

# Final Render



# Close up render



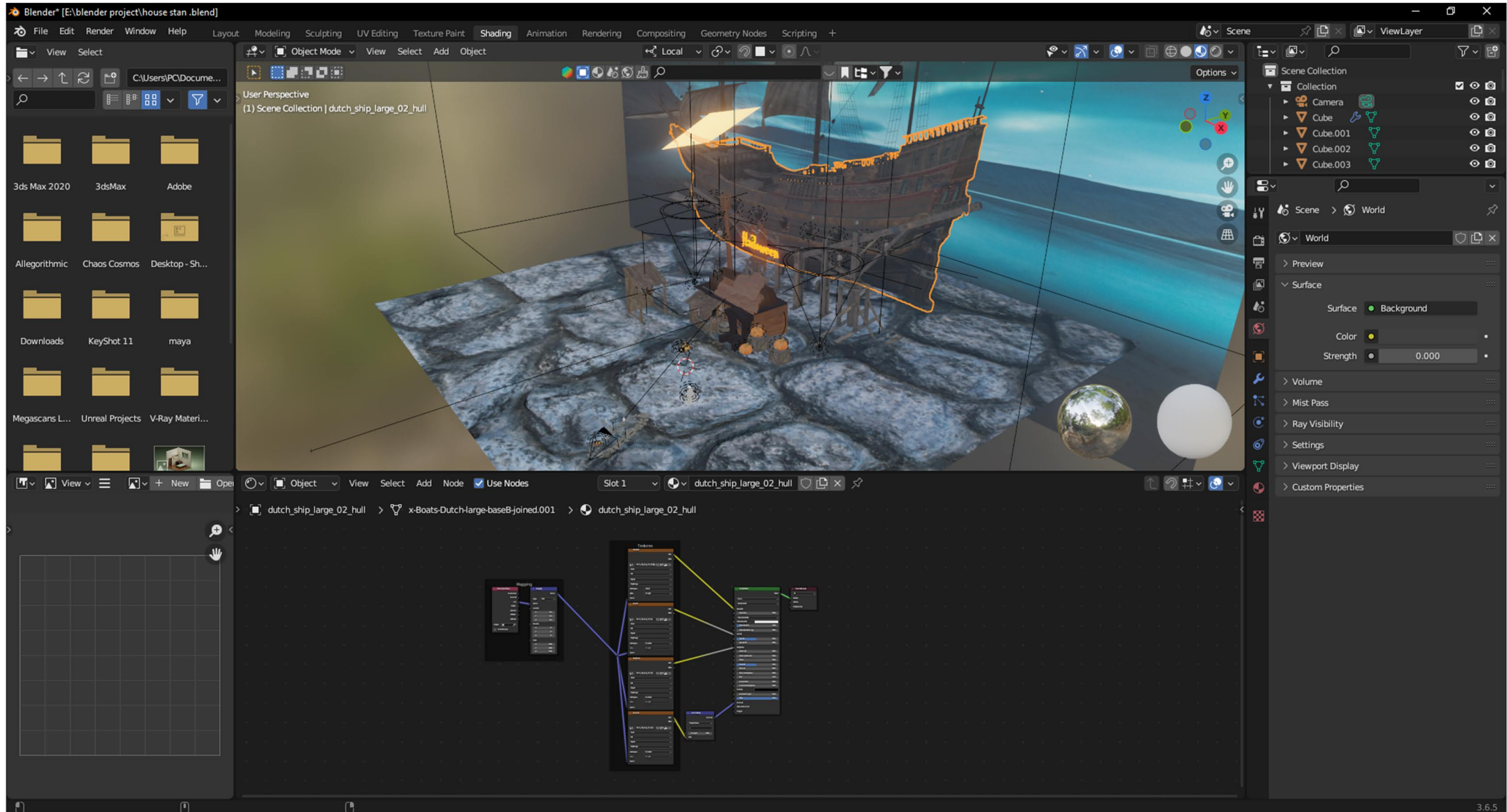
# Grayscale



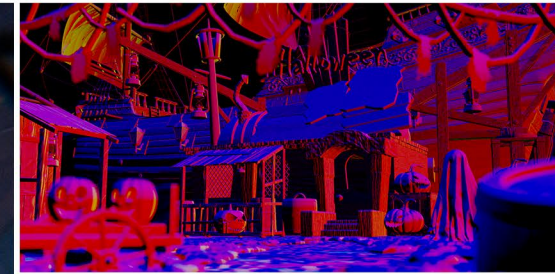
# Wireframe



# Shading Nodes



# ENV Modelling & Texturing - Samples



Source file link - [https://drive.google.com/file/d/1XnFSUDEP\\_QBx3i\\_H4GXZJpQcq3IBpLR5/view?usp=drivesdk](https://drive.google.com/file/d/1XnFSUDEP_QBx3i_H4GXZJpQcq3IBpLR5/view?usp=drivesdk)