

Environmental Modeling

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Introduction

For my environmental modeling assignment I had to model an environment and UV / texture it. I based the concept of my design on the 3D modeling assignment I had done before in which I made my own version of the flying bison from 'Avatar: The Last Airbender'.

I wanted to make some sort of temple or tower to fit with the style of the bison.

Moodboard

The moodboard I made for this model can be viewed below.



Result

I made a couple of renders of the end result, which can be seen below.





