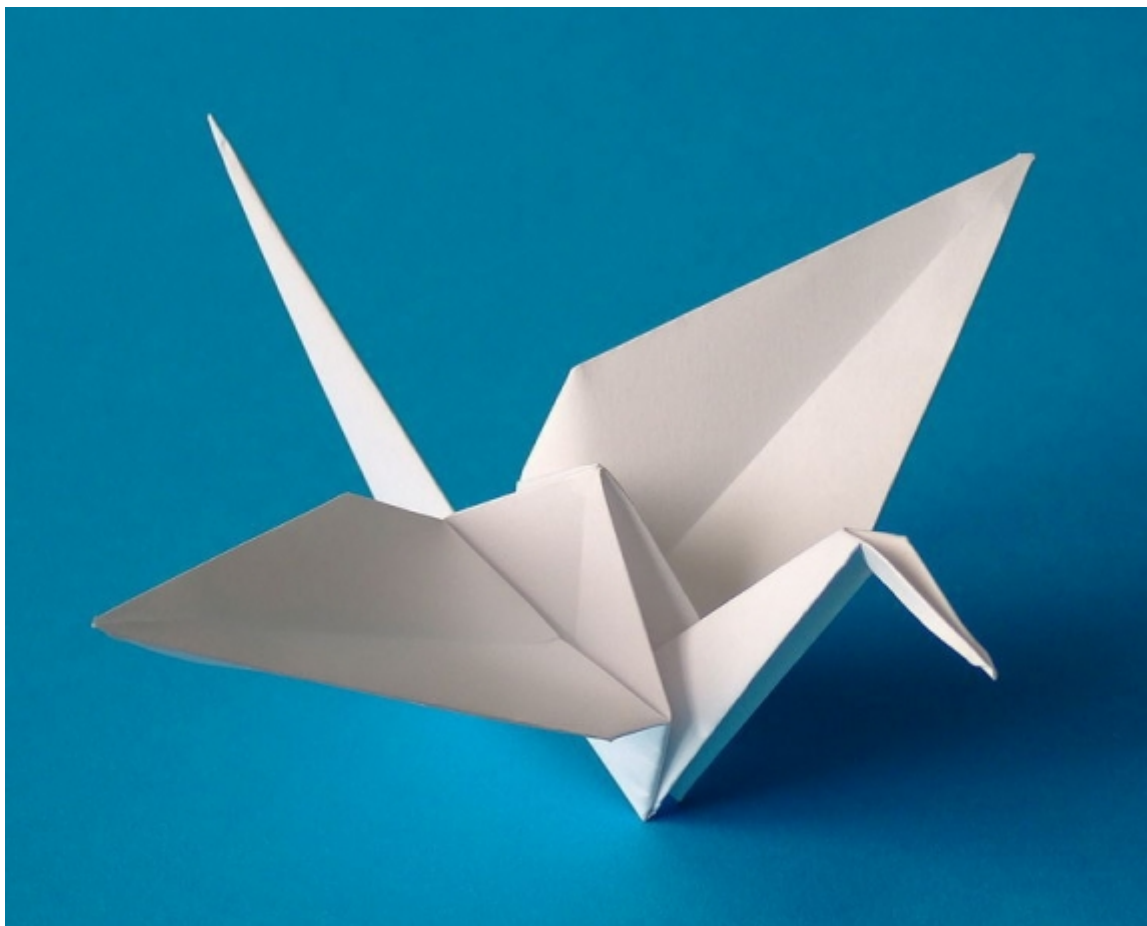


# 3D Modeling and Texturing

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I know I can't make something awesome in good quality, but we need to have a brilliant dream so that we would do our best for our work. Therefore, I want to make a small but big aim.

What I want to make (This is my first rough idea so the image that I would make can be changed.) is origami. When I was young, origami was very close to me. I even took the origami class when I was 6 years old. The kinds of origami are very various. One of origami that I want to make 3D model is a folded-paper crane.



This origami has no round part, only edge. For 3D modeling, I should represent those edges, shadow and complicated structure. It could be difficult so the result maybe ends to paper plane. But I'm sure that I will do my best for this project!