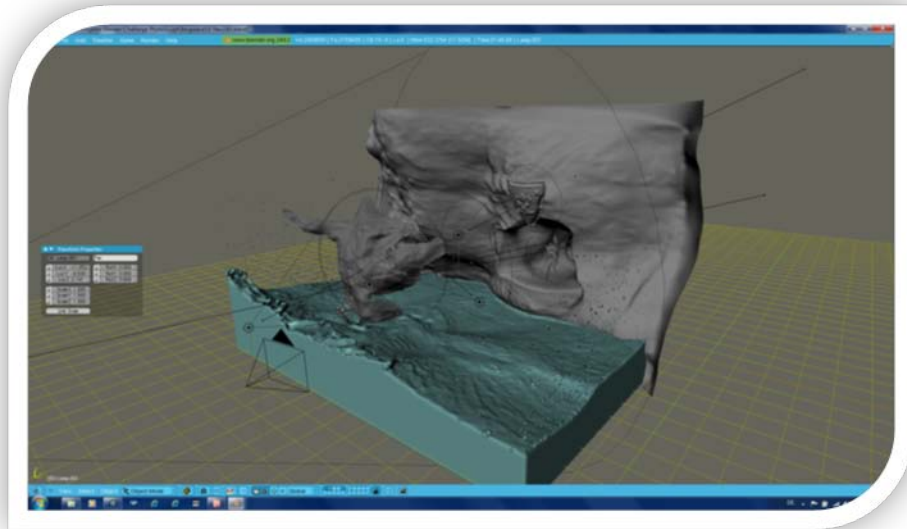


Making of

Here is a view of my Blenderscene. In front you see a fluid simulation.



On the back is a wall. I made it with Photosculpt from a flower cachepot. Then I deformed it with blender in the sculpt mode and model a cave in it. The next was a shield, a knight and the dragon. I made it all with Photosculpt.

Here is a Picture from all Objects, which I put in my scene with Photosculpt.



The next Picture is the finished result.

