Project Requirements:

1. **Main geometry from scratch**
   All objects in the scene are modeled from scratch. The background is an imported image.

2. **UV mapping and texturing from scratch**
   UV unwrapped the eyeballs, pumpkins, clothing and the rocks.
   Created a texture via procedural generation with Blender’s material nodes for the hat and clothes.

3. **Blender/Cycles feature**
   Used depth of field for camera, changed the camera type and aperture.

4. **Cite your sources**
   How to make a cute witch: [https://www.youtube.com/watch?v=wUcfGP-wj8](https://www.youtube.com/watch?v=wUcfGP-wj8)