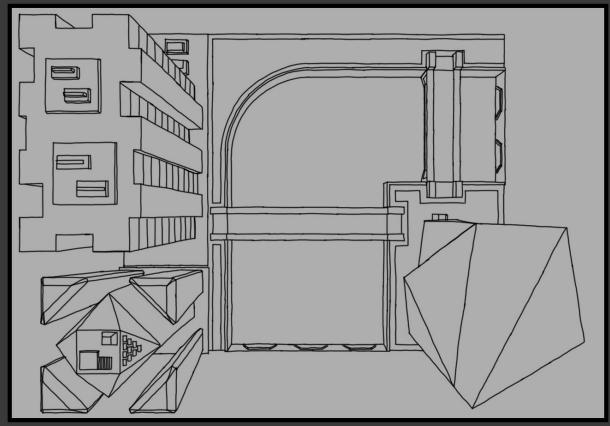


CONCEPT ART ESCENARIO

(PLANTA)

Vista planta

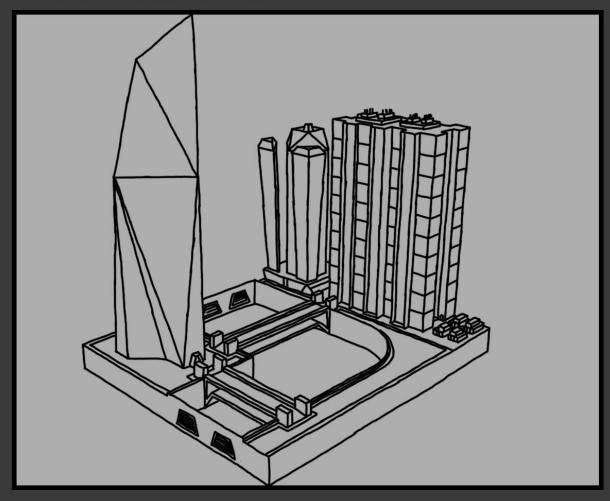


Denis "SyreWolf" Gudiña

CONCEPT ART ESCENARIO

(ISOMÉTRICO)

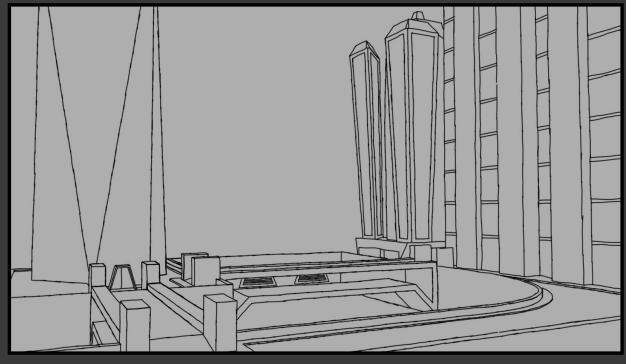
Vista isométrica



CONCEPT ART ESCENARIO

(PERSPECTIVA)

Vista perspectiva

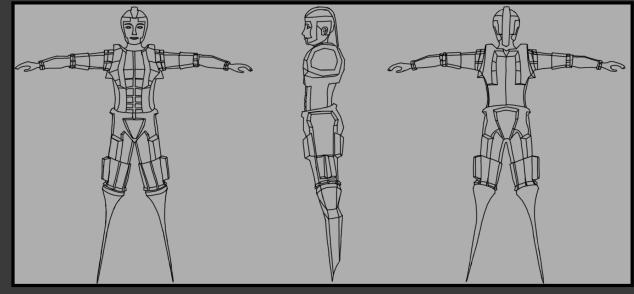


Denis "SyreWolf" Gudiña

CONCEPT ART PERSONAJE

(TURNAROUND)

Turnaround

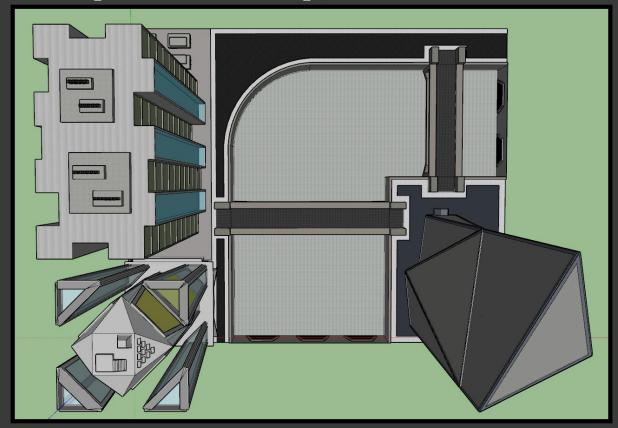


Denis "SyreWolf" Gudiña

SKETCHUP ESCENARIO

(PLANTA)

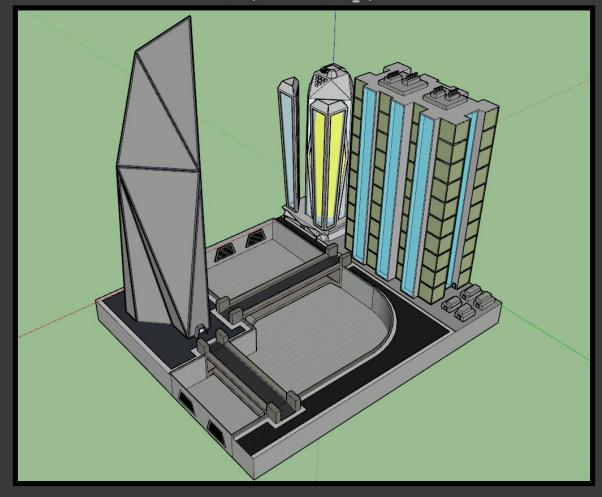
Vista planta (SketchUp)



SKETCHUP ESCENARIO

(ISOMÉTRICO)

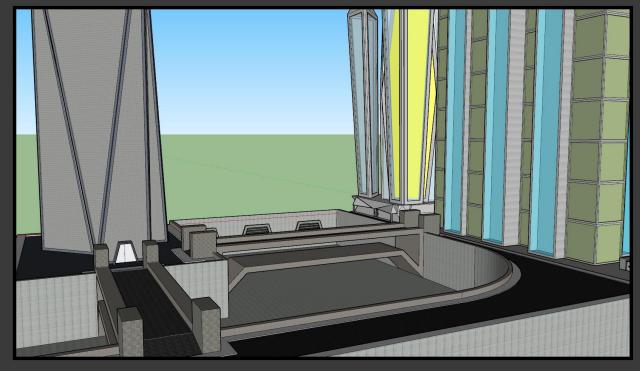
Vista isométrica (SketchUp)



SKETCHUP ESCENARIO

(PERSPECTIVA)

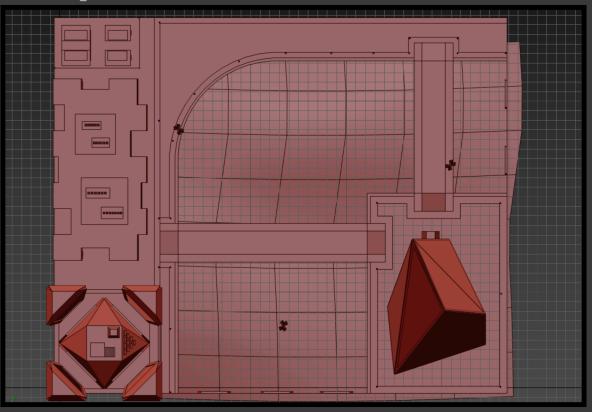
Vista perspectiva (SketchUp)



3DS MAX ESCENARIO

(PLANTA)

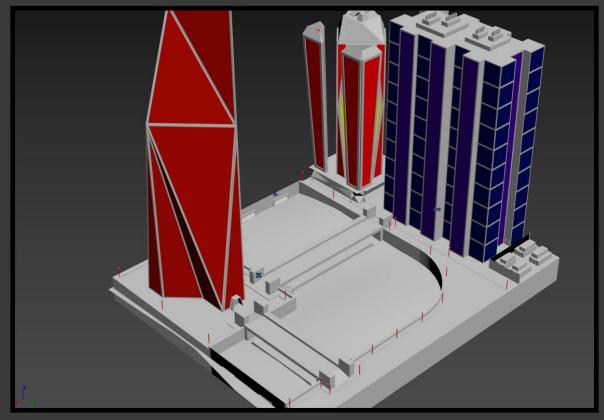
Vista planta (3ds Max)



3DS MAX ESCENARIO

(ISOMÉTRICO)

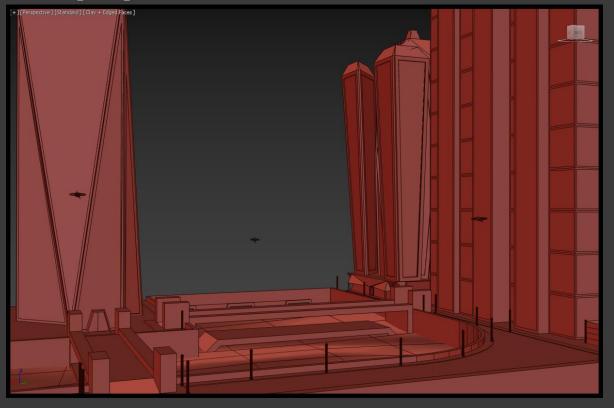
Vista isométrica (3ds Max)



3DS MAX ESCENARIO

(PERSPECTIVA)

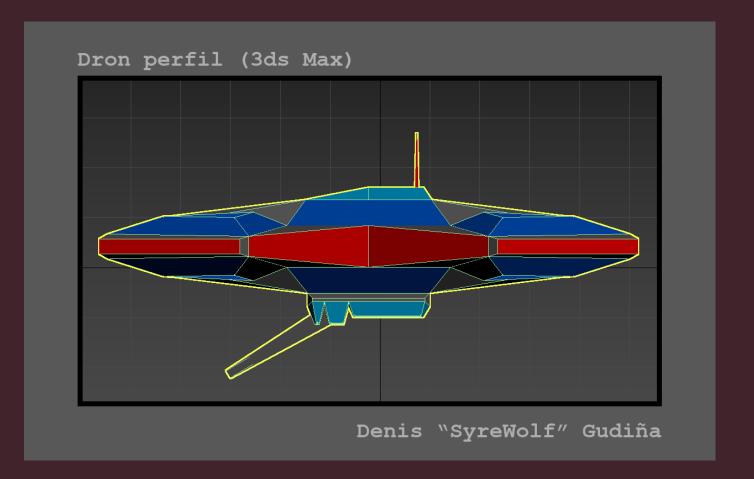
Vista perspectiva (3ds Max)



Denis "SyreWolf" Gudiña

3DS MAX DRON

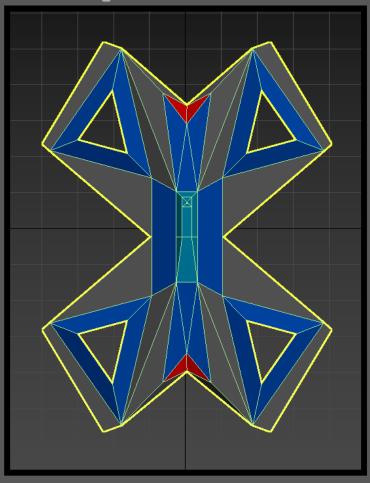
(PERFIL)



3DS MAX DRON

(PLANTA)

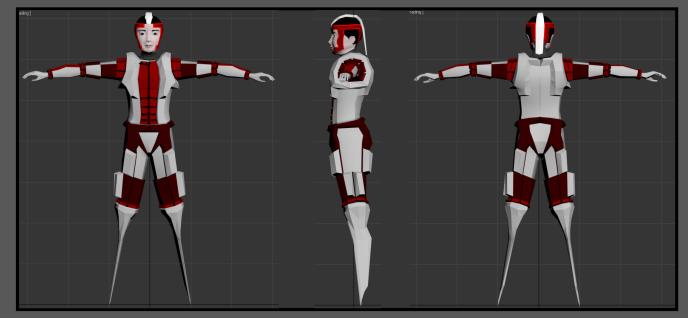
Dron planta (3ds Max)



Denis "SyreWolf" Gudiña

(TURNAROUND)

Turnaround (3ds Max)



Denis "SyreWolf" Gudiña

(ARMA)



(ANIMACIÓN CAMINAR)

Animación de personaje: Caminar



Denis "SyreWolf" Gudiña

(ANIMACIÓN CARRERA)

Animación de personaje: Carrera



Denis "SyreWolf" Gudiña

(ANIMACIÓN CONCENTRACIÓN)

Animación de personaje: Concentración



(ANIMACIÓN ATAQUE) Animación de personaje: Ataque



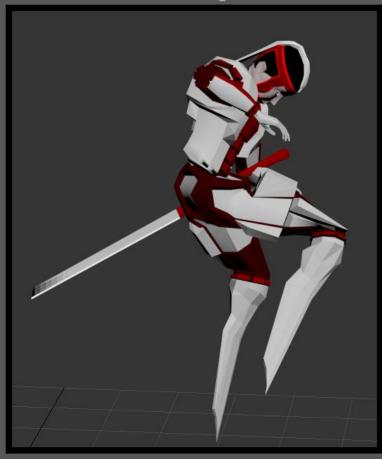
Denis "SyreWolf" Gudiña

(ANIMACIÓN AMENAZA) Animación de personaje: Amenaza



Denis "SyreWolf" Gudiña

(ANIMACIÓN SALTO CON PATADA) Animación de personaje: Salto con patada



UNITY

RESULTADO FINAL (SHOW REEL)