2024.1.20

A modeling exercise I did in my sophomore year while self-learning modeling software, attempting to use wireframe representation to convey a sense of spatial narrative, which laid an aesthetic foundation for exploring formal expression in modeling later on.

2024.3.17

After exploring line language, I continued to explore material rendering and color matching in modeling. This gave me a deeper and more comprehensive understanding of visual expression in modeling.

2024.6.3

This was my first attempt at integrating characters and scenes in 3D modeling, which helped me develop my skills in virtual space structure design. Later, in the production of effects for the first project in my portfolio, I continued to use the same logic for scene construction.