Scene Files

Here y' go, some scene files straight from the depths of my deranged imagination. Feel free to tear them apart and see what makes them tick. If you want to use objects in your own work, feel free. Bear in mind though, that the elements are quite unique, and really you should coninue to develop your own style, building upon what you have learned.scene 'Reality engine exposed' contains a great deal of what I would call my 'style', and also contains elements from my tutorial.fun, 1998