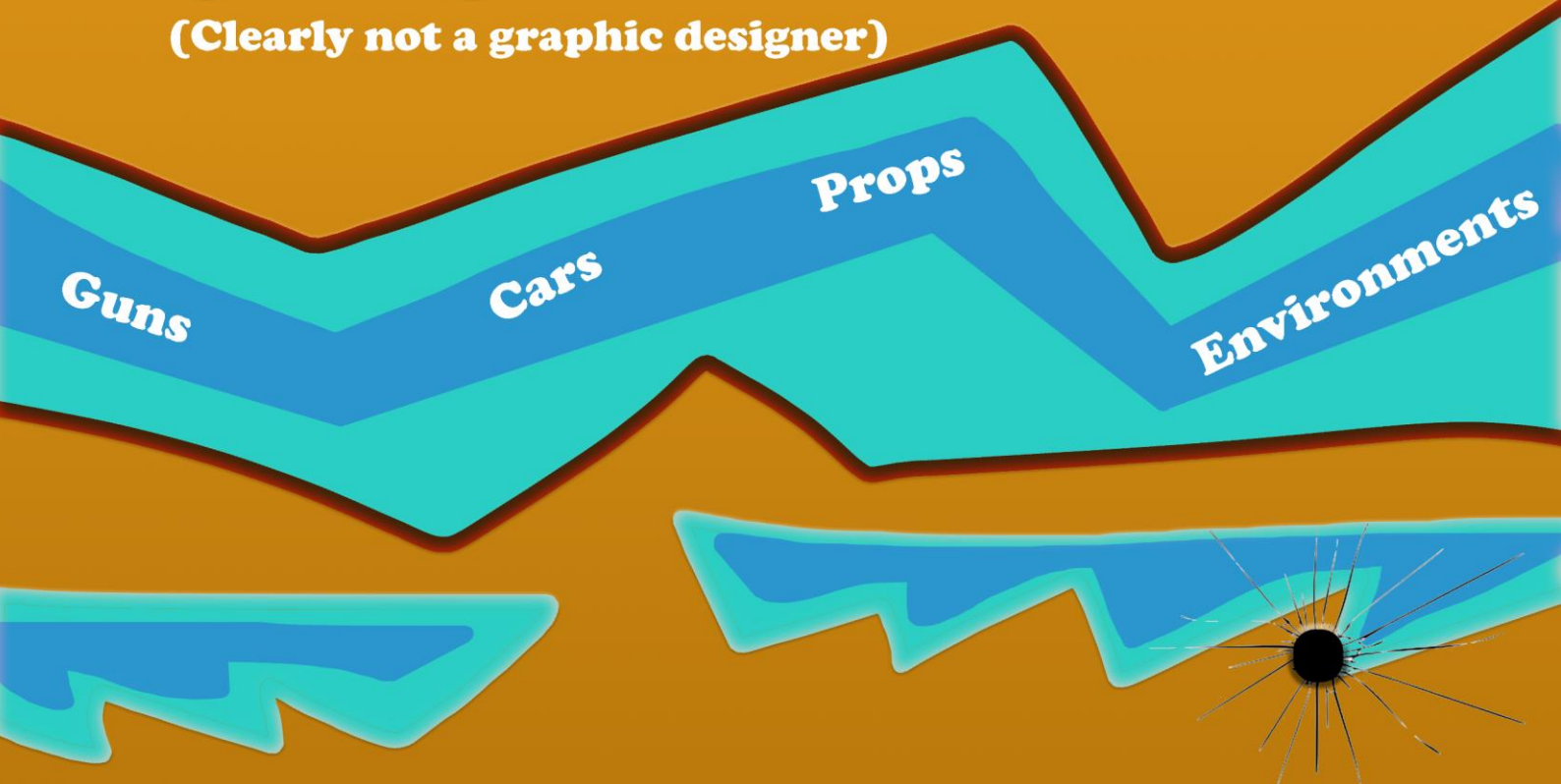


# 3D Hard Surface/ prop modeller

(Clearly not a graphic designer)



Come have a chat and learn about the creation process!



Overwatch