

## Project Requirements:

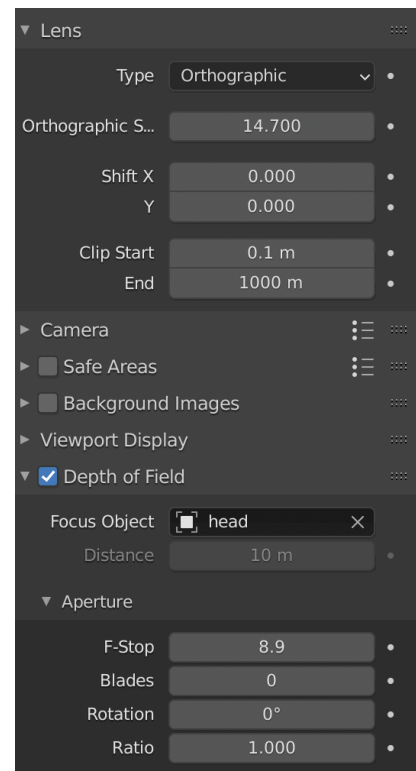
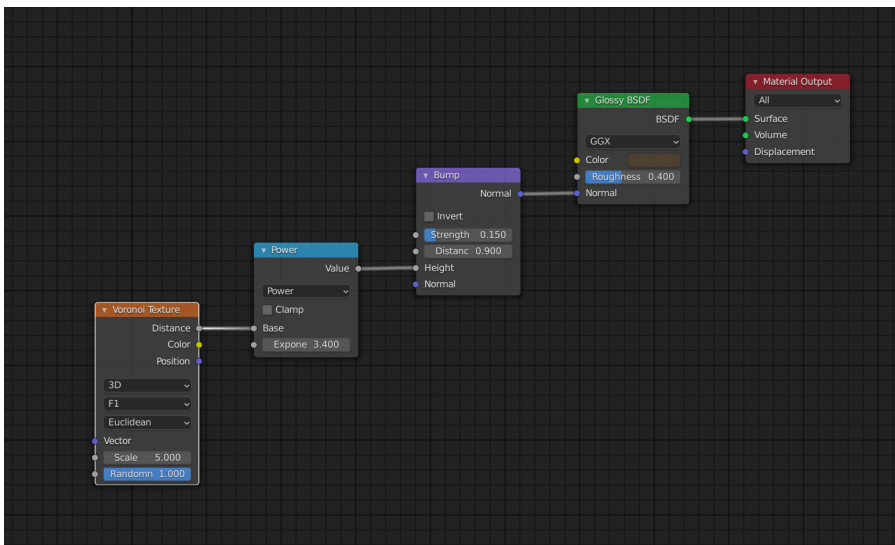
### 1. Main geometry from scratch

All objects in the scene are modeled from scratch. The background is an imported image.

### 2. UV mapping and texturing from scratch

UV unwrapped the eyeballs, pumpkins, clothing and the rocks.

Created a texture via procedural generation with Blender's material nodes for the hat and clothes.



### 3. Blender/Cycles feature

Used depth of field for camera, changed the camera type and aperture.

### 4. Cite your sources

How to make a cute witch: <https://www.youtube.com/watch?v=wUcfGP-wj8>