

# ORNITHOPTER MODEL

This was a personal project to create a subD model of an Ornithopter from Denis Villeneuve's Dune (2021). It was built in Blender from reference images, including orthographic shots, and rendered in Cycles in Blender, with additional compositing/editing in Photoshop.

My primary aim for the project was to explore subD workflows other than those common in automotive work, for example the landing-gear and interior details.

My second aim was to find ways of bringing a more cinematic quality to my visualisation work. In particular I focussed on shot-composition, compositing and colour-grading.

