As a kid I have always been intrigued by computers and the new possibilities they offer when it comes to art. Especially, I was interested in the construction of 3D models as was done in CGI animations and video games. Therefore, I started playing around with various 3D modelling- and sculpting applications like blender and 3ds max. Soon I realized, it would be a challenging hobby but far from impossible, thus, I started following various tutorials and eventually created some models from scratch. Additionally, I started combining this with drawing, which I often did during my holidays. Drawing my creations in multiple perspectives (e.g. from the front, side and top) allowed me to relatively easily reconstruct them in 3D. My main interest at the time was modelling magical creatures, specifically dragons. However, this is a rather challenging concept to properly develop in 3D, so a fully modelled, textured and rigged dragon is still a work in progress. As is the case with many hobbies, it is very time consuming. Therefore, there are many projects I have been working on for a long time that still have to be finished. However, during my last year of high school, I figured I could incorporate this hobby into my final school project. Here, I modelled and animated the respiratory chain of a mitochondria under exposure of paracetamol, to illustrate some of its hepatotoxic effects on ATP synthesis. Furthermore, I utilised this skillset during my bachelor programme at Maastricht University, where I modelled and sculped a mosasaur for the Maastricht natural history museum, which we showcased as a hologram using the Pepper's ghost illusion technique.