

Underlay tunnel interface card

Image

Here's a sketch of the underlay tunnel interface card: because networking infrastructure is what I think of when I think sci-fi worldbuilding.

Now that I'm looking at it, it should have a face plate on the side opposite the pins. I did figure out how to do a bump map for the traces leading from the tailstone wafer to the pins, and the pins themselves are a texture mask mixing two shaders. I also had to UV unwrap the plane used as the PCB. While the piece itself isn't super well done, I'm happy I'm learning more about Blender.

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