

**Textures:**

Glass texture

Used blender premade glass texture

Wood texture (boat)

Used a wood texture I made for a previous class assignment

Rope texture

<https://www.youtube.com/watch?v=aMn1EeORuhl>

Sand texture

Made a simple texture with a noise texture node

Cork texture

Duplicated the sand texture and made it darker for the cork texture

Background

Reused the wood texture for the background

**Assets:**

Rope

<https://www.youtube.com/watch?v=aMn1EeORuhl>

Boat

Made a simple toy boat model from cubes and cylinders for the posts

Sails

Made a set of sails from cubes

Bottle

Made a bottle from a cylinder I extruded

Cork

Made from a simple cylinder and scaled it

Background

Cube scaled to make a base for renders



