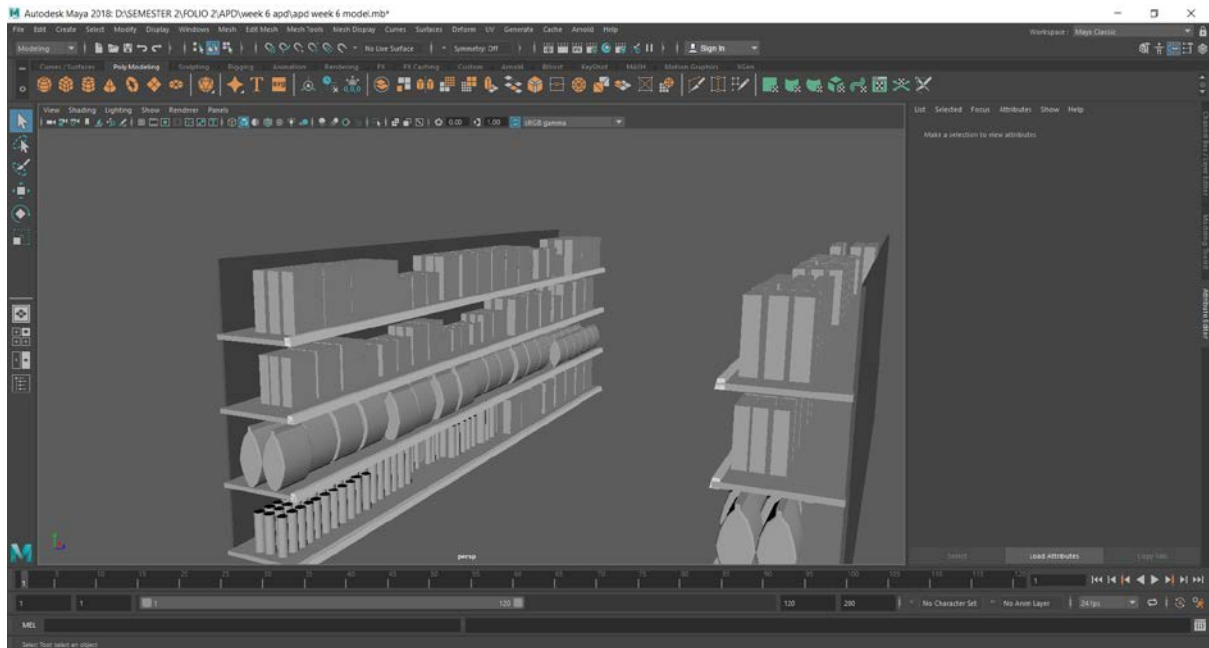


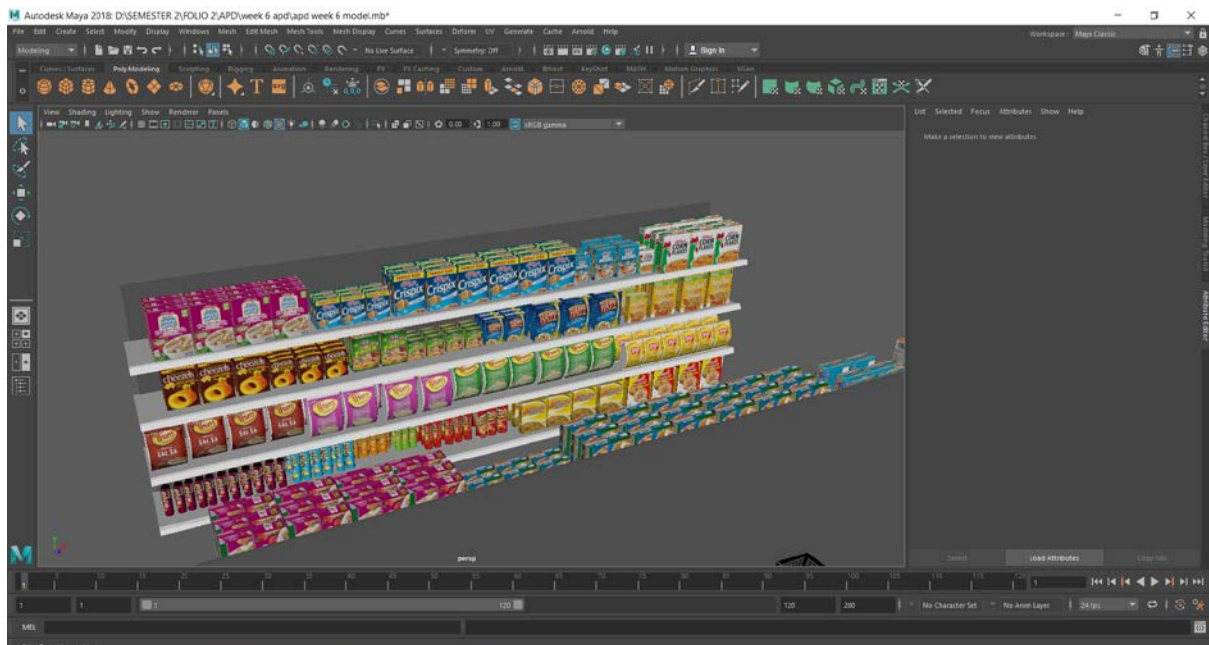
Apd Week 6 (Play and Forces)

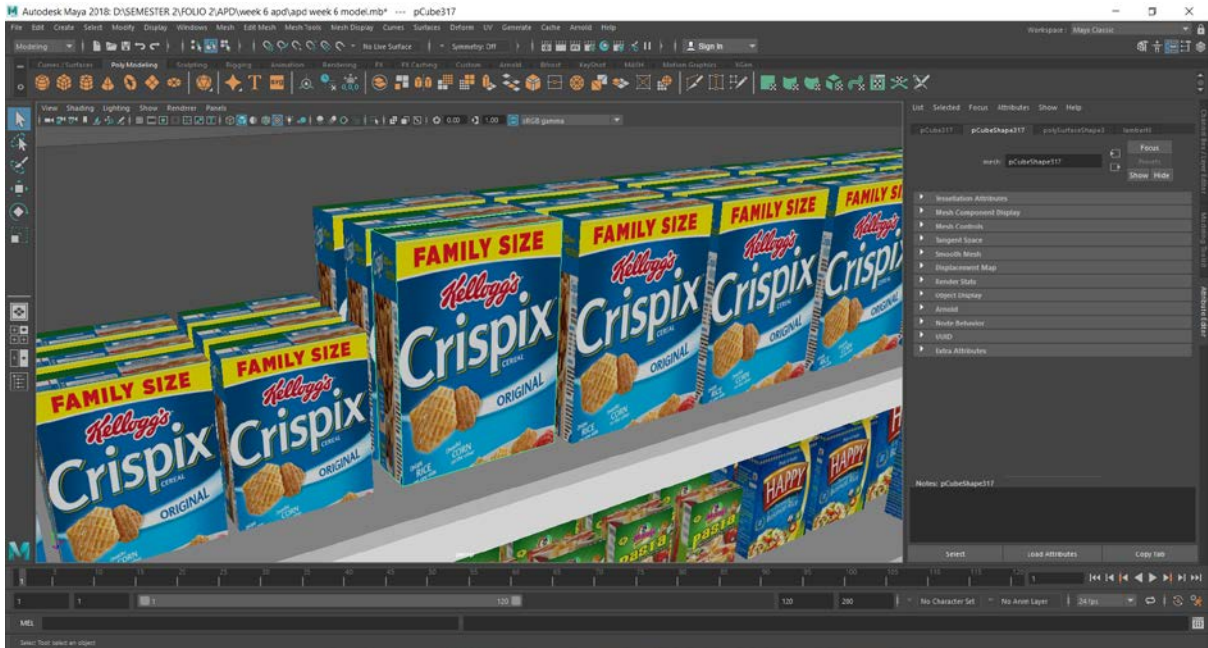
Documentation of work

First of all, I started with creating the models in Maya.



After creating the base models, I textured them by finding packaging textures online. I further used UV mapping in Maya and Photoshop to texture everything.





After the work on models was complete, I took the models to Unity and worked on the scripts.

