

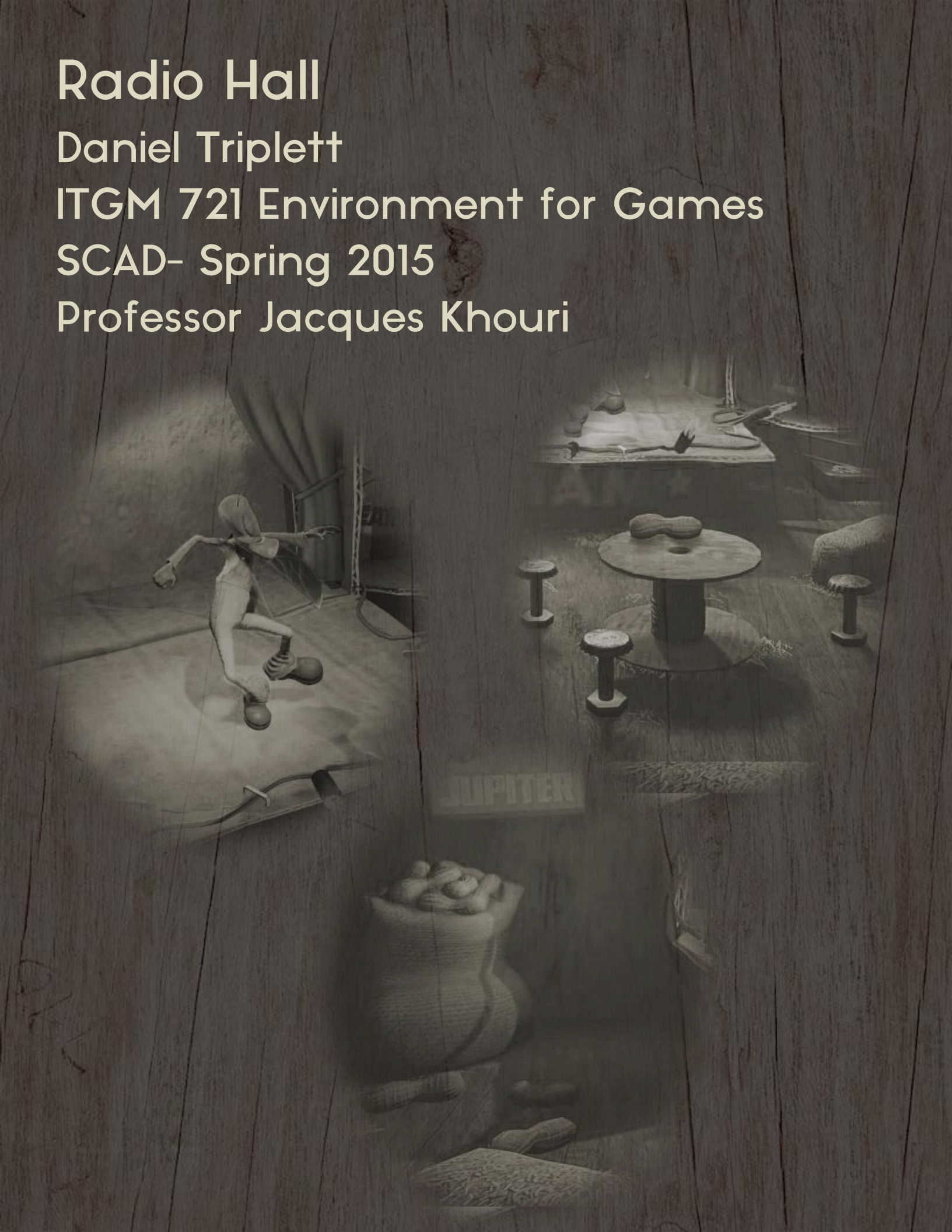
Radio Hall

Daniel Triplett

ITGM 721 Environment for Games

SCAD- Spring 2015

Professor Jacques Khouri



Final Renders: Unreal 4



Final Renders: Details



Final Renders: Top & Bottom

