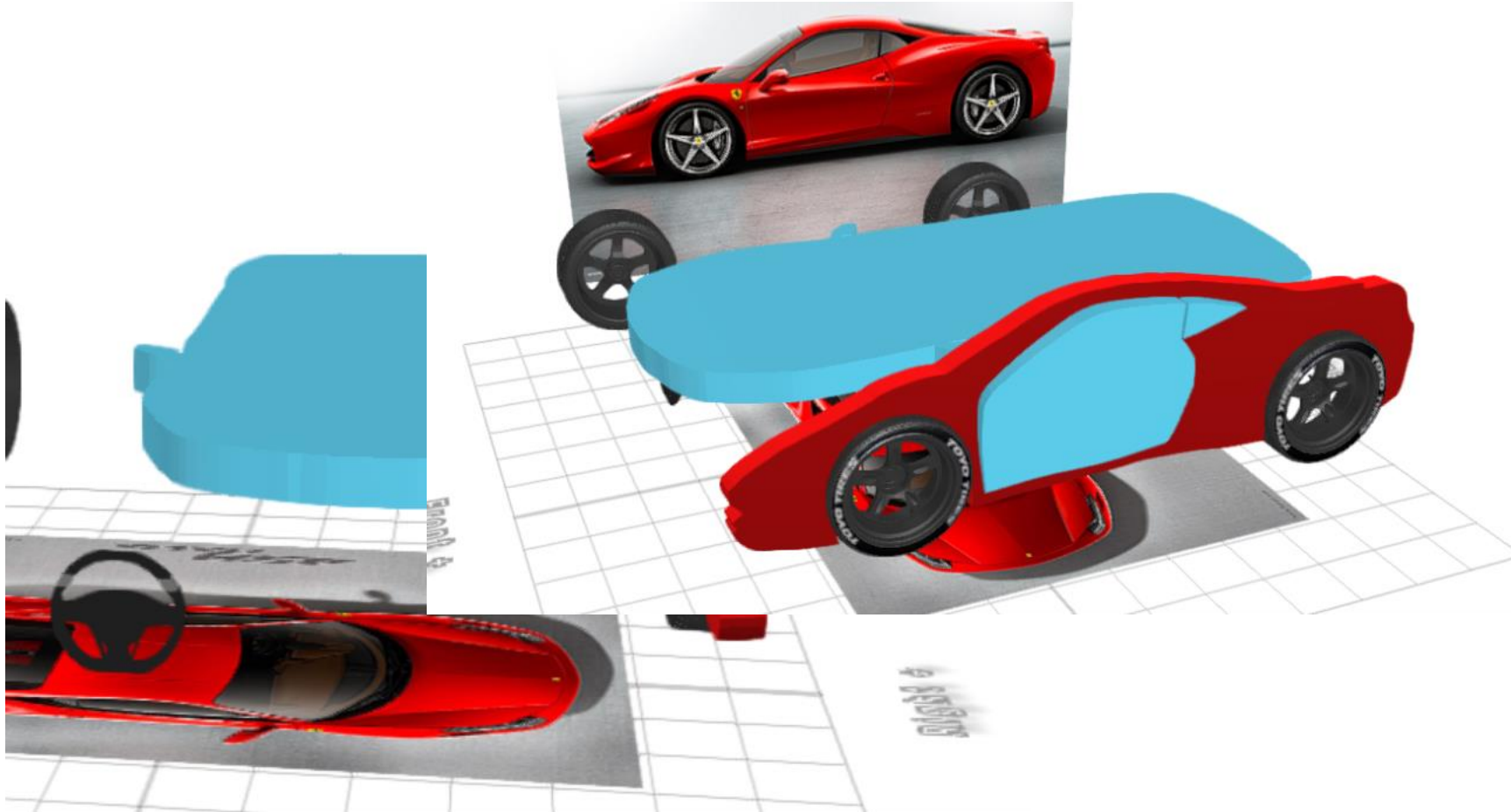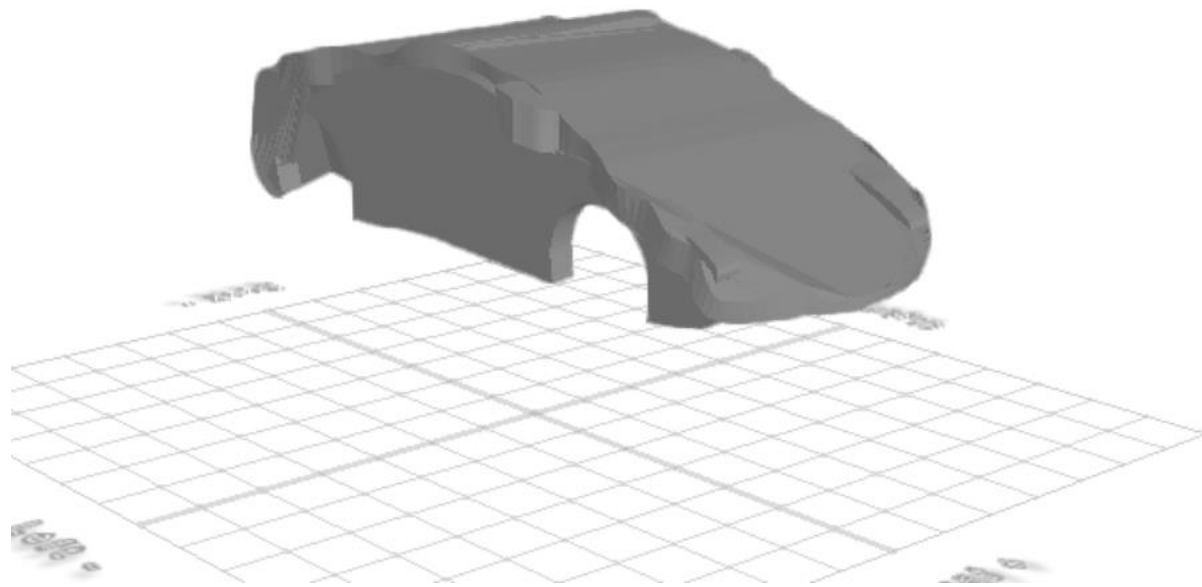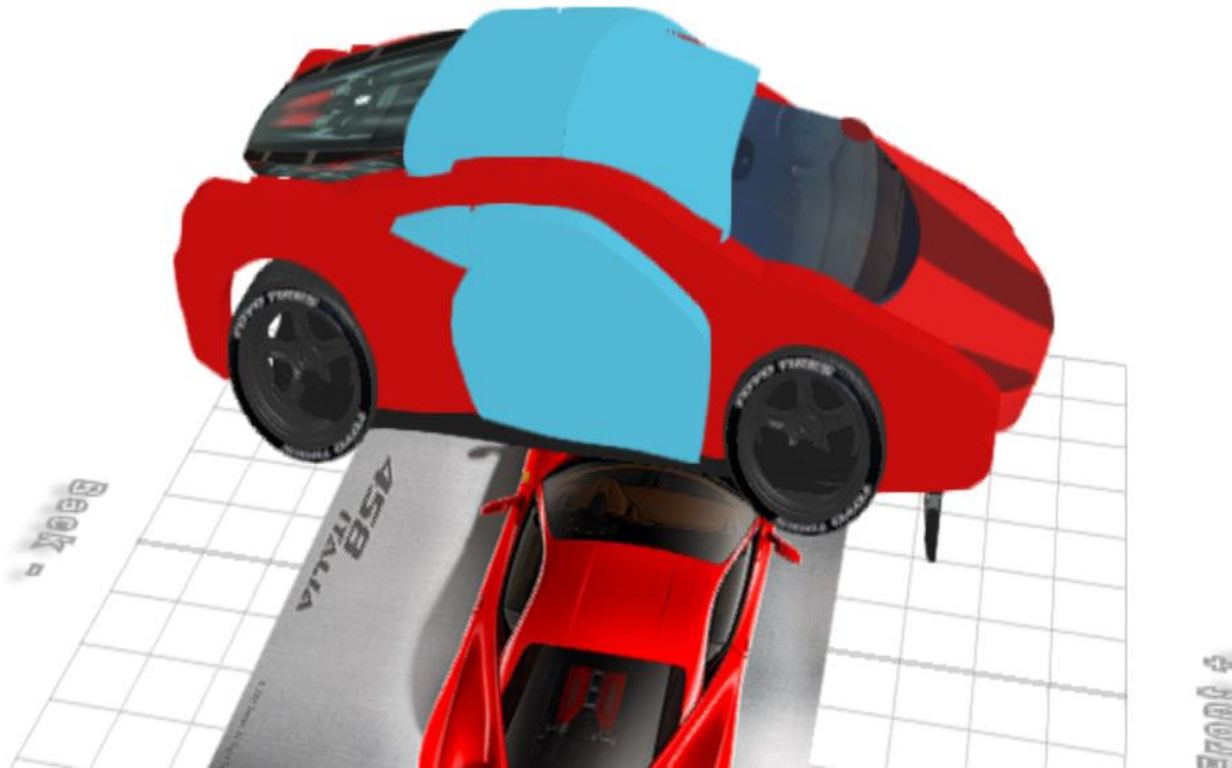# Having a problem merging the two parts together
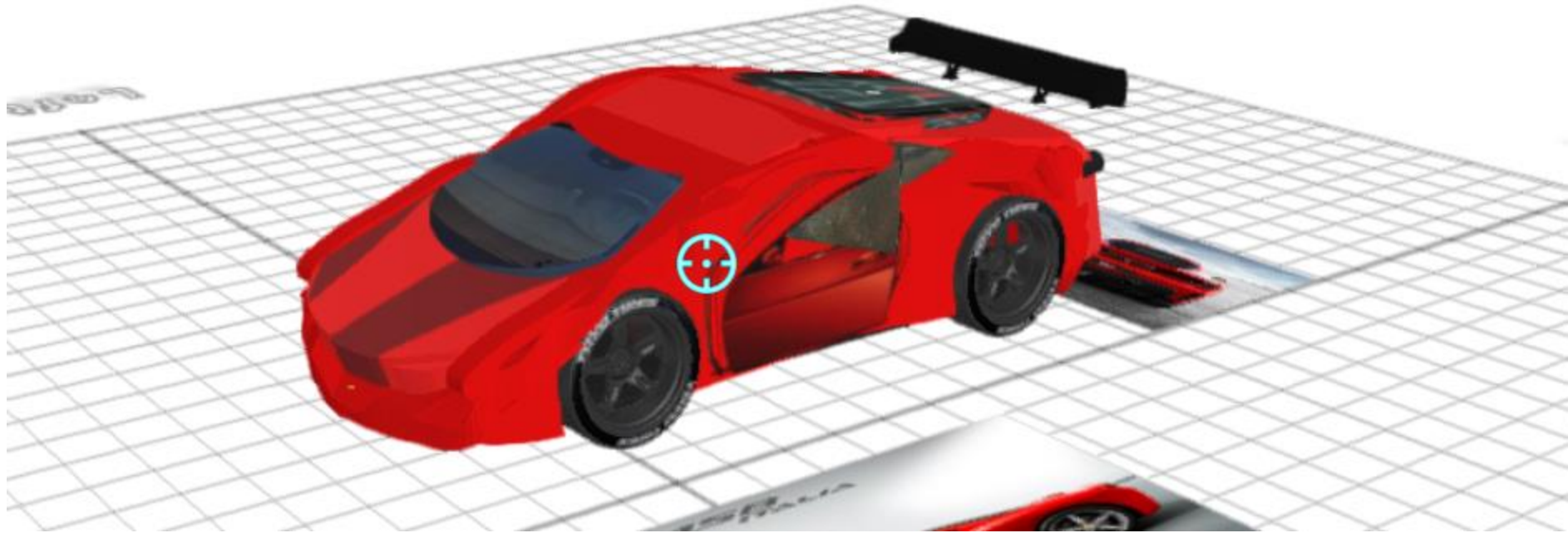
After finding a way to merge the pieces together

Heading into the end stages

End Product

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 ------>