Posted by Aircraftkiller on Thu, 12 Jun 2008 05:02:26 GMT
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My three final project renderings for 3D Modeling 1, the assignment was to model a room. I went a bit farther than I should have. It'll make a great portfolio piece and is also going to be my final project for texturing 1.

Thought I'd share it and see what everyone thought. I've got a lot more to model in the scene for my next quarter of classes, stuff I didn't get a chance to do this time. It's going to have a full exterior (window shot looking at an island in the distance) complete with sun, sky, etc...