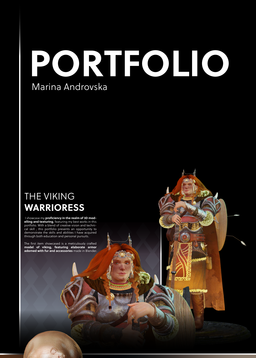
PORTFOLIO

Marina Androvska

THE VIKING WARRIORESS



Using **realism** to **proficiency in the realm of 3d modeling and texturing**, Marina has a keen eye for detail and aesthetics. With a blend of creative vision and technical skill, she crafts immersive environments and characters that resonate with audiences, showcasing her dedication to pushing the boundaries of digital art.

The Viking Warrioress is a meticulously crafted character that showcases Marina's prowess in 3D modeling and texturing. The character's design exudes a blend of realism and stylization, with intricate details in her armor and weapons that showcase her attention to detail and commitment to creating a believable character.

THE ORC

A hand-painted gift for her friend Lucas **Weyn, Bruno, and Sulamana Pantier**, this orc miniature was produced in preparation for an upcoming tabletop game. The project showcases Marina's dedication to creating personalized gifts for her friends, demonstrating her skill in sculpting and painting miniatures that bring her friends' tabletop adventures to life. The orc miniature serves as a testament to the creativity and thoughtfulness that Marina brings to her craft, showcasing her ability to create unique and meaningful gifts for her friends.

The Armed Quadruped Robot

Since a quadruped universal exoskeleton, is a potential for customization and enhancement of **a 3D robot model concept provided by DMDC studio**. This revised incorporating key feedback points from the initial design phase, including adjustments to the robot's proportions and overall aesthetic, maintaining the core functionality and visual appeal. The collaboration with DMDC studio underscores the importance of iterative design and stakeholder feedback in refining the robot model, showcasing **Marina and Sulamana Pantier**'s commitment to creating a robust and aesthetically pleasing design that meets the needs and expectations of the client.

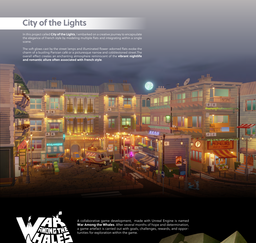
Last exoskeleton concept with the outcome, as the only theme the proposed, opportunities but also demonstrates its **ability to produce visually compelling 3D model**.

Enchanted Haven Isle

Marina's dedication to creating immersive environments shines through in her **captivating house isle**, brought to life with Unreal Engine.

The house isle, a testament to her skill in 3D modeling and texturing, showcases her ability to create a cohesive and visually appealing environment. The use of Unreal Engine allows for real-time rendering and interactivity, enhancing the overall experience and bringing the house isle to life in a dynamic and immersive way. Marina's attention to detail and her commitment to creating a unique and captivating environment are evident in the house isle, showcasing her skill and creativity in the realm of 3D modeling and texturing.

City of the Lights



In this project called **City of the Lights**, I embarked on a creative journey to encapsulate the essence of a bustling city at night, meticulously crafting a vibrant and captivating urban landscape.

The soft green color by the street lamps and illuminated flower adorned fast sense the ambiance of a lively city at night, with the interplay of light and shadow adding depth and intrigue to the scene. The incorporation of vibrant elements such as the **street vignette and romantic alcove often associated with French style**.

A collaborative game development, made with Unreal Engine is named **War Among the Whales**, this special project involves a team of artists and game enthusiasts, aiming to create an immersive and engaging experience. The game's development process involves various stages, including concept art, 3D modeling, texturing, and programming, with each team member contributing their unique skills and expertise to the project. The collaboration between the artists and game enthusiasts ensures a diverse range of perspectives and creative ideas, enriching the game's development process and ultimately enhancing the overall quality and appeal of the game.

To capture the essence of inspiration for the game, it has been opted for a **fully stylized approach, ensuring a distinctive look**. With an album dedicated to illustrated creatures from Greek mythology, the game promises engaging and imaginative journeys through a spectrum of adventurous, unwinding a world brimming with wonders yet to be explored.

Modelling Anthropomorphic Beings

In creating unique pieces, I ventured into a realm of art where characters transcend the boundaries of reality, blending elements of humanity with the whimsical and the fantastical. These creations, infused with **fantastical characteristics or abilities**, are meticulously crafted to evoke emotions and spark imagination, **offering thoughtfulness blended with humorous and whimsical elements**.

Designing Island Environment

Upon completion of the 3D asset modeling process, the focus shifted to crafting **arranged an each island or home environment**, ensuring a cohesive and immersive experience for **islands**. This arrangement not only provided a sense of purpose and coherence to the environment but also facilitated the creation of various gameplay mechanics. By carefully positioning assets and landmarks, I could guide players through the **obstacles like enemies or climbing flying ladder**, while also incorporating elements that enhance the overall gameplay experience. The strategic placement of assets across different islands on each island is a key element in the development of engaging and immersive virtual worlds.

The Crystal Realm

Creating a realm of crystals was a challenging but rewarding endeavor. The process involved meticulously crafting each crystal with attention to detail and ensuring that the overall design was cohesive and visually appealing. The challenge was in balancing the complexity of the crystals with the need for a clear and readable design, so that the beauty of the realm could be appreciated by the viewer. The end result was a stunning and immersive world that captivated the imagination and invited exploration and discovery.

Variety of Enemies

- Besides wooden creatures there are also **much more enemies with envious eyes and nails**. The variety of enemies adds to the challenge and excitement of the game's journey.
- **Possessing supernatural striking and swift movements**, these enemies pose a formidable threat to players and strategic skills, adding an element of suspense and danger to the adventure.

Abodes out of Imagination

- Creating abodes such as wooden or enchanted houses, that **harmonize with the lush, atmospheric vibes** an extra mile is a work where imagination and creativity shine.
- These abodes, reminiscent of **unconventional architectural forms and push the boundaries of conventional design**, serve as a testament to Marina's ability to think outside the box.

Presence of Seasons

The part of each island **having different seasonal vibes** adds a dynamic and immersive element to the unique **islands. From the vibrant blooms of spring to the vibrant colors of autumn**, each season brings a distinct atmosphere and aesthetic. We also have the chance to embrace the **evolving beauty of nature**.

Additionally, the inclusion of these seasons serves as a test for layer and storage as well. This adds an extra **layer of challenge** to the game for the artists to tackle.

Abundance of Portals

- As part of its challenging nature, the **game** incorporates a variety of portals, each with its own distinctive part of the game was the **portal of the volcanic kingdom**, the ice portal, and the **portal dwarf-sized had to correspond to the islands**.
- Along with creating portal scales, **stylized** and ensuring compatibility with **Unreal Engine**, it was an extension from appearance and functionality to ensure that the portals not only enhance the overall gameplay experience but also achieve a **more interesting and dynamic** environment. The goal was to **keep the player attention** and **make the game enjoyable**.

The creation of Volcanic Kingdom

- It has been a challenge to model a volcanic environment with subject the effects that illustrate the dynamic nature of volcanic landscapes. This includes the interplay between lava, ash, and other elements, **creating a dynamic and visually compelling scene**. The challenge lies in balancing realism with artistic expression, ensuring the environment is both visually stunning and thematically consistent.

Creating immersive and captivating gaming experiences requires meticulous attention to the visual aesthetics of the environment. The challenge here is **organic and a fluid landscape** that engages the player and adds a sense of exploration and discovery.

CONCLUSION

Throughout this portfolio, I've showcased a **wide** range of skills, including 3D modeling, texturing, and rendering. The work spans from concept art to fully realized environments, demonstrating my ability to create immersive and visually compelling assets. The inclusion of collaborative projects and contributions to community and realism.

Furthermore, the portfolio showcases my versatile approach to different projects, **adapting my skills and styles to stylized environments**, highlighting my adaptability and willingness to learn and grow.

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