

Inspirations



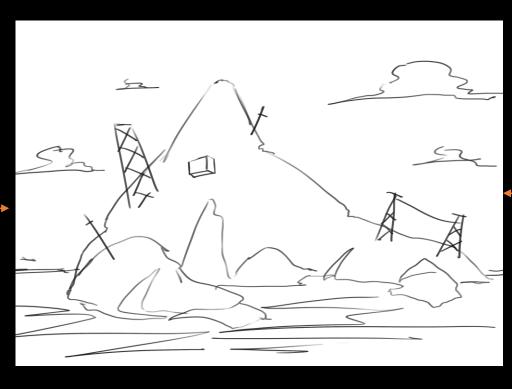
Global Warming



Waterworld (1995)



Titanic(1997)



SKetches



Evangelion: 3.0+1.0 Thrice Upon a Time.(2021)

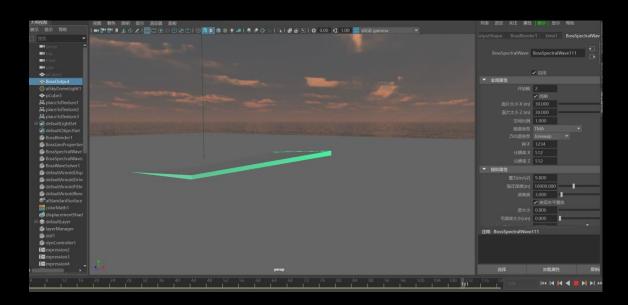


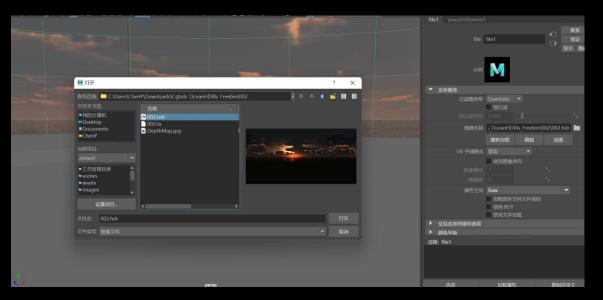
Thunderbolt(1995)

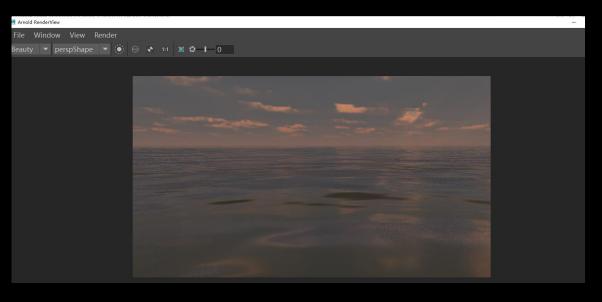


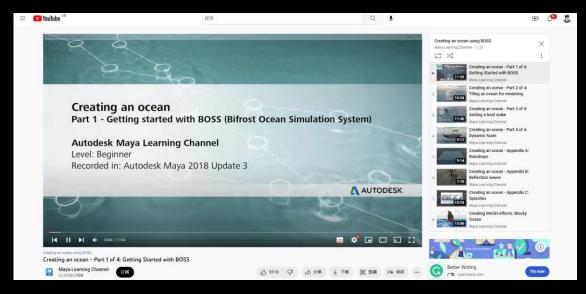
Kingdom Rush(2011)

Modeling: Creating an Ocean

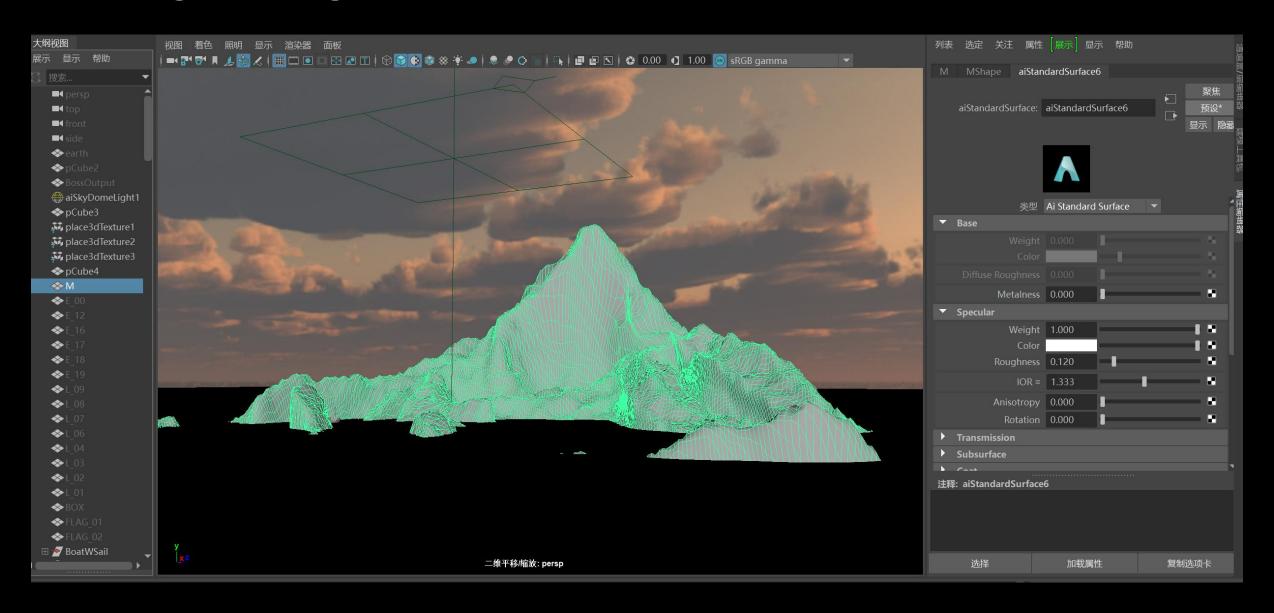








Modeling: Creating an Mountain

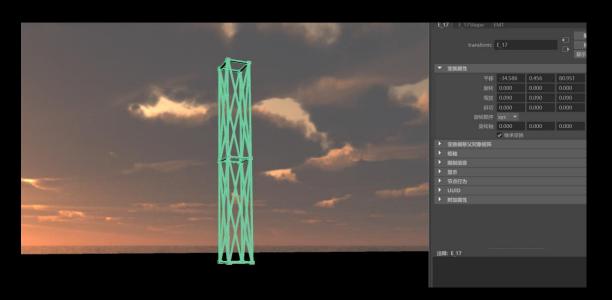


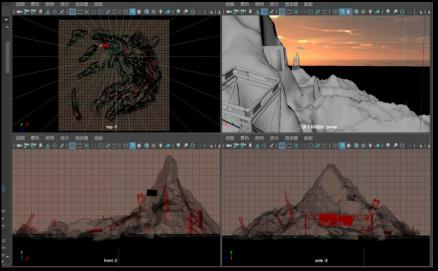
Different materials?

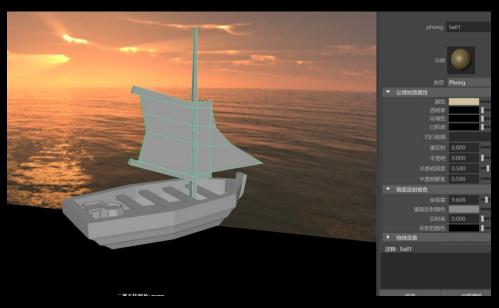


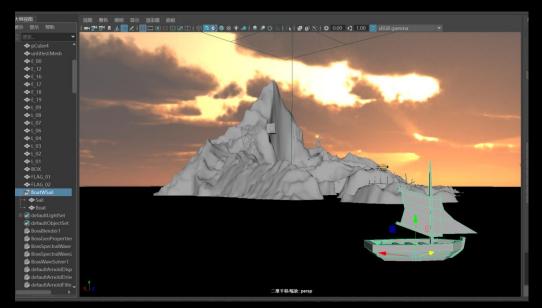
I also tried presets like *honey* and *soap* to make this iceberg look delicious I accidentally mistook shampoo for toothpaste yesterday

Modeling, modeling, modeling



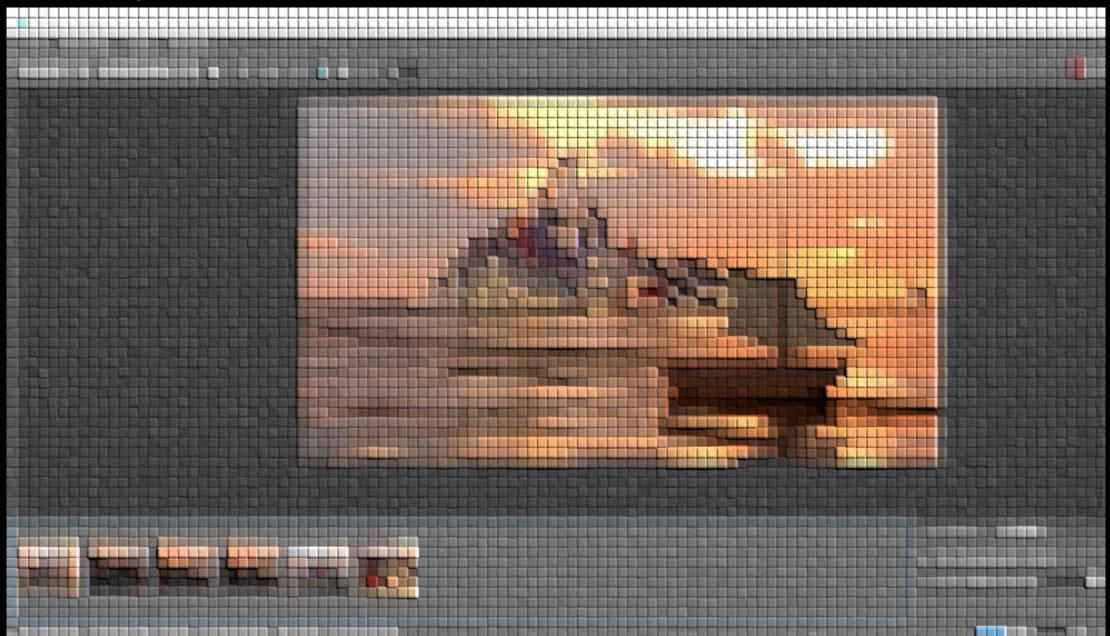




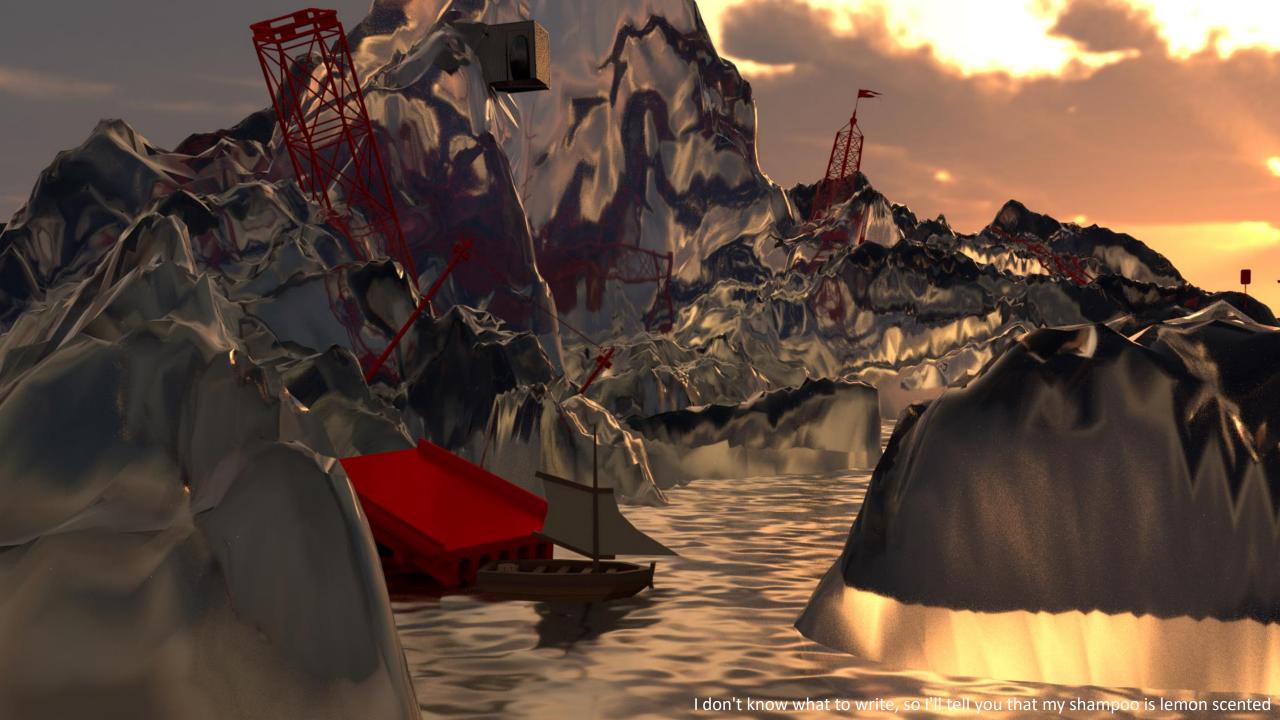


There are many other iron-framed buildings, which I won't show more because of repetition, but the common denominator is that they are very simple to make

Rendering...









Character design (not used)





I had designed a character to fit the scene, and her costume was based on the NASA spacesuits (I'm a NASA fan, and I'm wearing a NASA fan costume today).

But when I finished drawing it I realised I couldn't possibly build a good model of the character, so gave up (I won't show this page in Presentation, it's a little **surprise** for you who are reading this now).