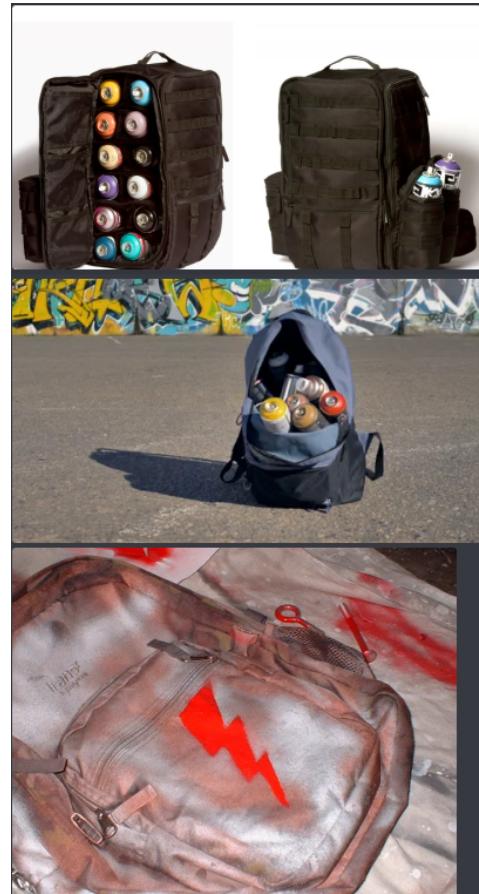


# Accessory creation process: Street Artist's Backpack

## Concept

## References

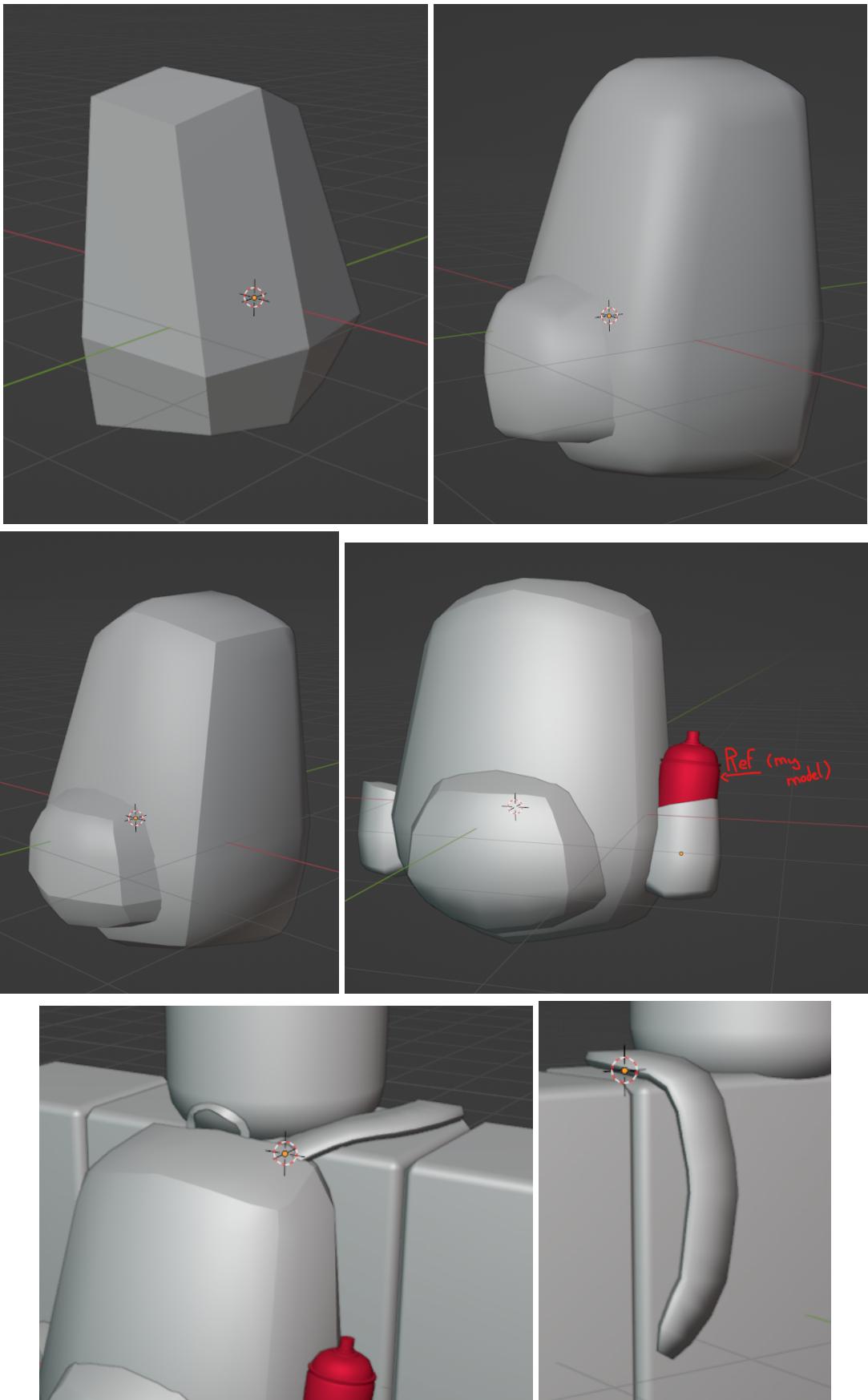


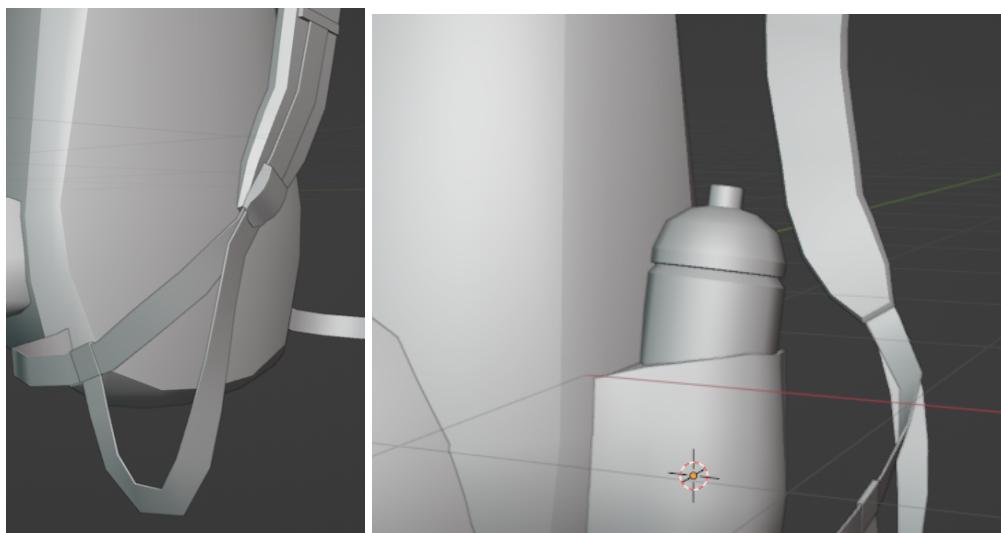
## Sketches



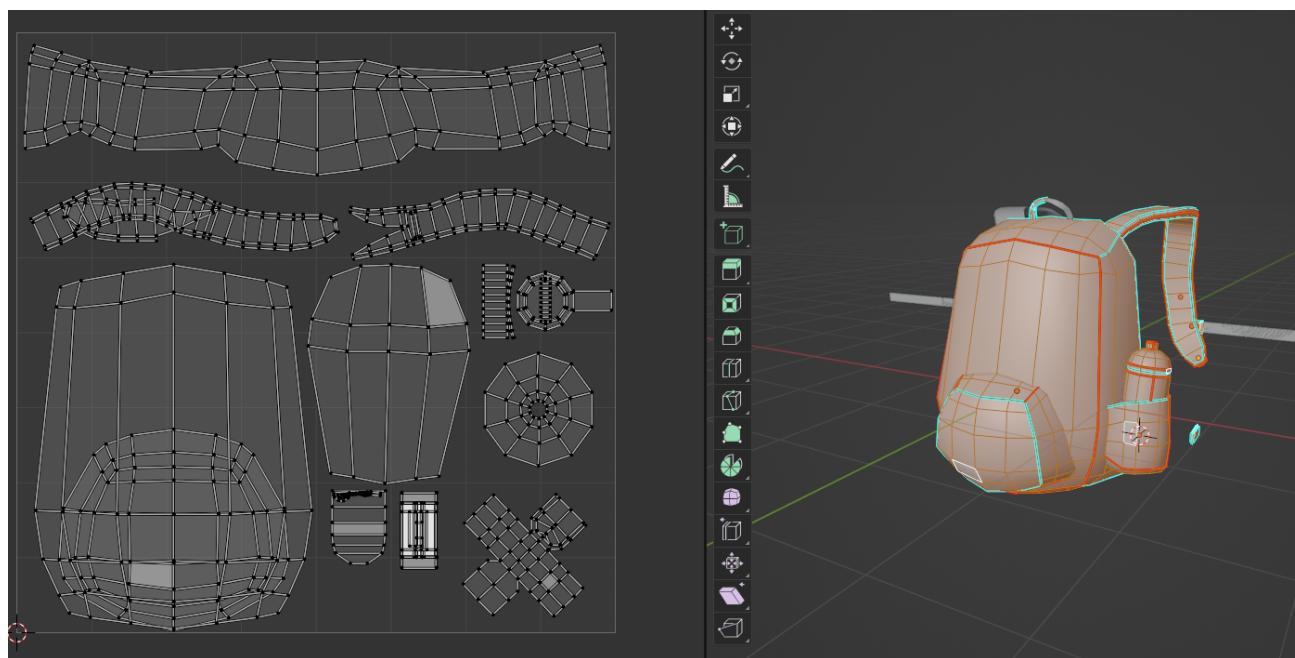
# Creation process

## 3D Modelling





## UV Mapping



# Texturing

- Colour blocking



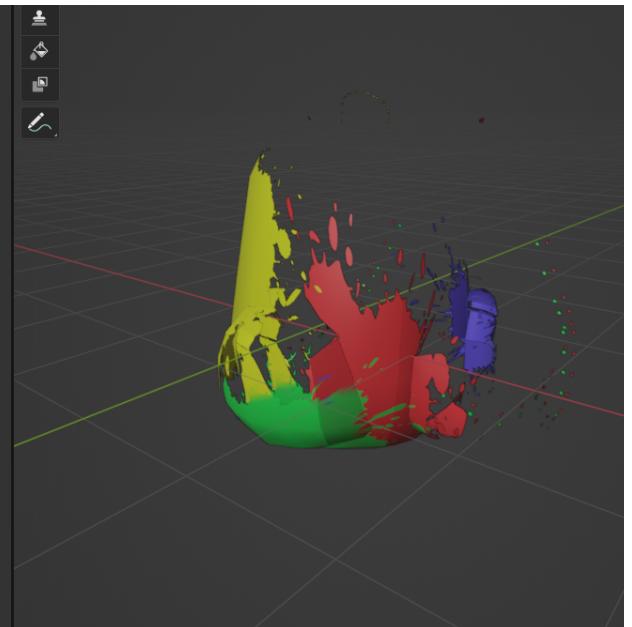
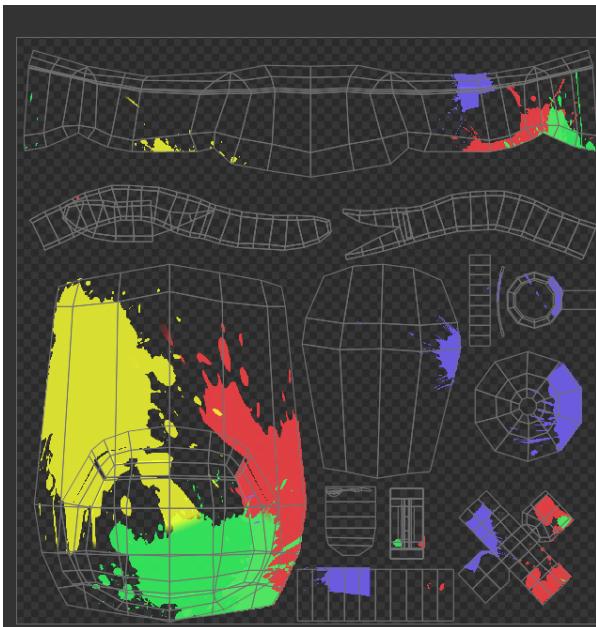
- General texturing



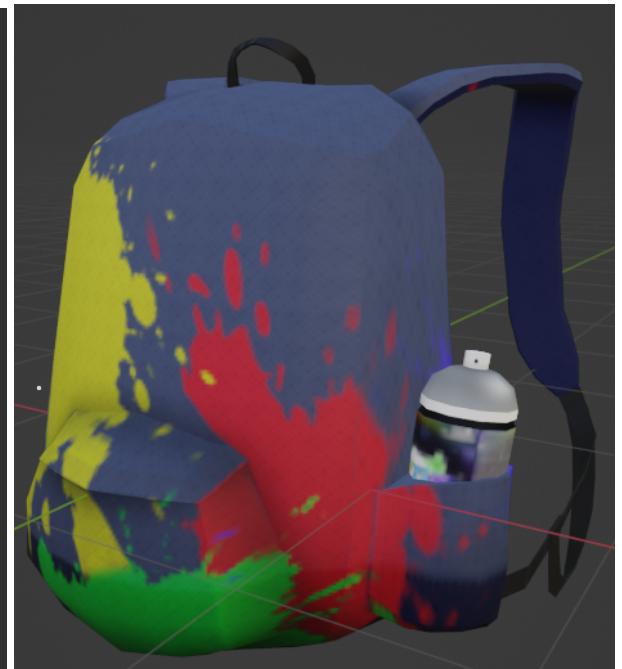
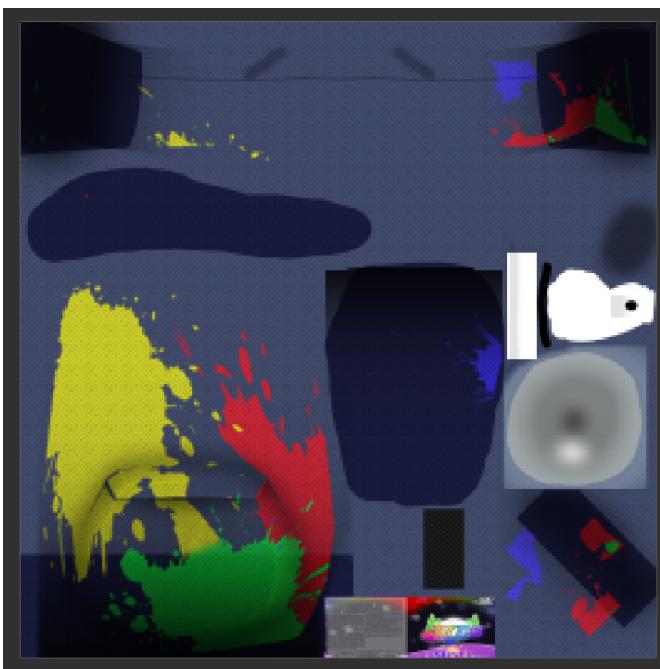
- Shading



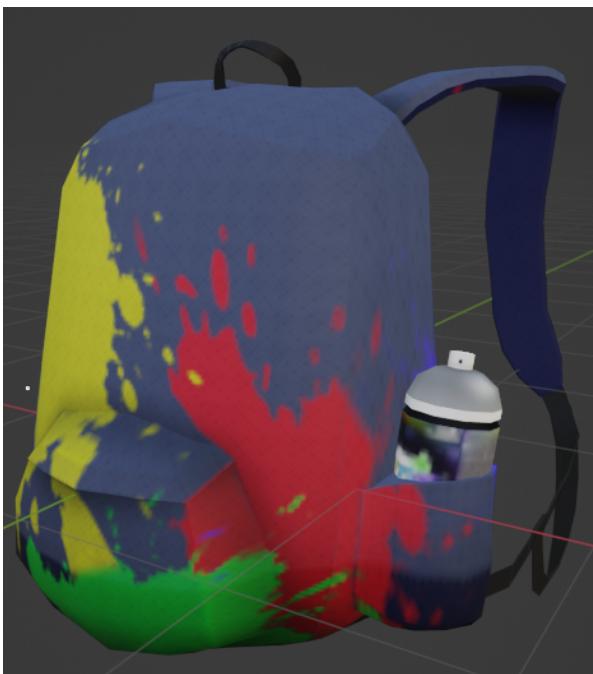
- Paint splashes



- Resizing



## Final touch ups + Poly count reducing



Objects 1 / 3  
Vertices 1,787  
Edges 2,601  
Faces 897  
Triangles 1,792

Objects 0 / 3  
Vertices 1,269  
Edges 1,762  
Faces 595  
Triangles 1,196

## Importing!



hurray!