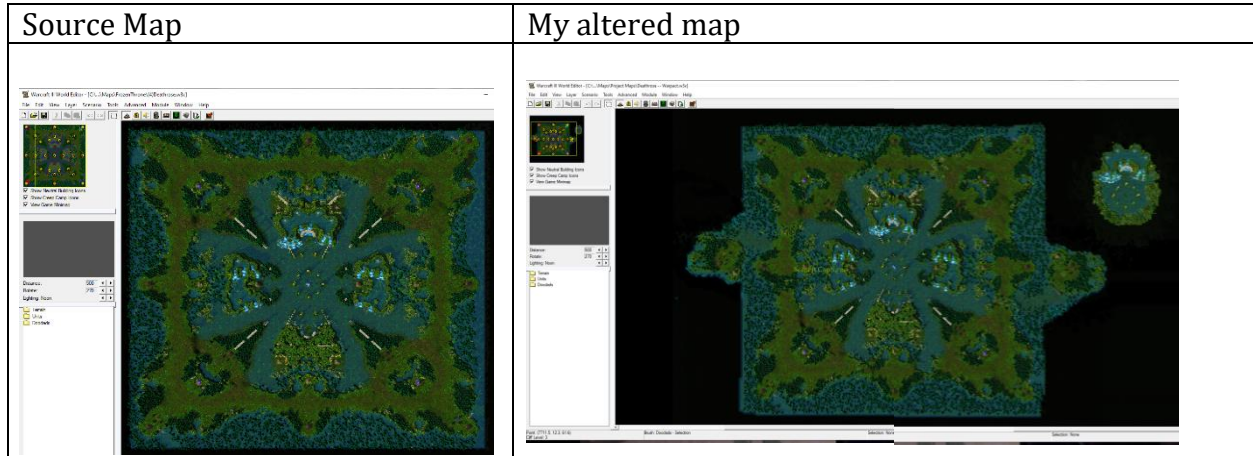


# Portfolio

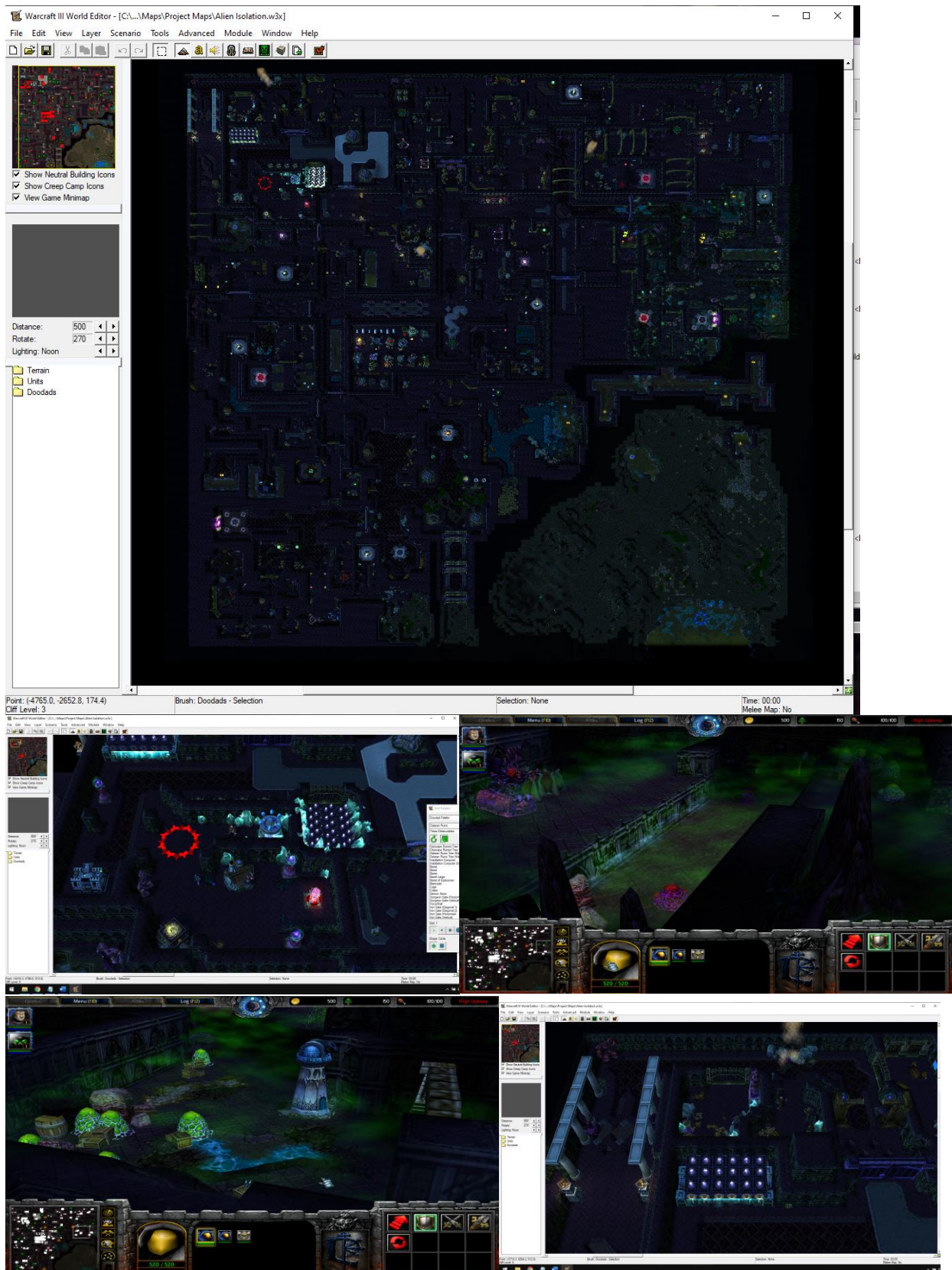
Bryton Wilson

Each of these are screenshots from my work with the Warcraft III World Editor.

My most recent game project after a re-boot.

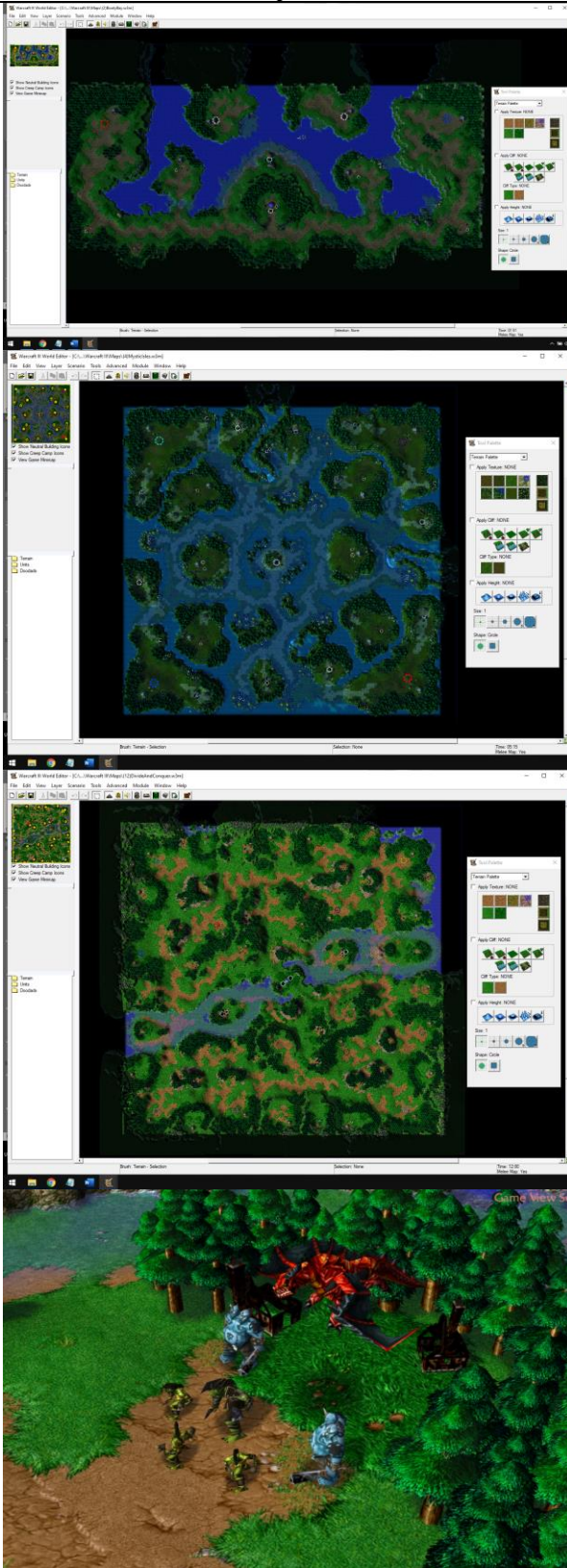


A map of mine made from scratch for a more extensive game project.

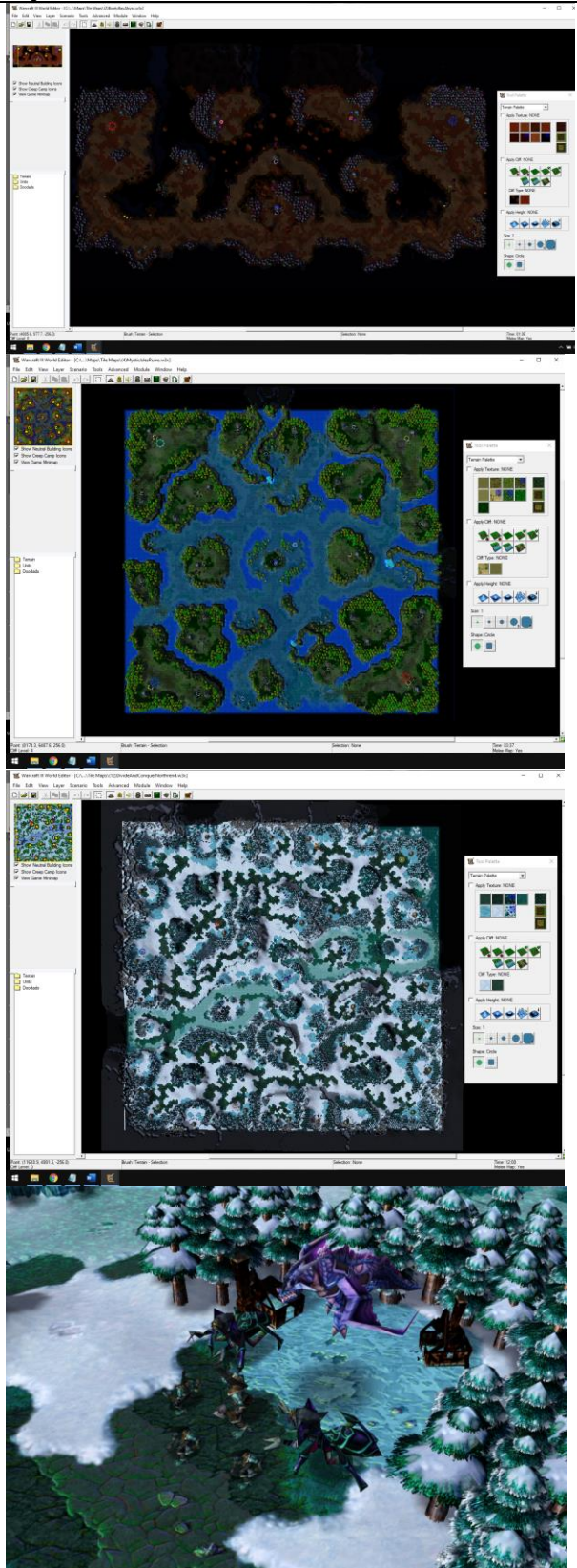




## Unaltered Source Maps



## My Alterations



Miniature projects I do of retexturing existing Warcraft III maps. I have done around two dozen.