Blender designs:
Proof of concept for
The Hollow Knight

2022
3D designs : Blender
Personal Project

During the process of creating the Hollow Knight costume, I used Blender to model some prototypes of a few different elements. The helm was created to address how to effectively translate the 2D character into the third dimension, while making it wearable by a human, and still retaining the visual appeal of the original. The brooch is my own addition to the look, it is based on the appearance of a "hallownest seal" recreated in 3D. This element was 3d printed and included in the final costume.