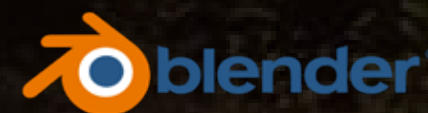


THE LONELY ONE

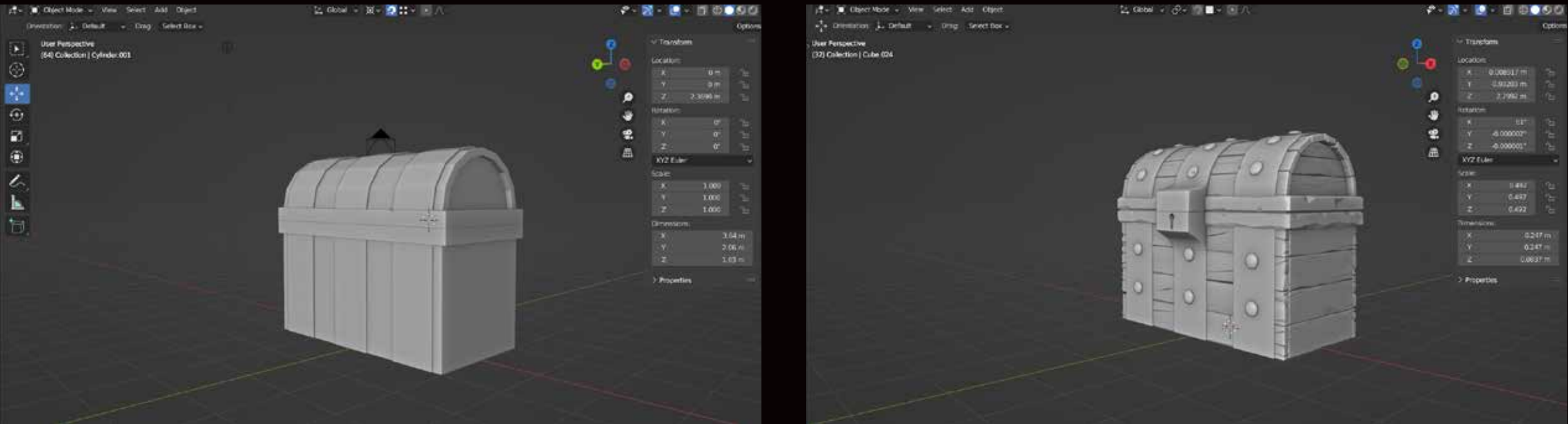
My project is a 3d modelling of a skeleton sitting in a cave. The cave isn't sculpted but built by different rocks. I use texture paint for my treasure chest, and I use the material ball to adjust the atmosphere of the environment a lot. The background story of my project is a prince who is banished by the king because of his greed. After many years the kingdom and the prince are both forgotten by the world, the only sign that the kingdom exist before is the treasure chest that the prince is holding.



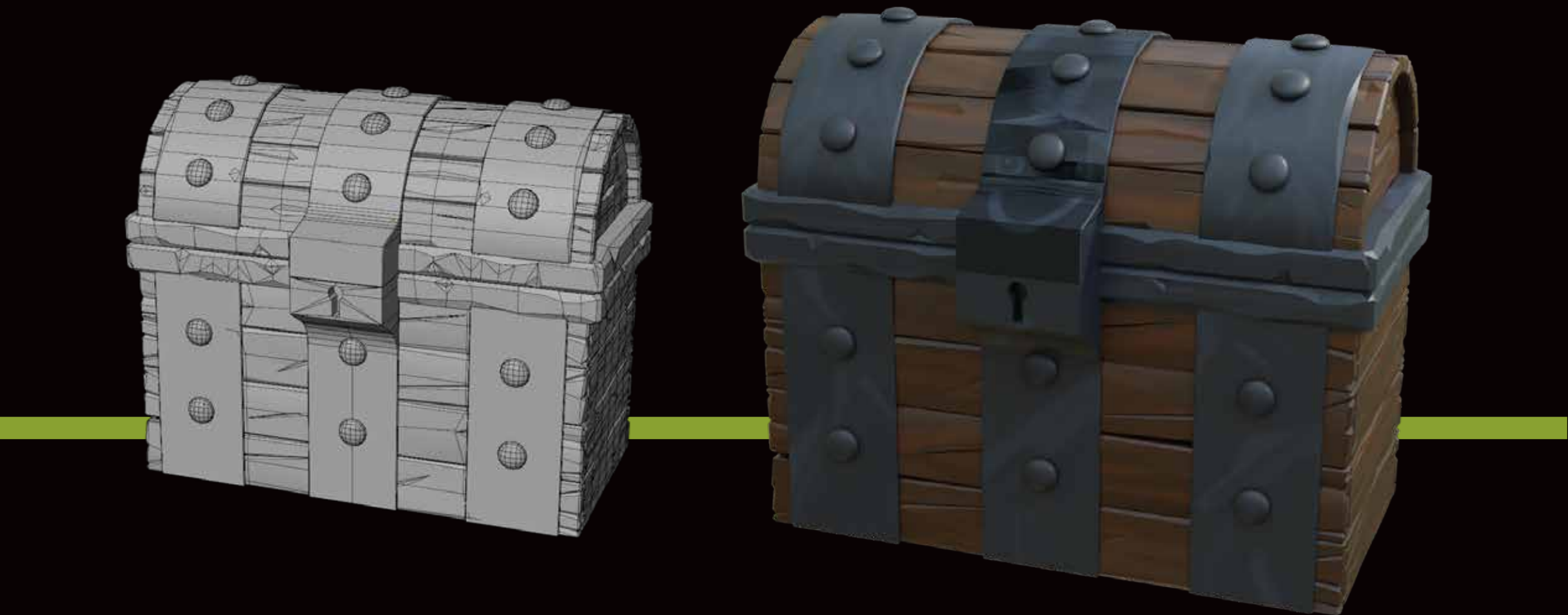
Refs



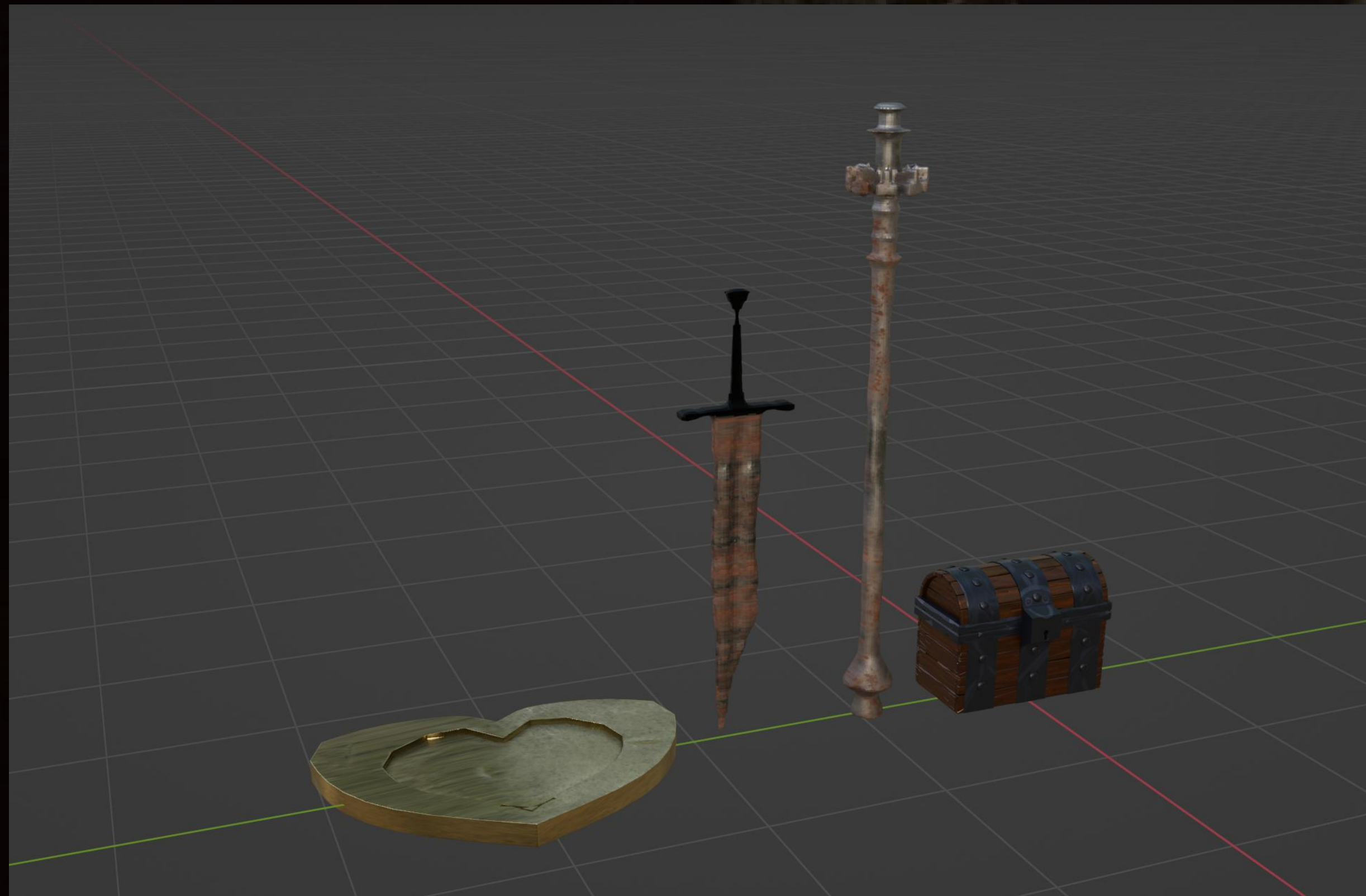
Treasure chest building process



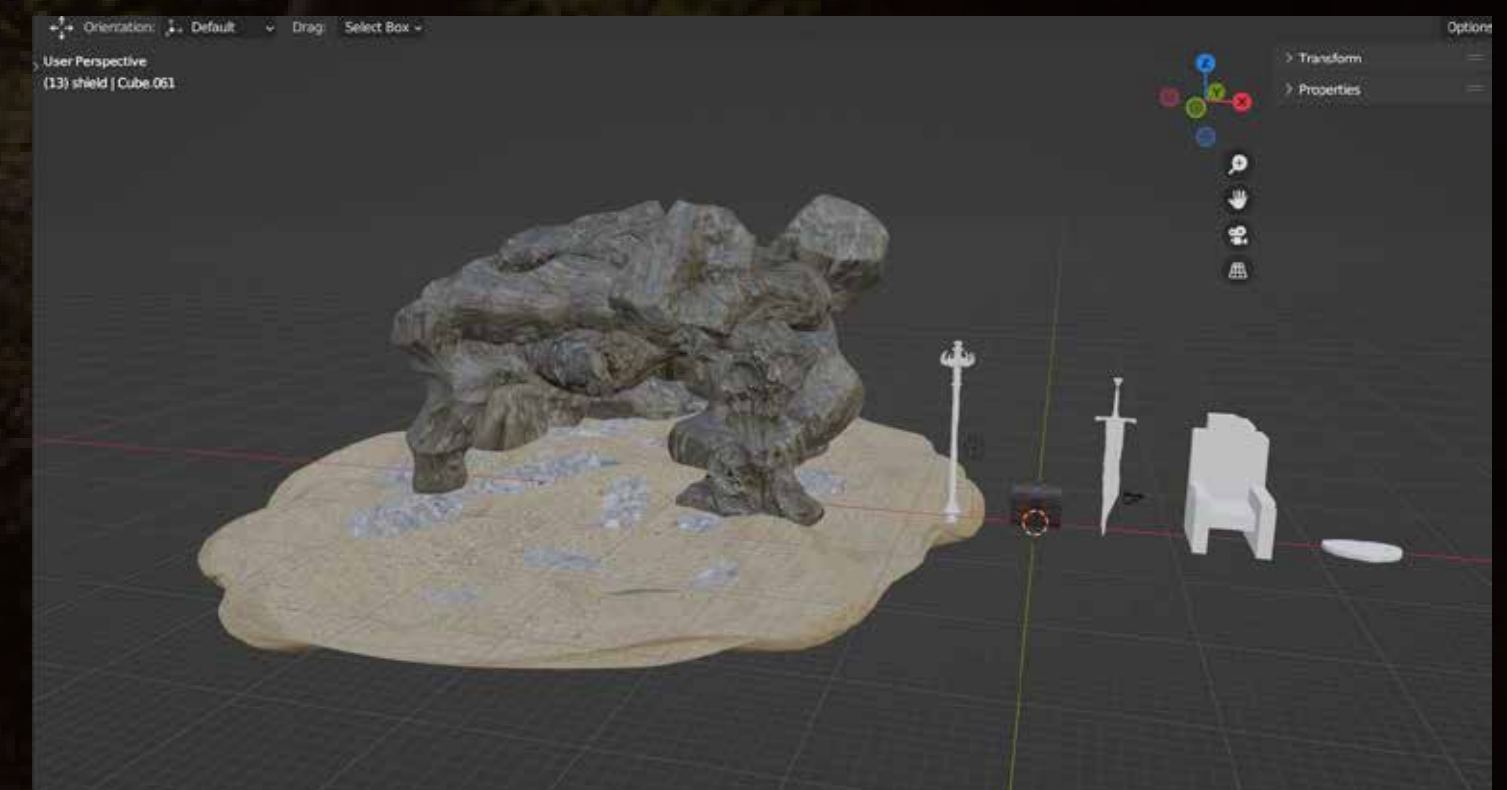
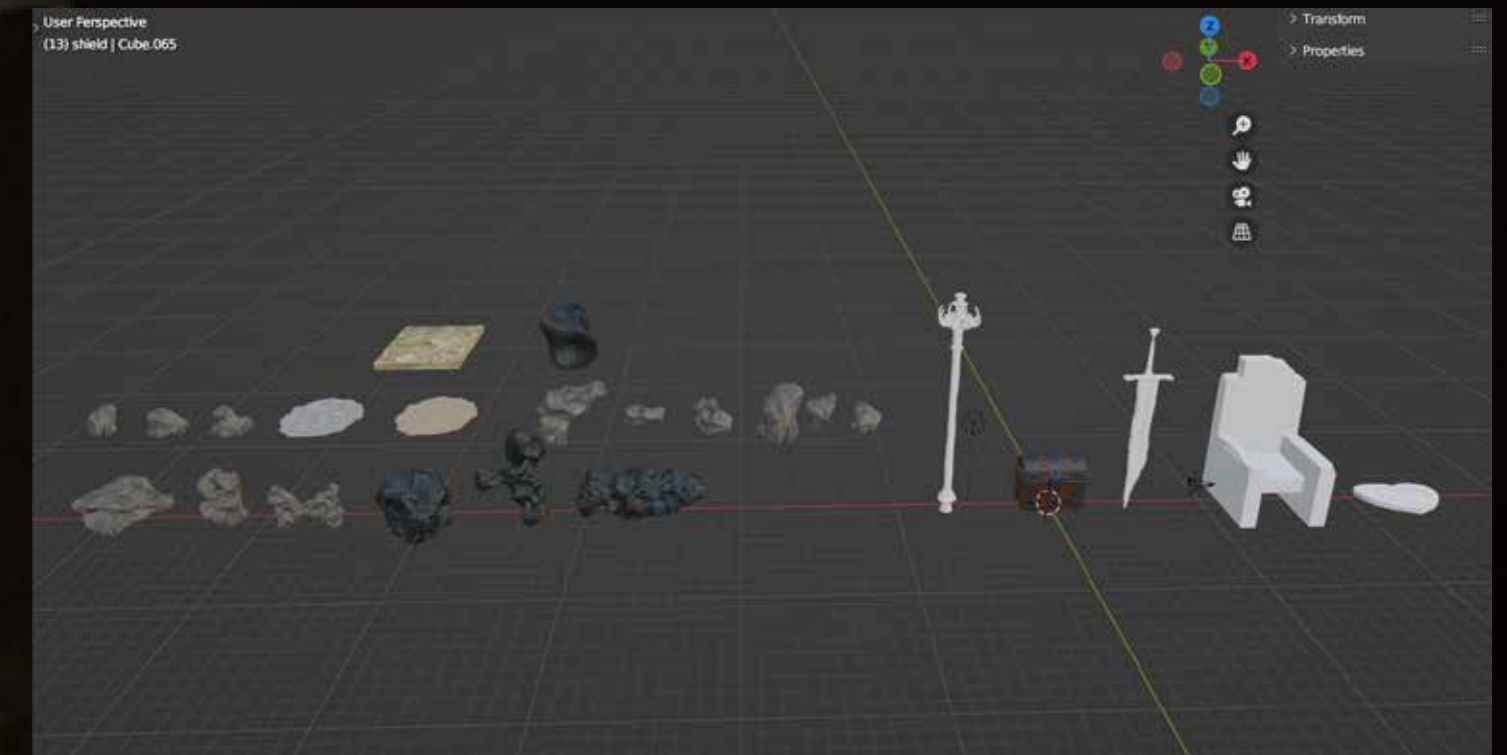
Sketch



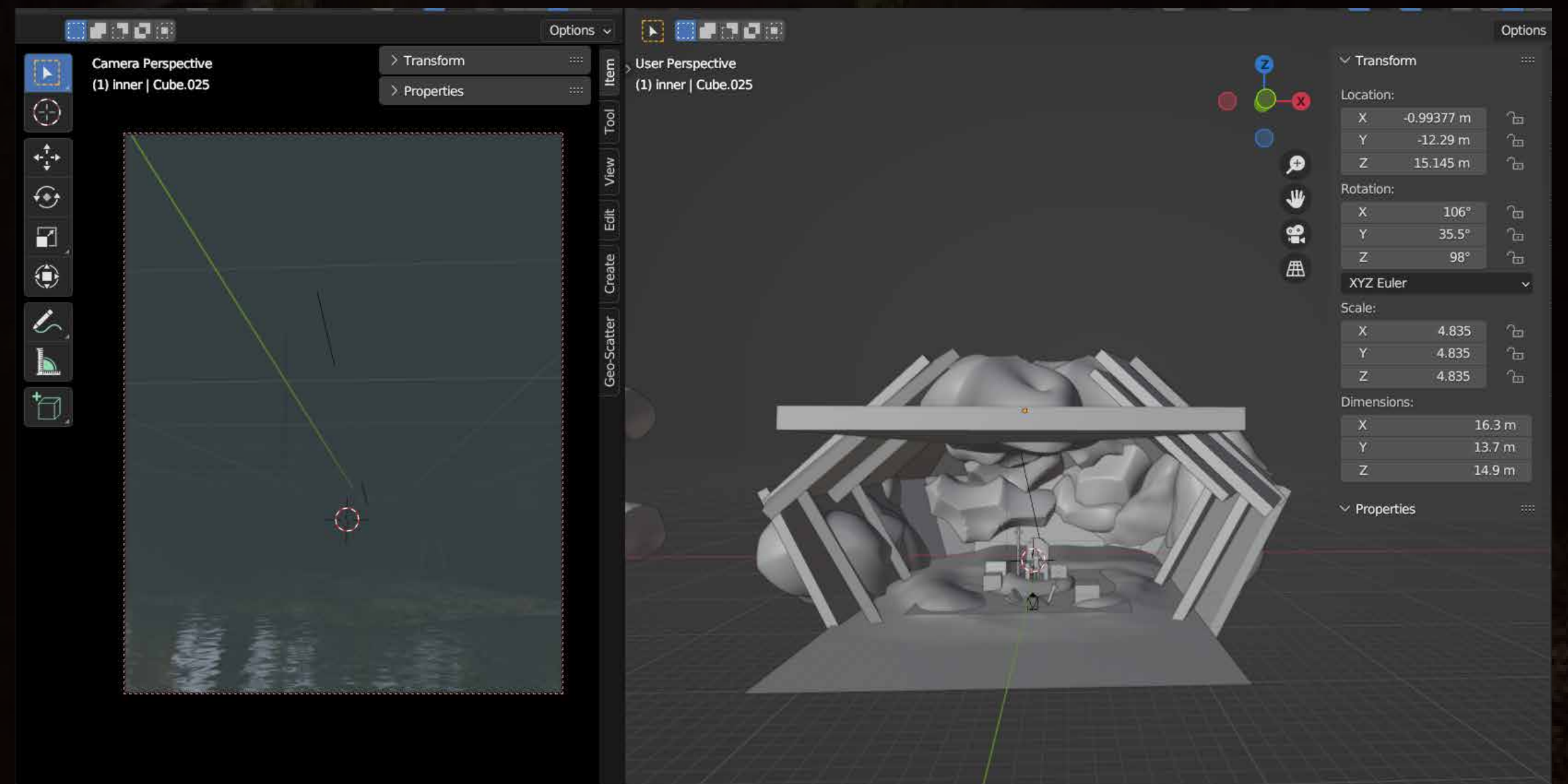
Torches, seats, swords



Display of Assets



Building process



FINAL

