



## Hercules/Atlas holding up the sky



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### Summary

Photogrammetry and touchup of a bronze sculpture of Hercules holding up the sky.

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Made this cool sculpture using photogrammetry and processed it up in Blender for extra detail. It was the inspiration for the art in Civilization IV, and people often mistake it for the Titan Atlas punished by Zeus.

This is my first go at photogrammetry and sculpting, so the model might not be 100%, but I think it's not too shabby. If you wanna tweak it or something, contact me for an OBJ file or whatever format you prefer.

Check out more about the sculpture here: [Link to the Wikipedia page](#)

Shoutout to the Earth model creds: [Link to the Sketchfab page](#)

Scale to whatever size you'd like, be sure to use organic supports.

# Model files



heracles\_holdingupworld.stl

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