

bentanji

Adobe by Ilaria Innocenti 3d model

Product Code: 0402

License: Royalty Free License

Poly count: 1563346

Price: € 14,00

Software versions

(Once you've bought the product, you'll be able to download the files from your account page)

- 3dsmax2013 Corona 7
- 3dsmax2013+Vray 3.4
- Cinema4D Maxwell 3.2
- FBX + Materials
- Maxwell Studio 3.2
- OBJ + Materials
- Presentation Images



Description:

Adobe by Ilaria Innocenti.

This extraordinary collection of desk tools was made using the ancient technique of manual bricks production. This most common building material became the core of the collection of Ilaria Innocenti, Milan based design studio. Adobe consists of five elements made with five different types of clay, silt, sand and plant fibers which give the objects many shades of color.

Adobe is consists of 3 elements pure shaped made with 3 different varieties of clay which give the objects as many shades of color. Everything is softened by colored metal frame supporting volumes the terracotta and enhancing the essential aspect.

The production process consists in filling with clay some specially constructed molds. After a first partial drying the molded shape is decorated by engraving his surface with a metal wire, in the same way with which the clay blocks are usually cut away. Finally, once drying is complete, the pieces are the baked in the oven.

This composition is composed of clay and metal penholder with pencils, scissors, eraser, paper and wooden molds. Her practice is informed by traditional crafts and expresses the idea that sustainability is linked to changing the way we live.

This 3d model Adobe by Ilaria Innocenti has a fully textured, detailed design that allows for close-up renders, Every model has been checked with the appropriate software.

Note:

The product comes without scene, camera or lights, include only 3dmodel. Camera and lights setting include only for primary view on all Beinspirations.

Standard material for 3ds max or Cinema 4D include just linked basic textures, and not preconfigured material shader, or other render setting for launch rendering.

Tags:

adobe