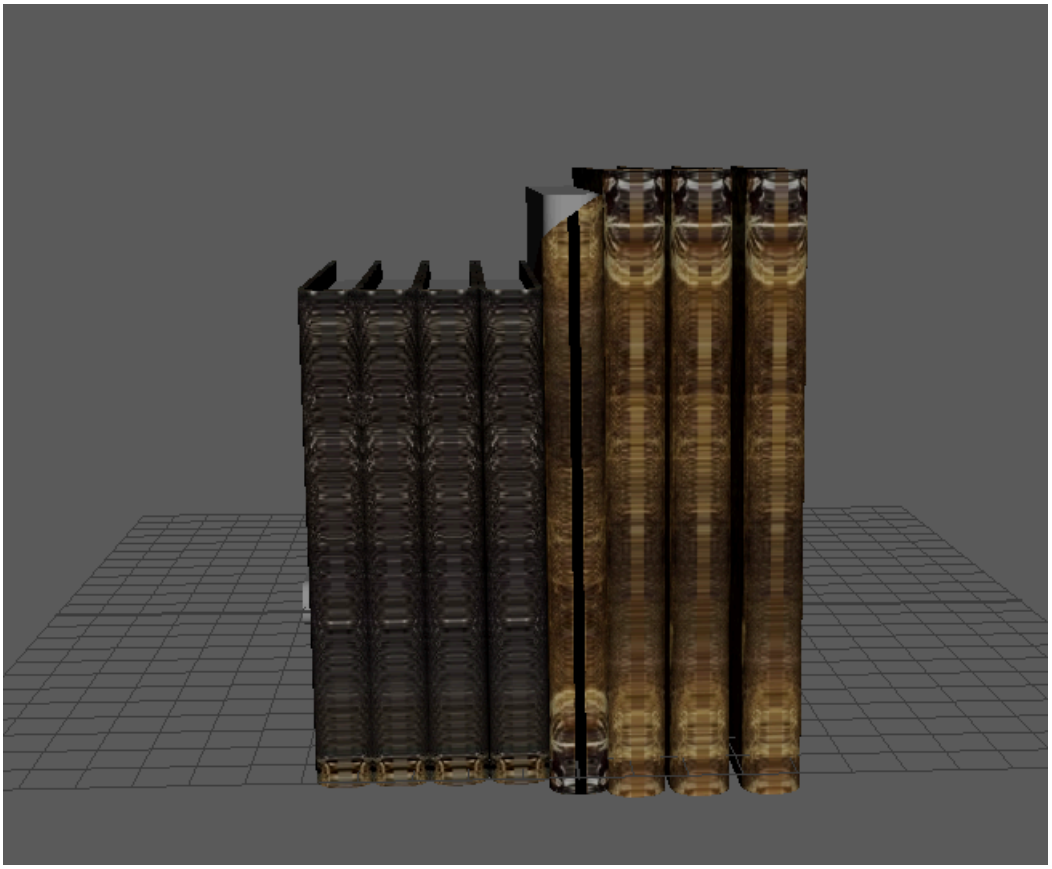
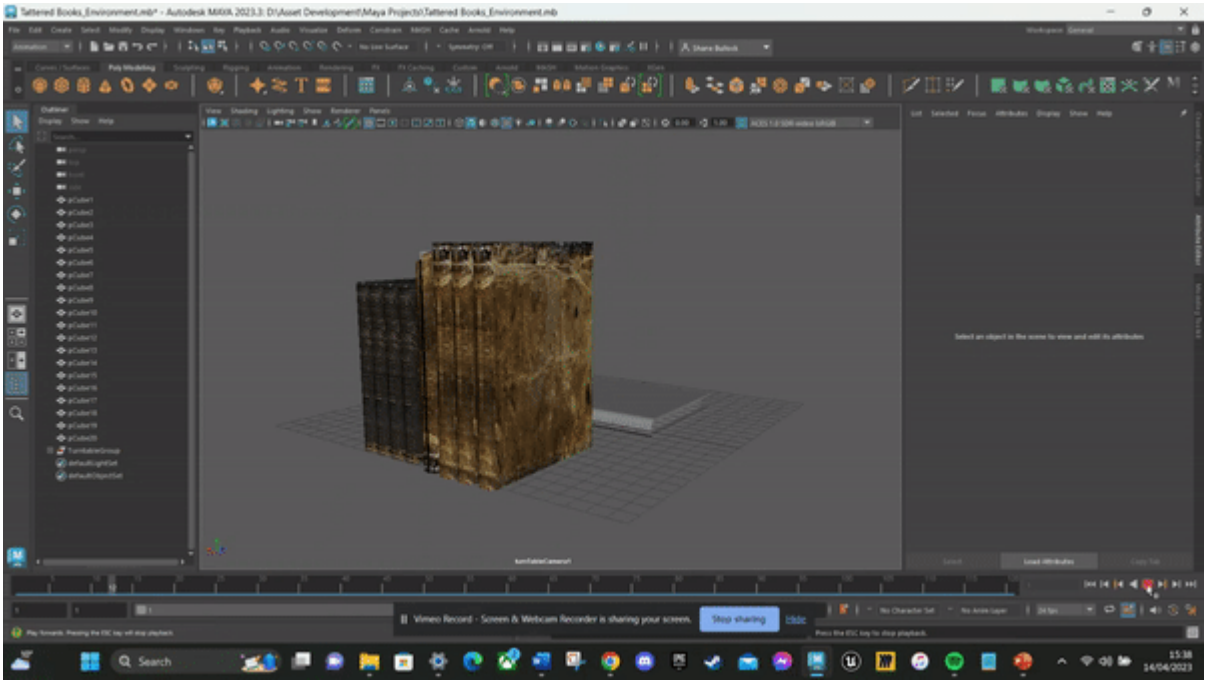
Week 11 - Turntables

In week 10 I decided to try and make some turntables for my environment assets to give them a sort of display as the camera would orbit around the object. So rather than having a still image this would move 360 around the object so the view would capture all the angles as it moved around it.

One of the first turn tables I decided to do was for my Tattered Books





This is a gif of the turntable on Maya

Now that one was done I wanted to make another on so I chose the Potions Bottles for the next turntable.

