

# Modern Art 1

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This is Modern Art 1. I will make more of these but for now I am going to explain how I did it. I started by going to sketchUp and drawing an octagon for the base. After that I needed to add lines for my own design. Once I had that I used the Push/Pull tool to make it 3D. I started shaping it to where I wanted it to be. I added warm colors (Different shades of Red, orange, and yellow) to my Modern Art 1 and then I exported from SketchUp. Once I had my Modern Art 1 exported, I imported it to Blender, but I saw there were some errors on the colors so I needed to come back and fix it. I fixed it and now I tried it in Blender. It was fixed and I started to add the keyframes for it to spin. I rendered it at 100 and watched the video. I wanted to modify it and I added keyframes to the camera. I rendered it and I added it to my portfolio. This is how I made my Modern Art 1.