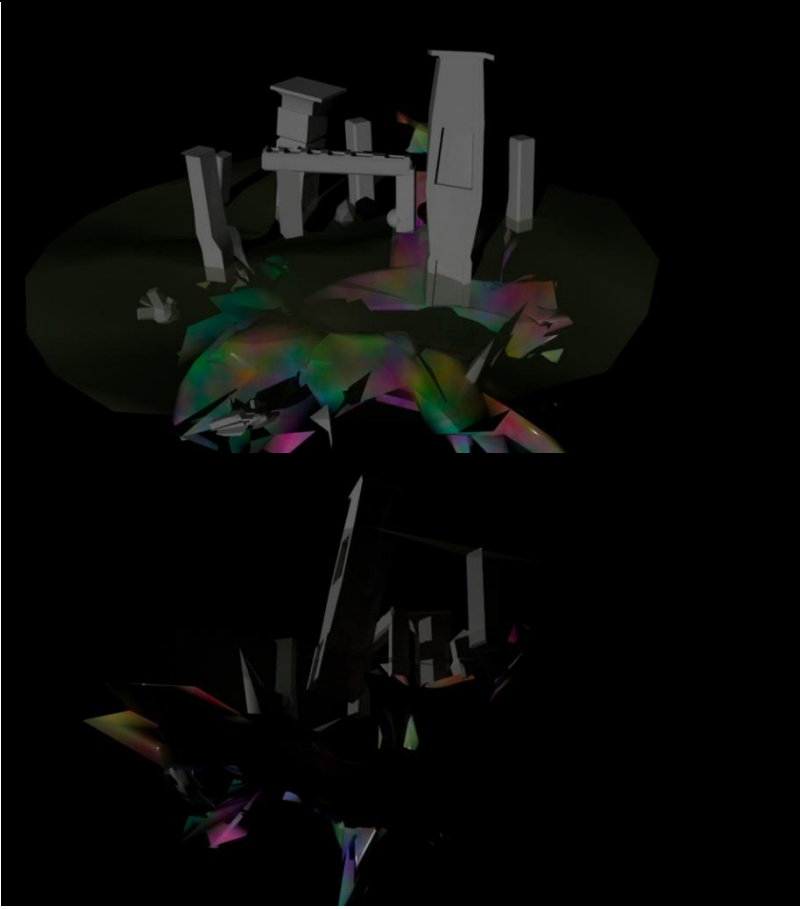


3D rotation

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This is deserted city is from my own story world- a dystopian of world of only white and grey. Interestingly, the bottom of the city is connected to a mirror, which opens to a reflected world full of colours.

This is my first attempt of 3D modelling, although faced by many challenges I watched tutorials in moulding shapes and adding texture to create a random rainbow effect. Intimidating to try at first, but sort of succeeded in the end.

Lucas's feedbacks were extremely helpful, he pointed out that my approach is too abstract and complicated for this project and gave advise on lighting within a natural environment.

Not sure if I would like to use 3D in my future works again, but through familiarising with it, it opened up more art style and medians to experiment with.

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