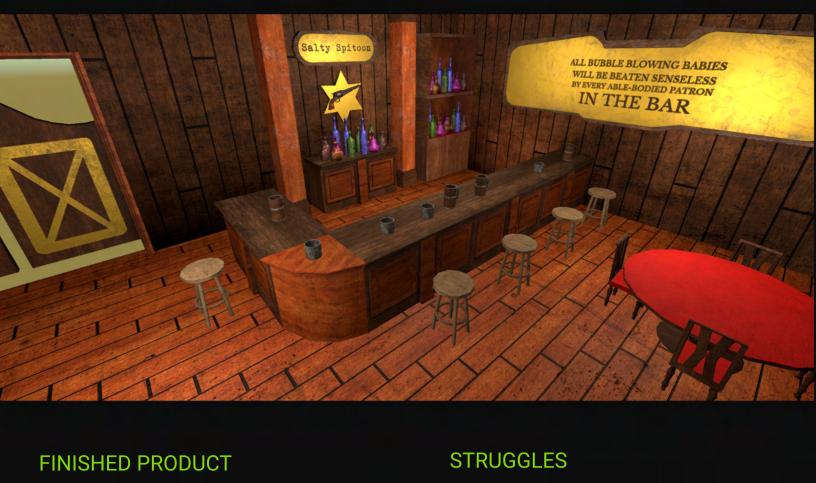
WESTERN SALOON



THIS PROJECT WAS A FUN CHALLENGE THAT PUT TO TEST ALL OF THE THINGS THAT WE'VE LEARNED IN THIS CLASS.I

HAD A GREAT TIME MODELING AND TEXTURING EVERYTHING, AND LEARNED A LOT ABOUT MY 3D MODELING SKILLS FROM THIS PROJECT. OVERALL, I AM HAPPY ON HOW IT TURNED OUT, AND IT ENDED UP TURNING OUT HOW **ENVISIONED IT.**

IT'S FAIR SHARE OF STRUGGLES. IT WAS VERY TIME CONSUMING BECAUSE OF HOW

MANY OBJECTS WERE IN THE SCENE, BUT WE HAD MORE THAN ENOUGH TIME TO COMPLETE IT. THE MANY PROPS THAT WERE IN MY SCENE WAS A BIT OVERWELMING, AND I STRUGGLED ON WHAT TO TACKLE. LOOKING BACK, ONE THING I WISH I ADDED WAS FLOOR MOLDING, IT WOULD HAVE ADDED A **GREAT TOUCH AND PREVENTED THE** AWKWARD SWITCH BETWEEN GROUND AND WALL. **IMPRESSIVE MESHES**

THIS PROJECT WAS FUN BUT CAME WITH

DIFFERENT TECHNIQUES AND STRATEGIES TO MODEL EACH. THE STEIN GLASS WAS

FINISHED PRODUCT

FUN TO MAKE, AND THE TOPOLOGY CAME OUT VERT CLEAN.

I AM HAPPY WITH HOW ALL THESE MESHES

AND CAME OUT LOOKING VERY CLEAN. THE

CAME OUT. THE BAR USES MULTIPLE MESHES

BOTTLES WERE A FUN CHALLENGE THAT I USED

SINCE I KNEW I WAS GOING TO REUSE PARTS OF THE BAR, I WANTED TO MODEL IT IN PIECES. I BELIEVE THAT I COULD HAVE MADE IT ALL

STRUGGLES

ONE MODEL WITH THE TOPOLOGY

CONNECT, BUT I BELIEVE IT WAS THE BEST DECISION AT THE TIME. I STRUGGLED WITH THE LINE AND LATHE TOOL WHEN MODELING ONE OF THE BOTTLES, BUT IT ENDED UP GETTING THE JOB DONE. **IMPRESSIVE PAINTS**



PRODUCT

FINISHED PRODUCT

THE UVING WAS FUN AND IT WAS

HARD FOR ME TO JUST PICK 3 UV'S. THEY ALL CAME OUT NICE, AND I AM PROUD OF THE FINISHED

STRUGGLES

DETAILS

I DIDN'T REALLY HAVE ANY STRUGGLES, AND

ENJOYED PAINTING IN SUBSTANCE PAINTER.



ALL THREE USE THEIR REFERANCE AS A BASE AND CHANGE THEM A BT. THE BOTTLES ARE THE

WAY THEY ARE BECAUSE I WANTED A VIDEO GAMEY LOOK TO THE BOTTLES AND I THINK IT WORKED





