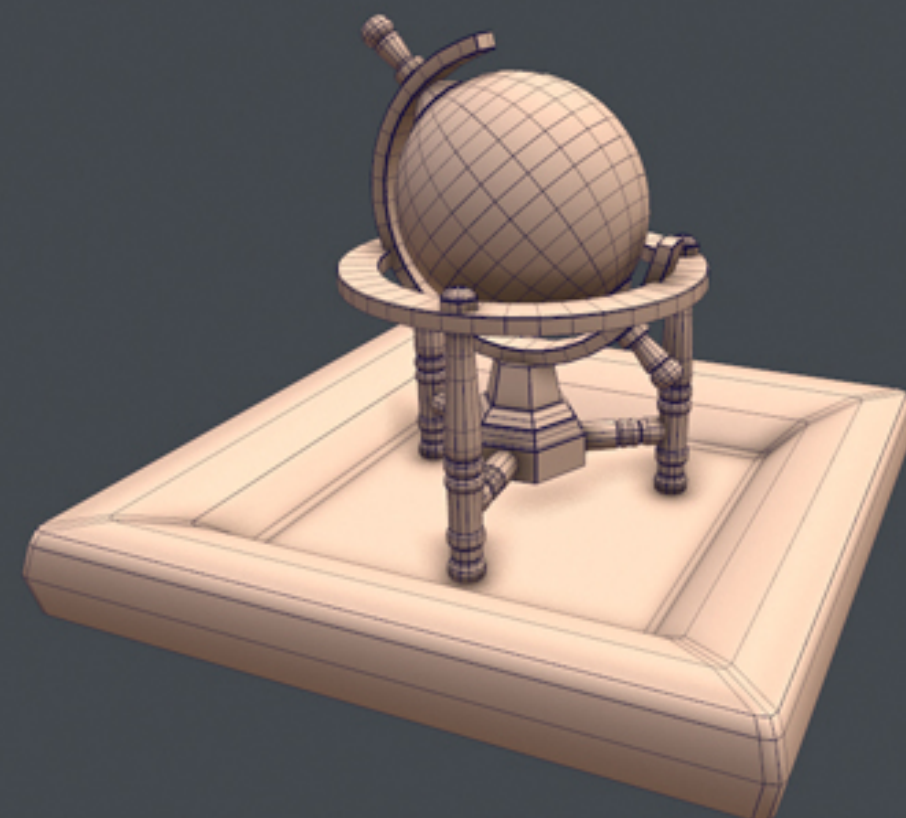
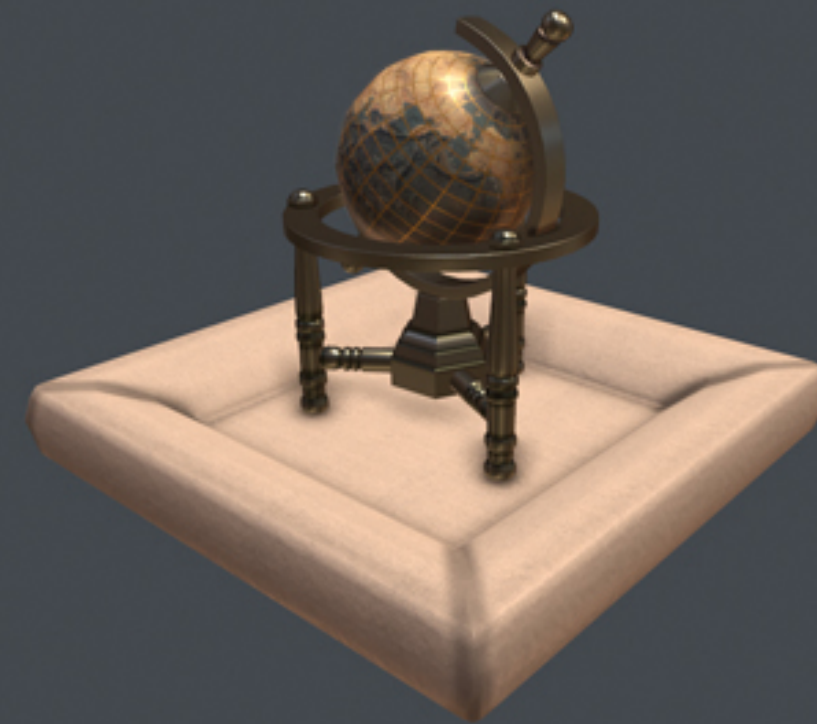
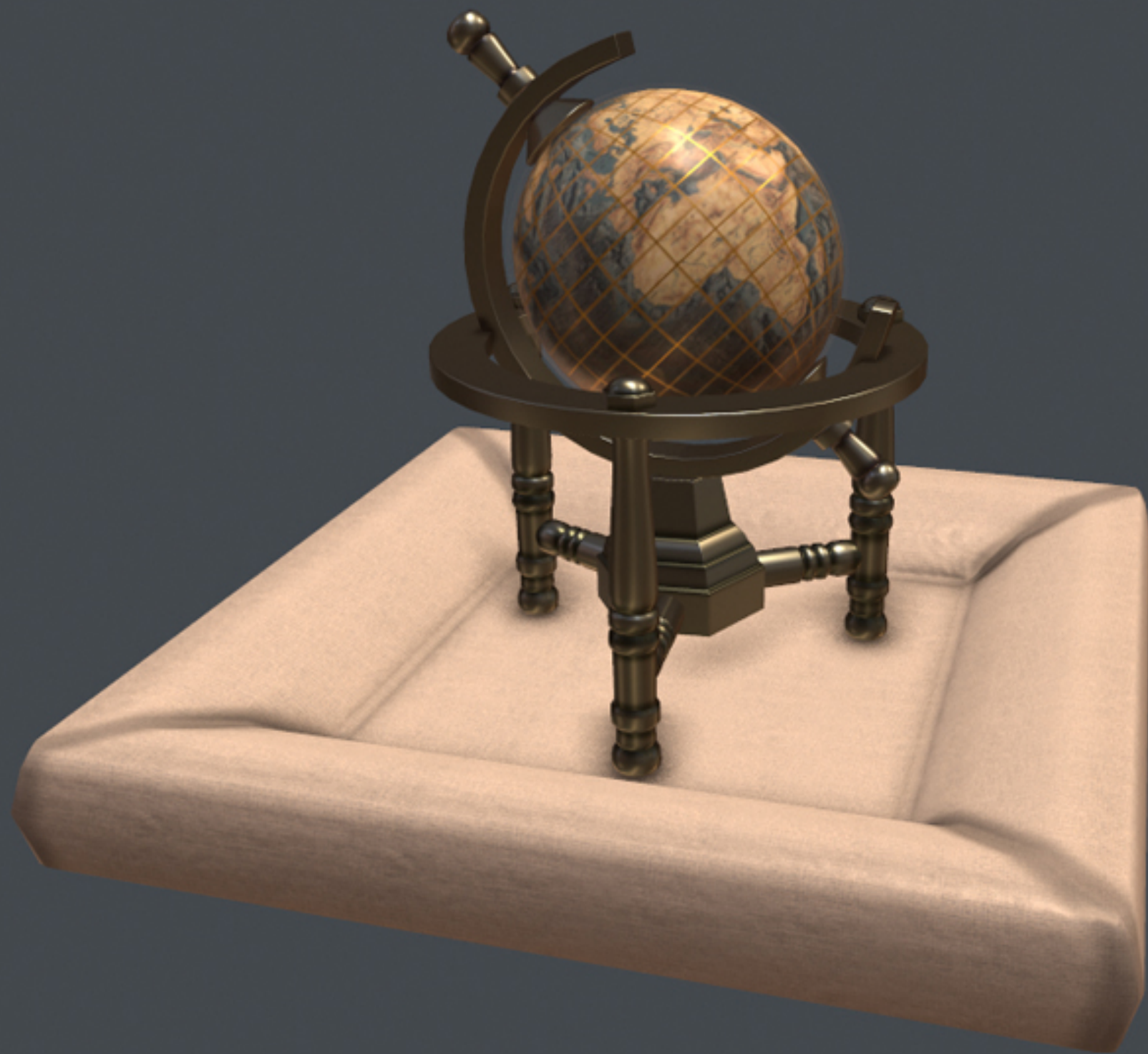


Ford Escape

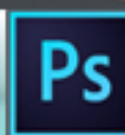
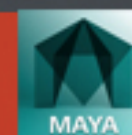
As a milestone for myself, I wanted to model a car as accurately as possible.



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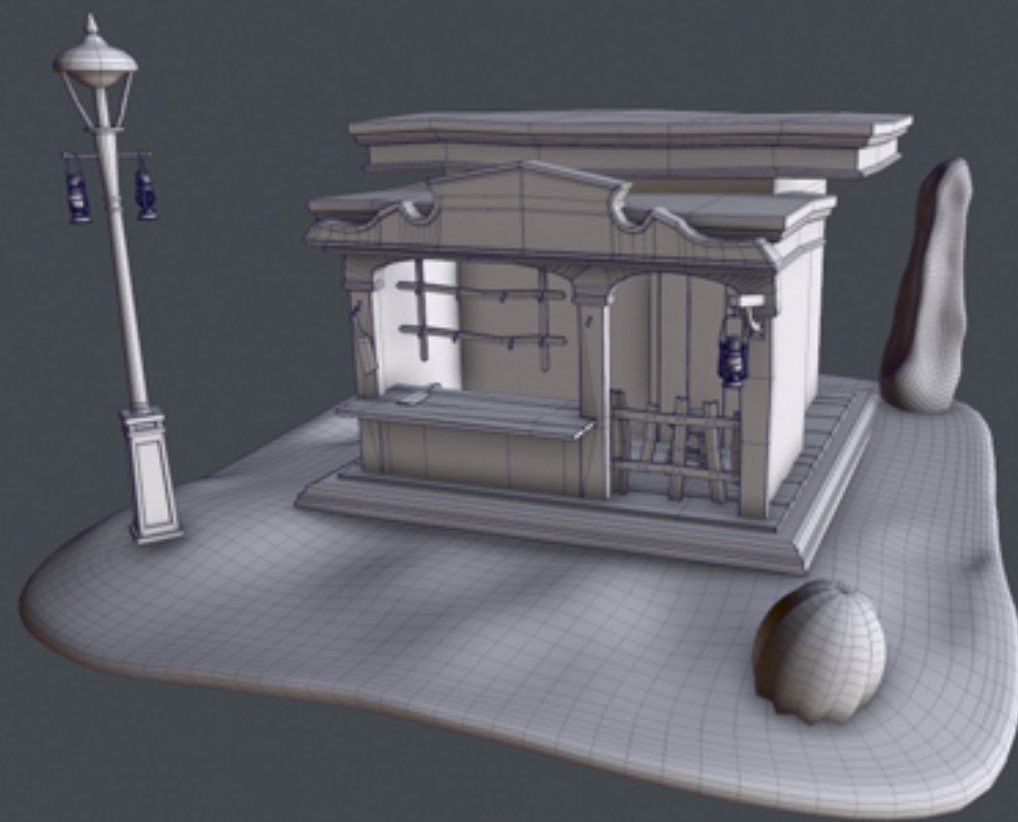
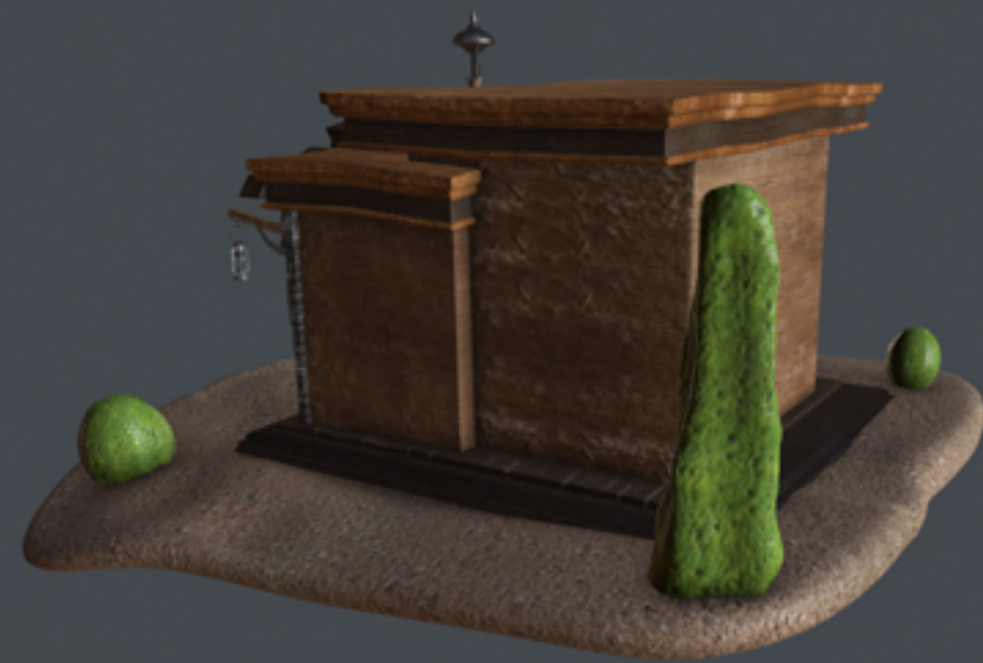
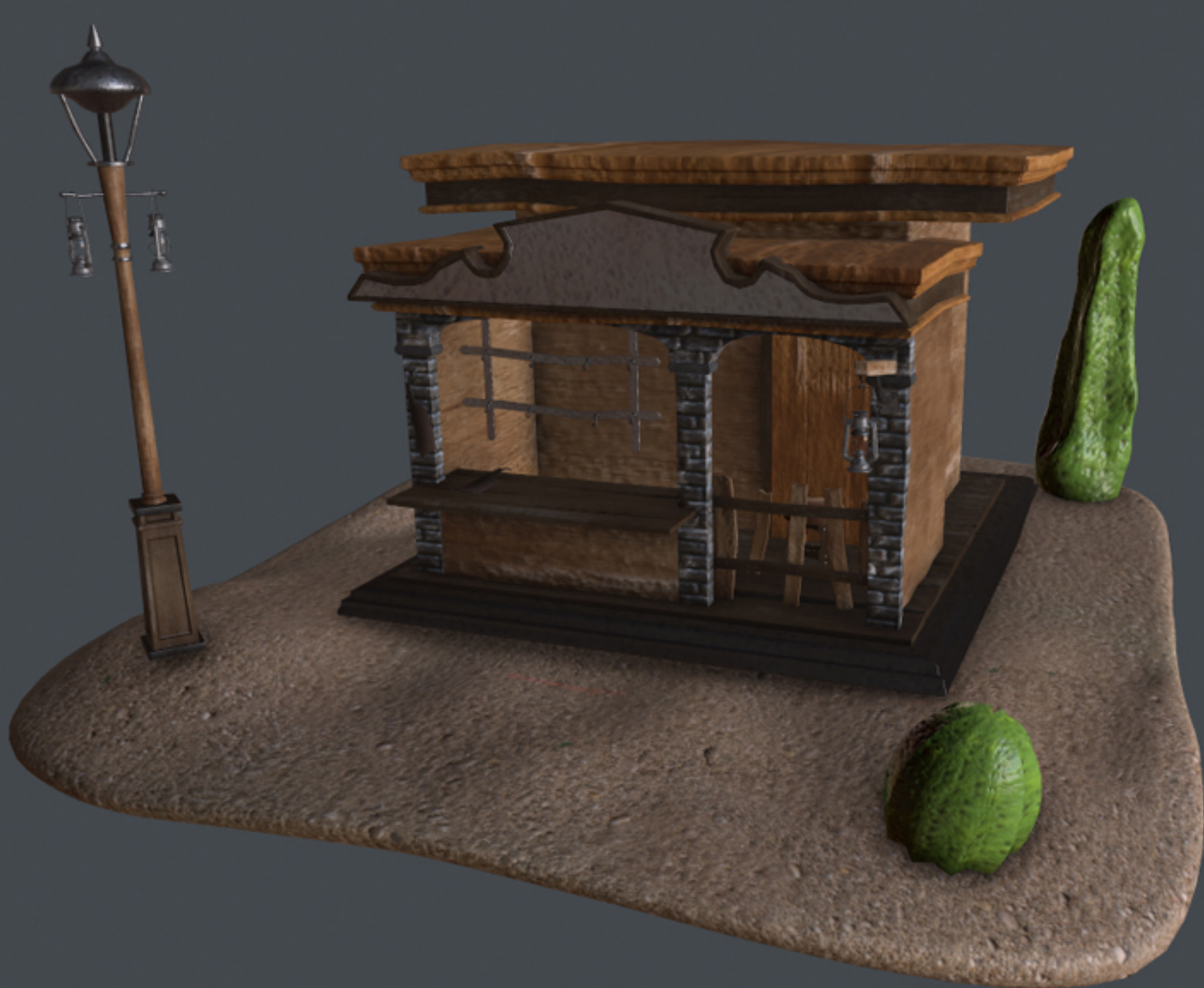


Globe Stand



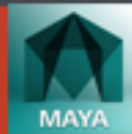
In my first trip to Vegas, I bought an interesting stand. Its shape inspired me to model it.

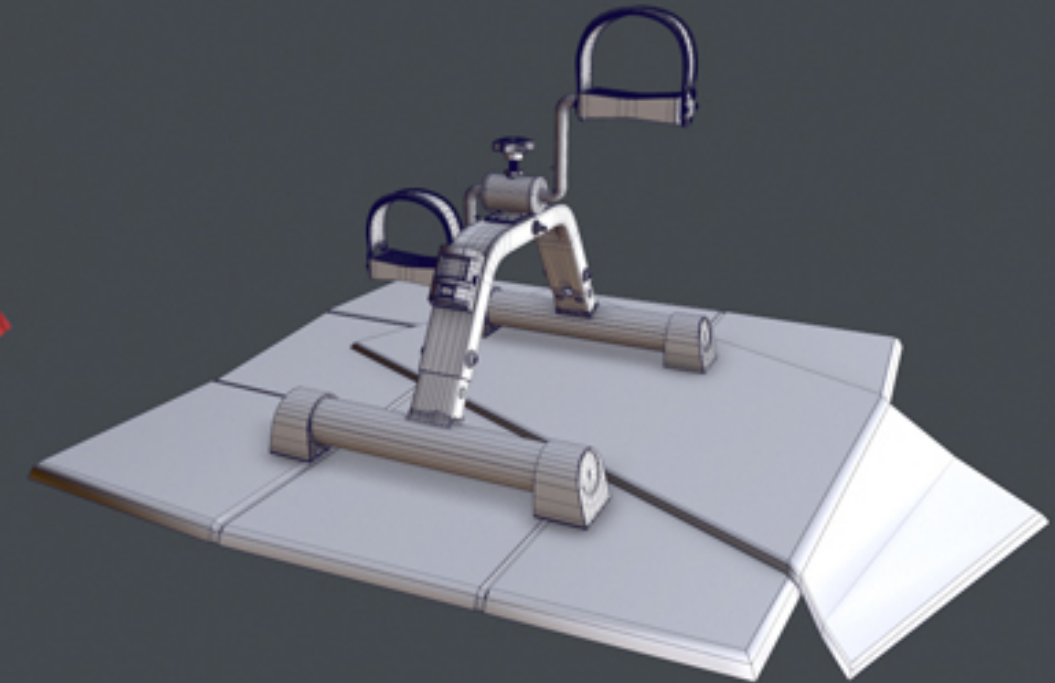
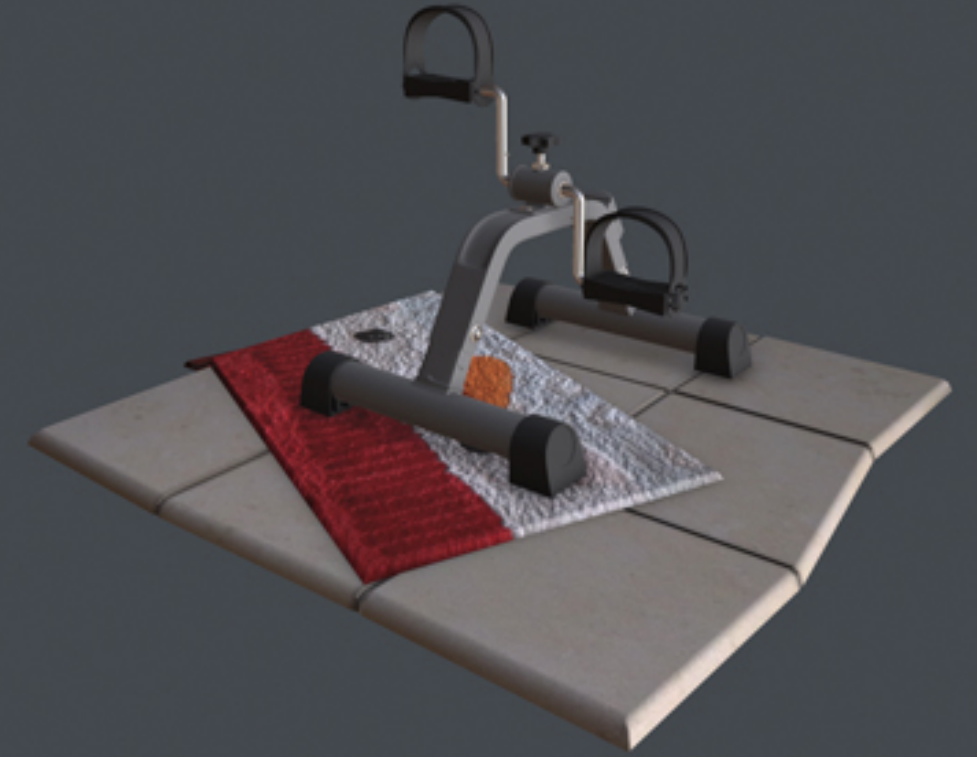
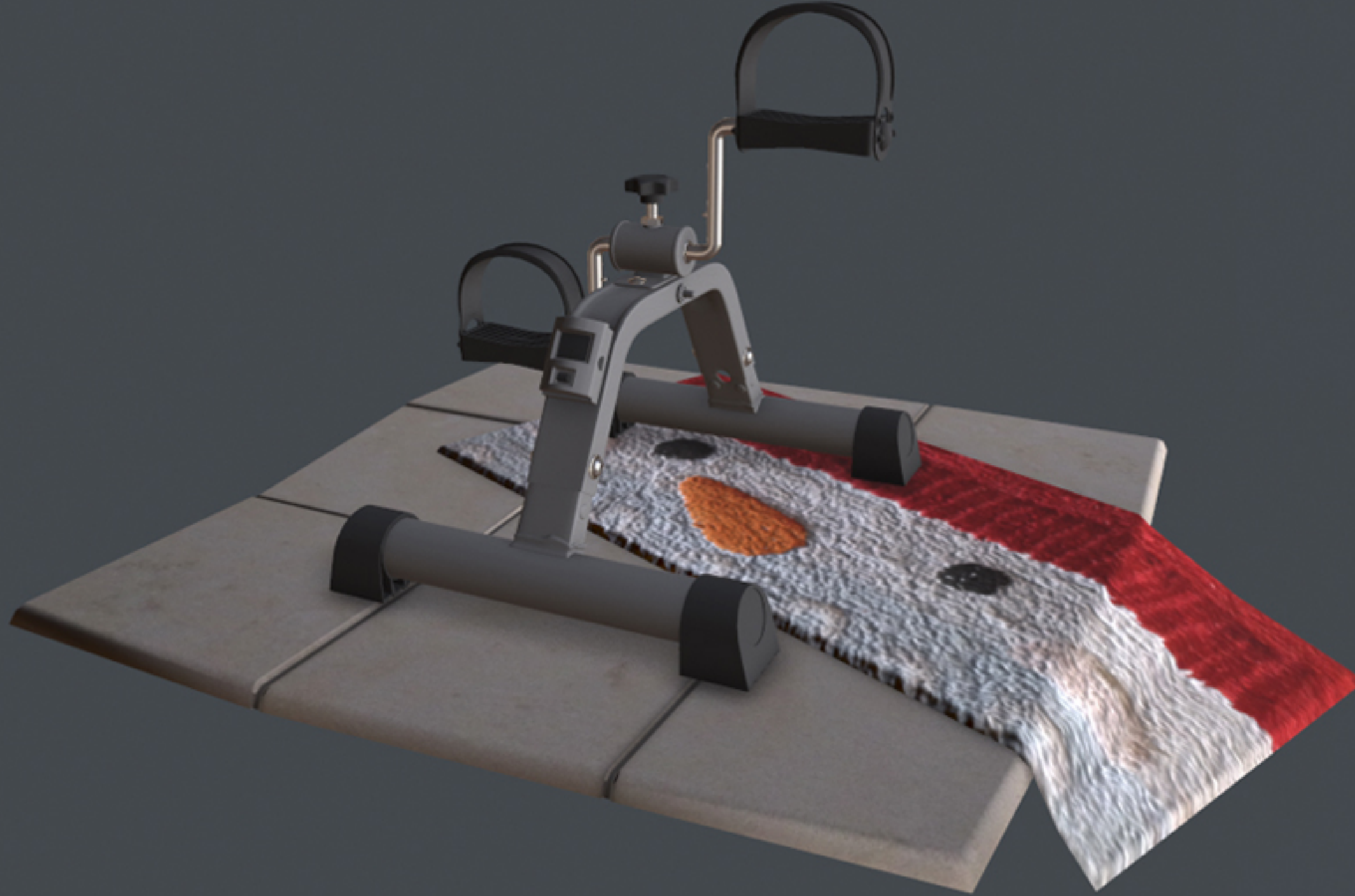




Food Booth

I saw an interesting but simple toy model of a medieval food booth. I wanted to model it more realistically.

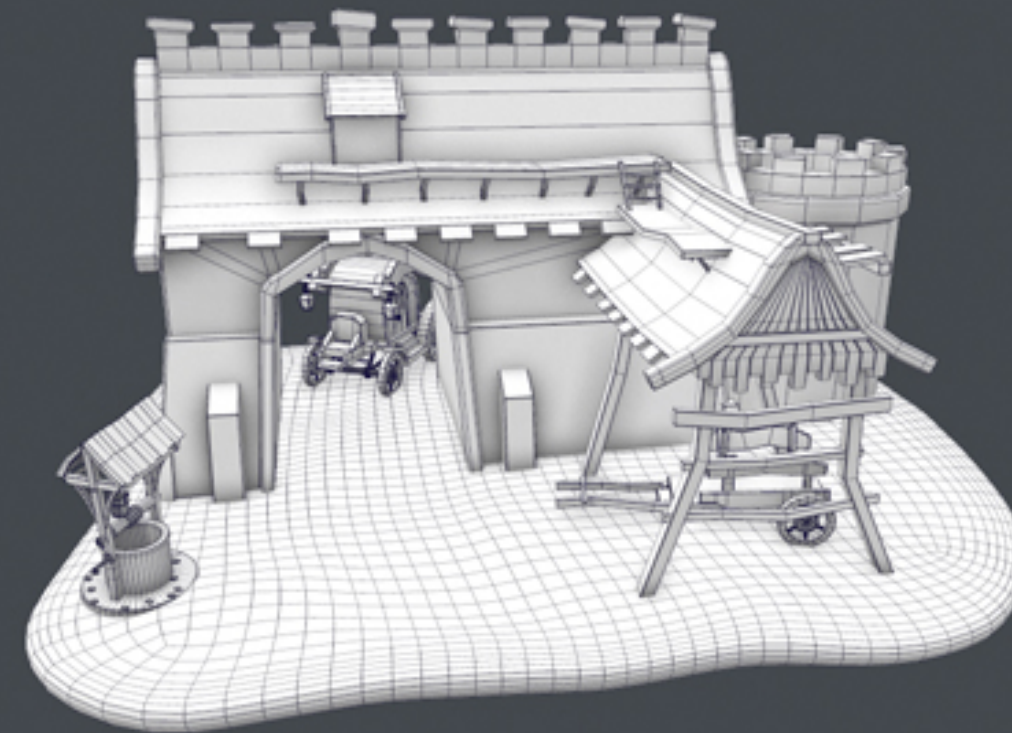
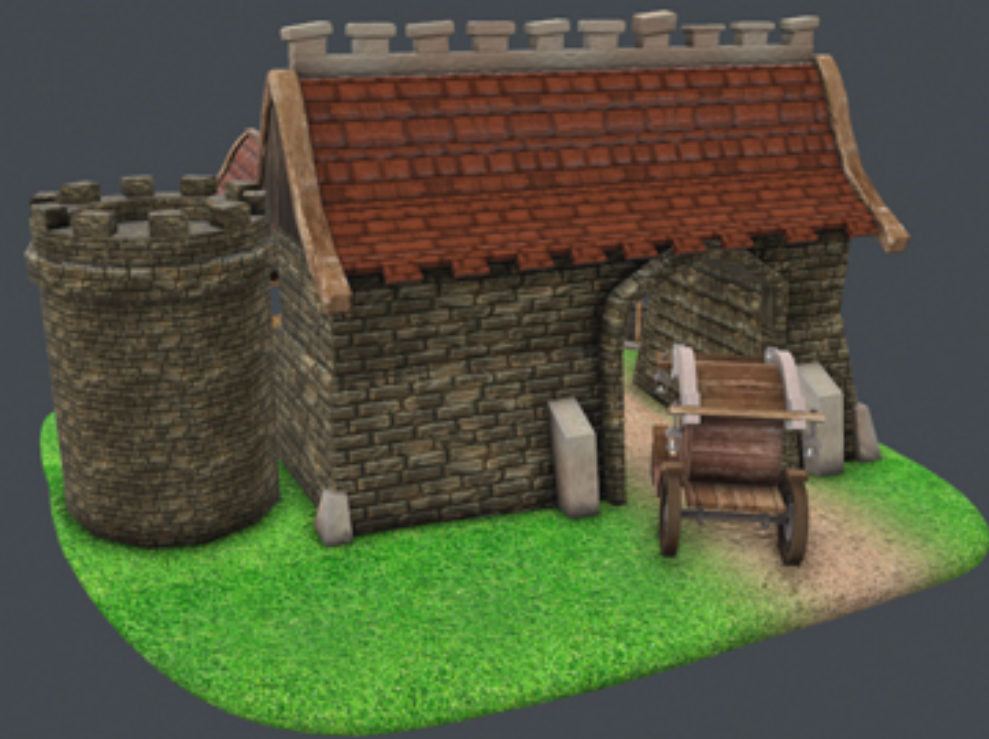




Foot Peddle

I enjoy modeling objects I use in real life. The foot peddle I used had an interesting shape.

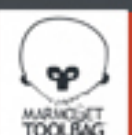
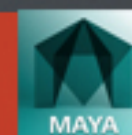


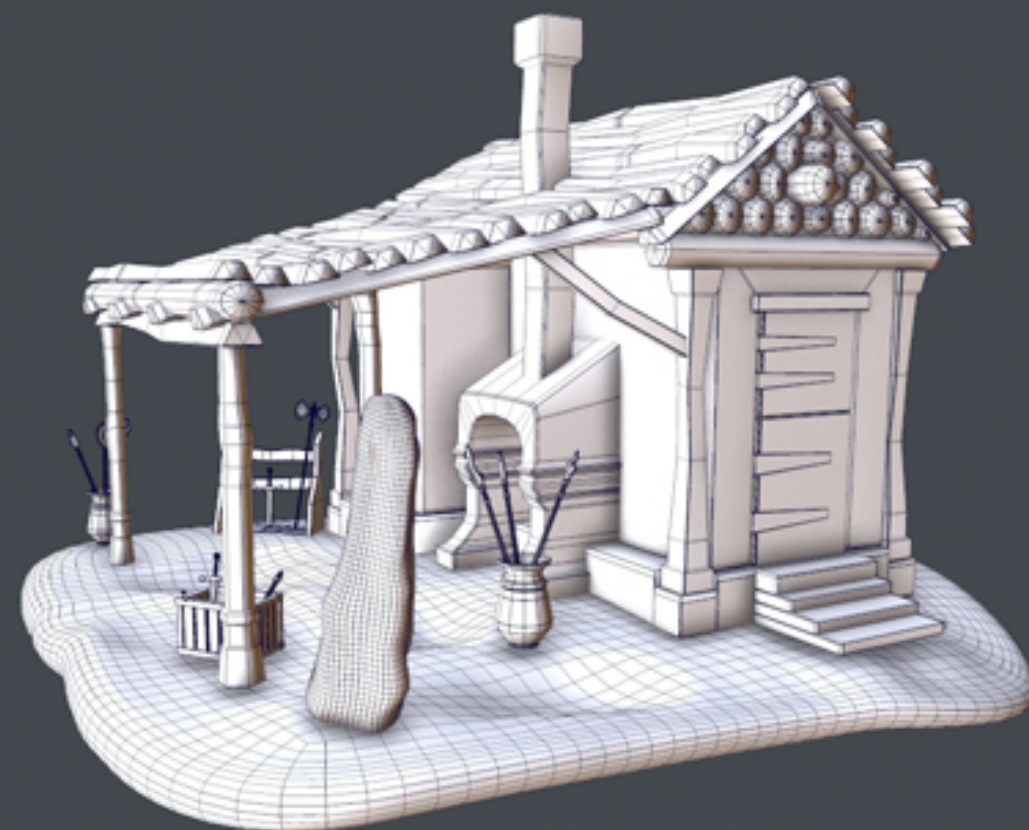
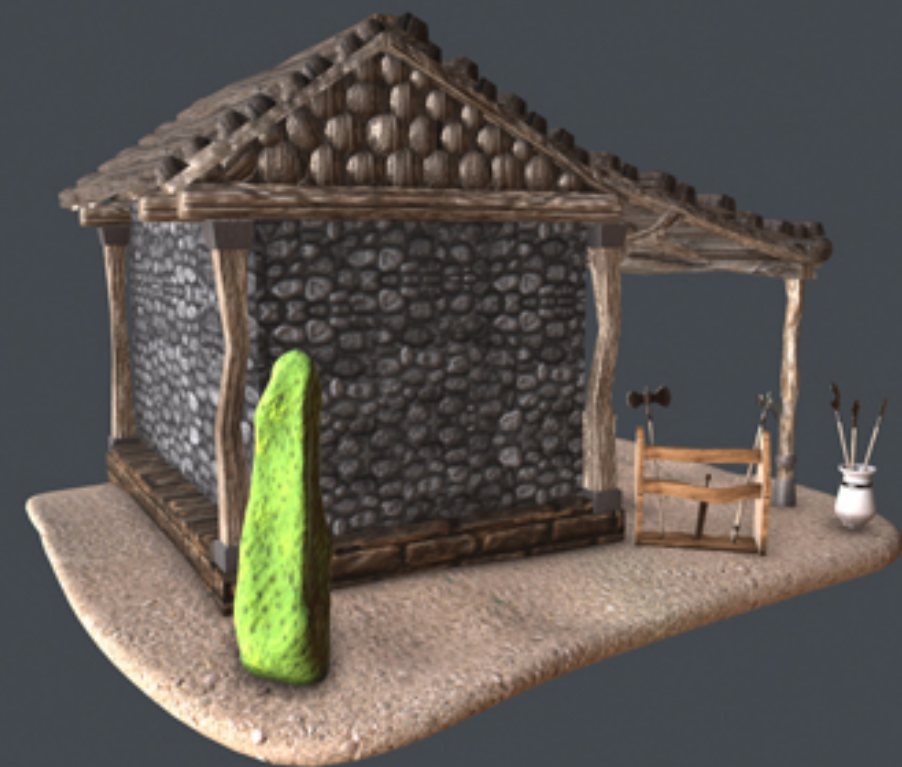
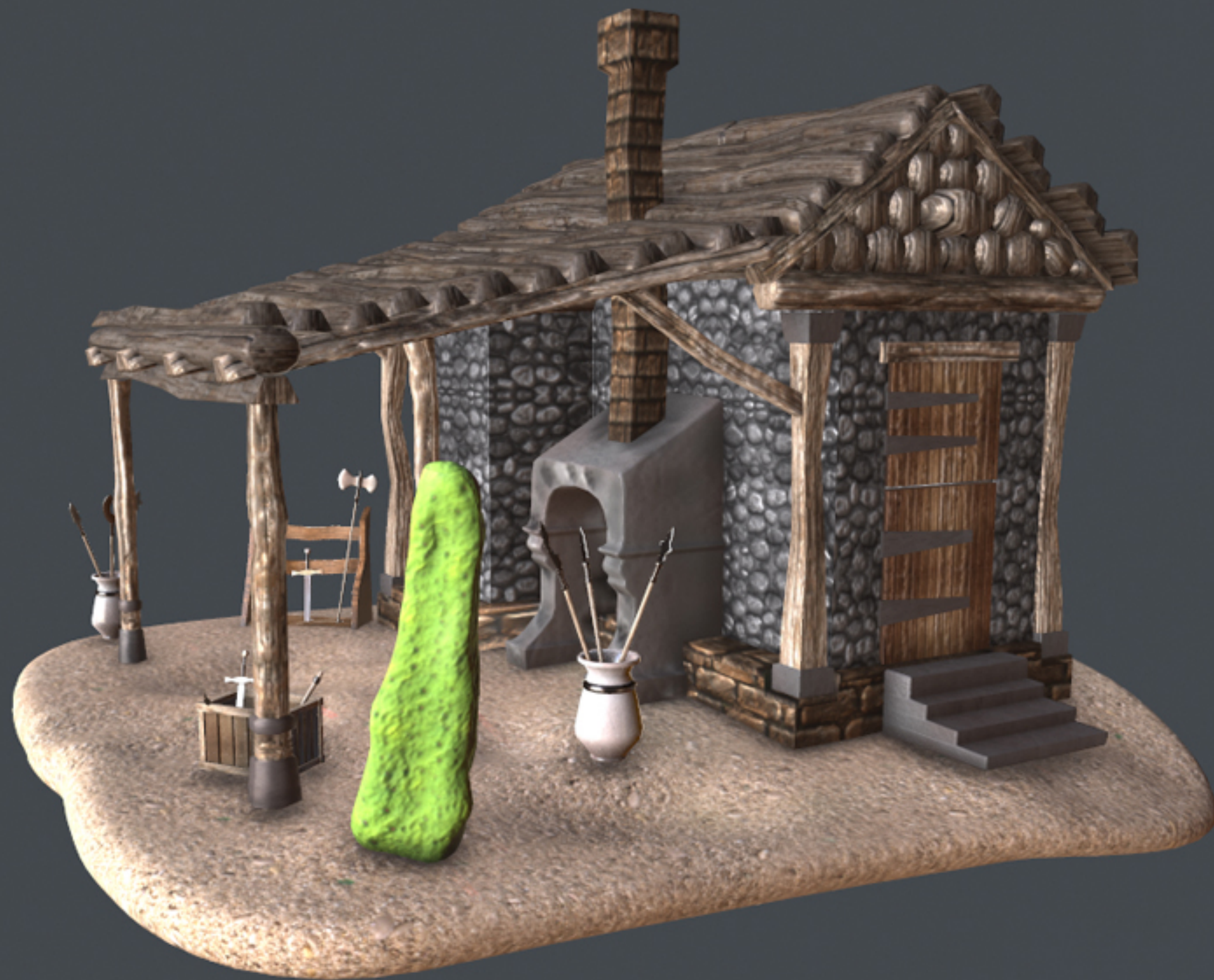


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Check Point

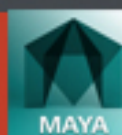
I like mini toy models that portray activity. A wagon checkpoint seemed like a fun and interesting thing to model.





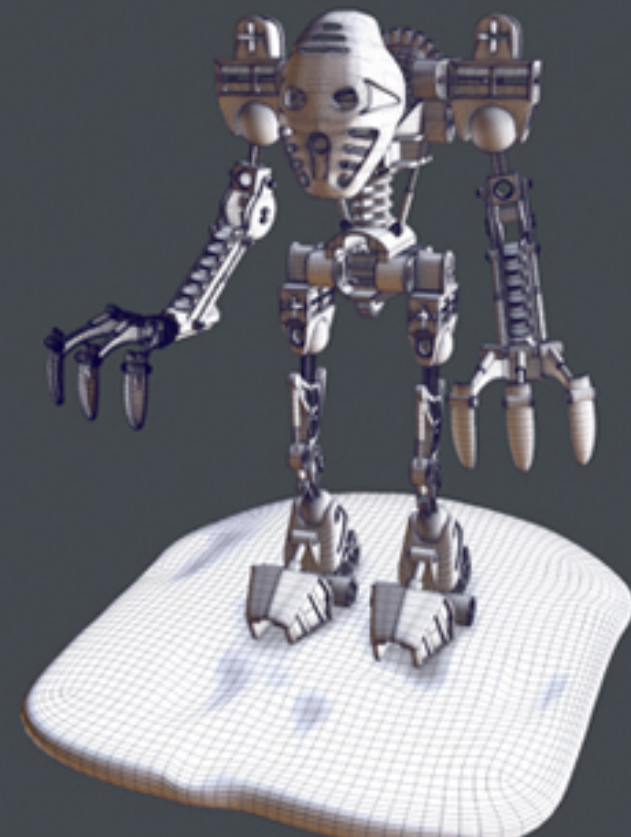
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Weapon Forge



I wanted to model a scene with cluttered objects. A forge littered with weapons seemed like a logical choice.





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Bionicle

As a child, Bionicle was my favorite toy. I modeled for fun and as a challenge to myself.

