#Lillian Jiang
#Reflection

TIME:
20 minutes to set the camera and view angle, Three hours to build the building, Two hours to make the texture match with the photo. Two hours to sculpting the human body. One hour to fix the lighting. Two hours to render for multiple times.

Challenge:
The building is a little complex in blade runner film, so I spend some times online to figure out the structure of the building. The human body part is the most hard part. I learned sculpt on Youtube first and then made the model. Though it is not looking perfect here, it is a great improvement compared to the beginning.

After this blender final project, I got a more comprehensive understanding on how to model, how to create certain textures, such as transparent glass and human skin. Overall, this is a challenging but fun project to do.