

Laboratory Scene

2008

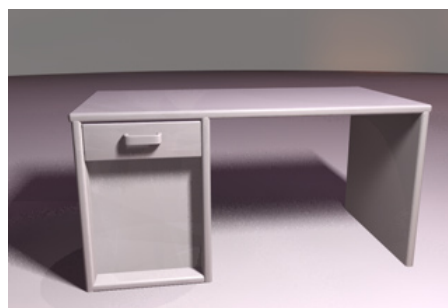
Final project for 3D Form + Space: model, texture, and light a complex scene with a large number of different objects. In addition to striving for photorealism, goal was to learn custom-painted texturing.



First step: sketch and rough out the objects in the scene.



Second step: start modeling.



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Third step: untextured room



Third step: partially textured



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Final image