



# 3D & VR MICROFOLIO

TUGHU AIYEW



3D

# 3D MODELS

**Skip** – The little Merchant

3D character Modelling, UV unwrapping,  
texturing and lighting.

**Blender, Zbrush, Substance Painter**



# DETAILS

Sculpted the details for  
the clothes and hair.

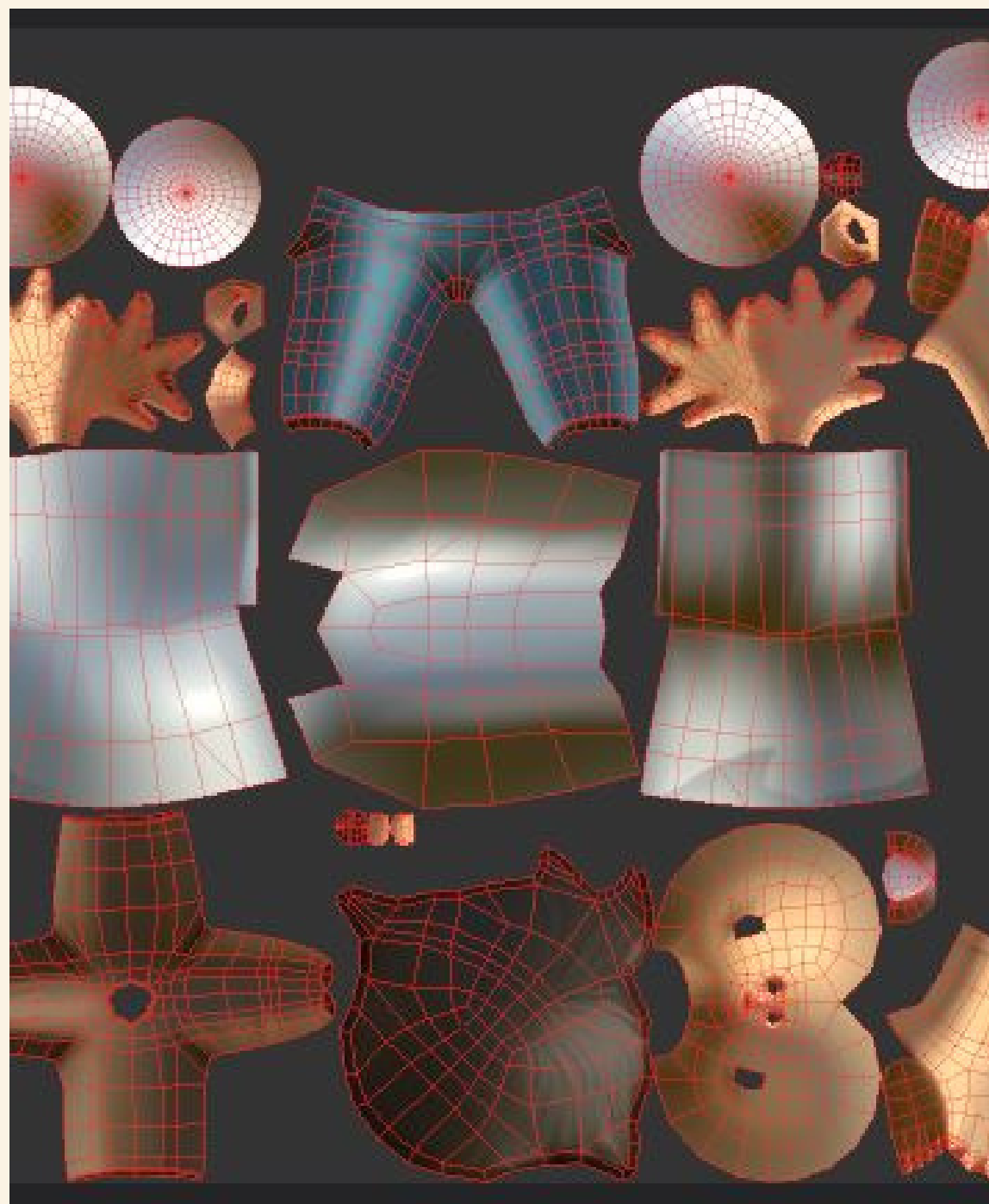
Textured the substance  
painter, painting



Sculpt - Zbrush



Texturing - Substance Painter



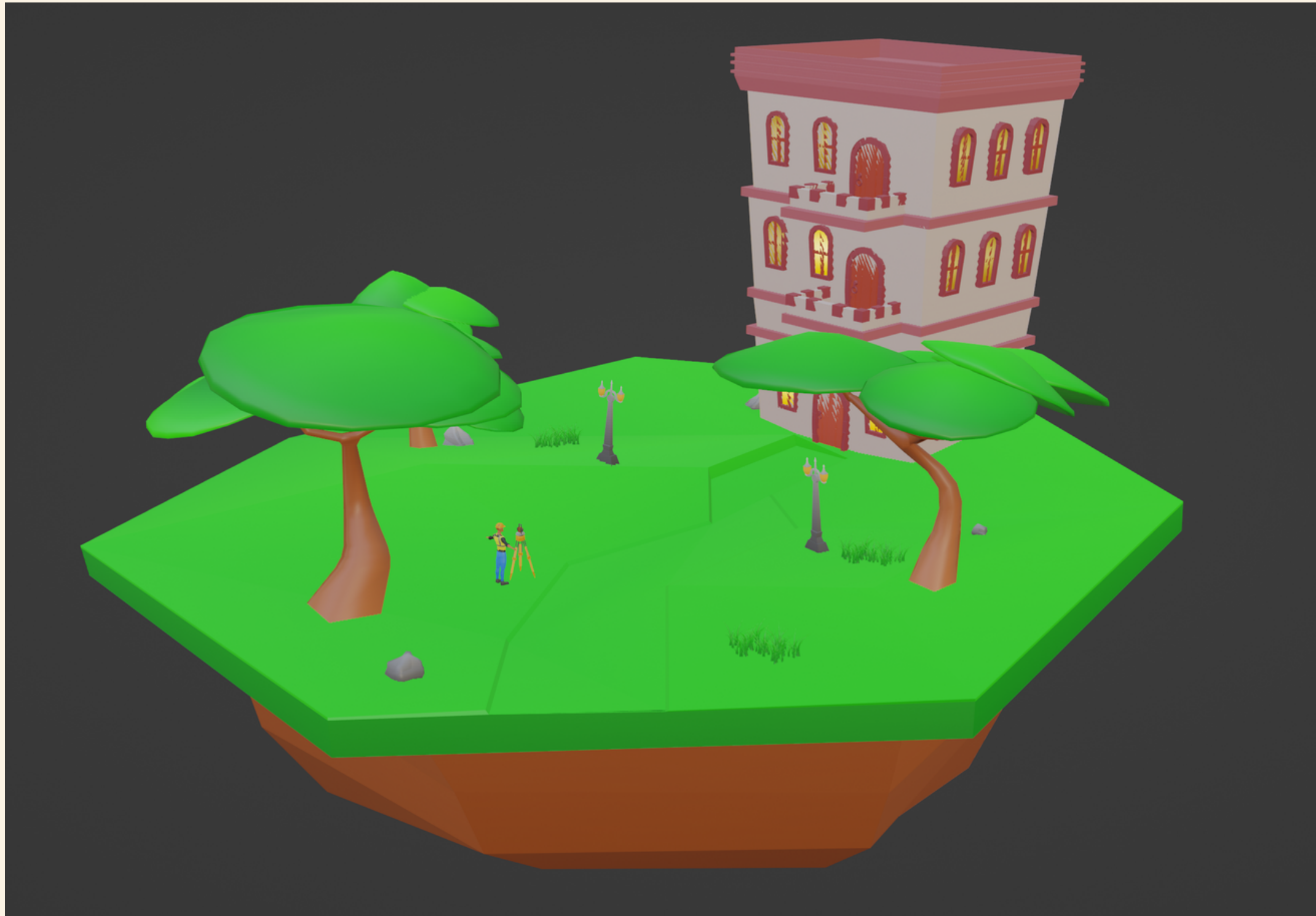
Texture map



Texture of the clothes



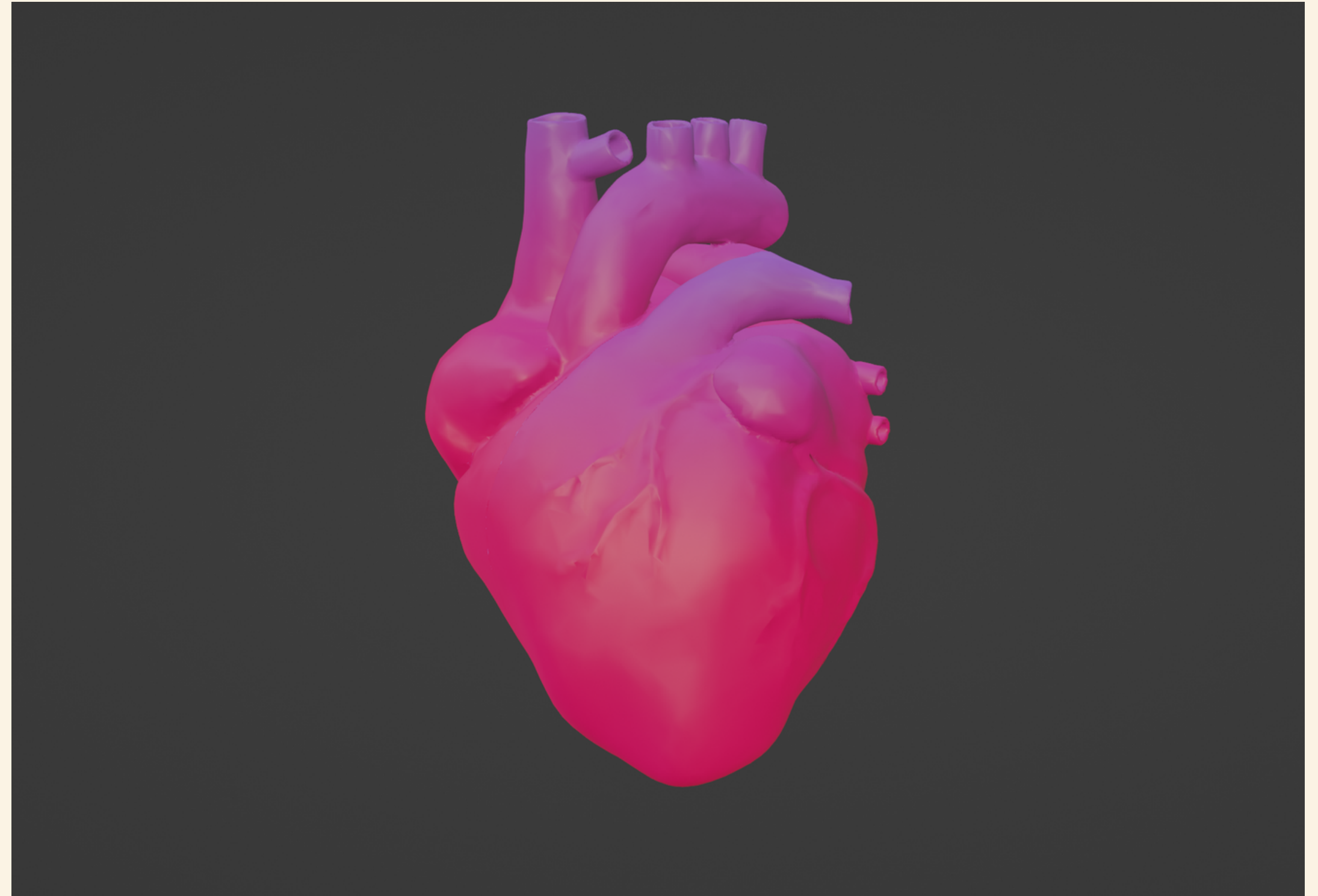
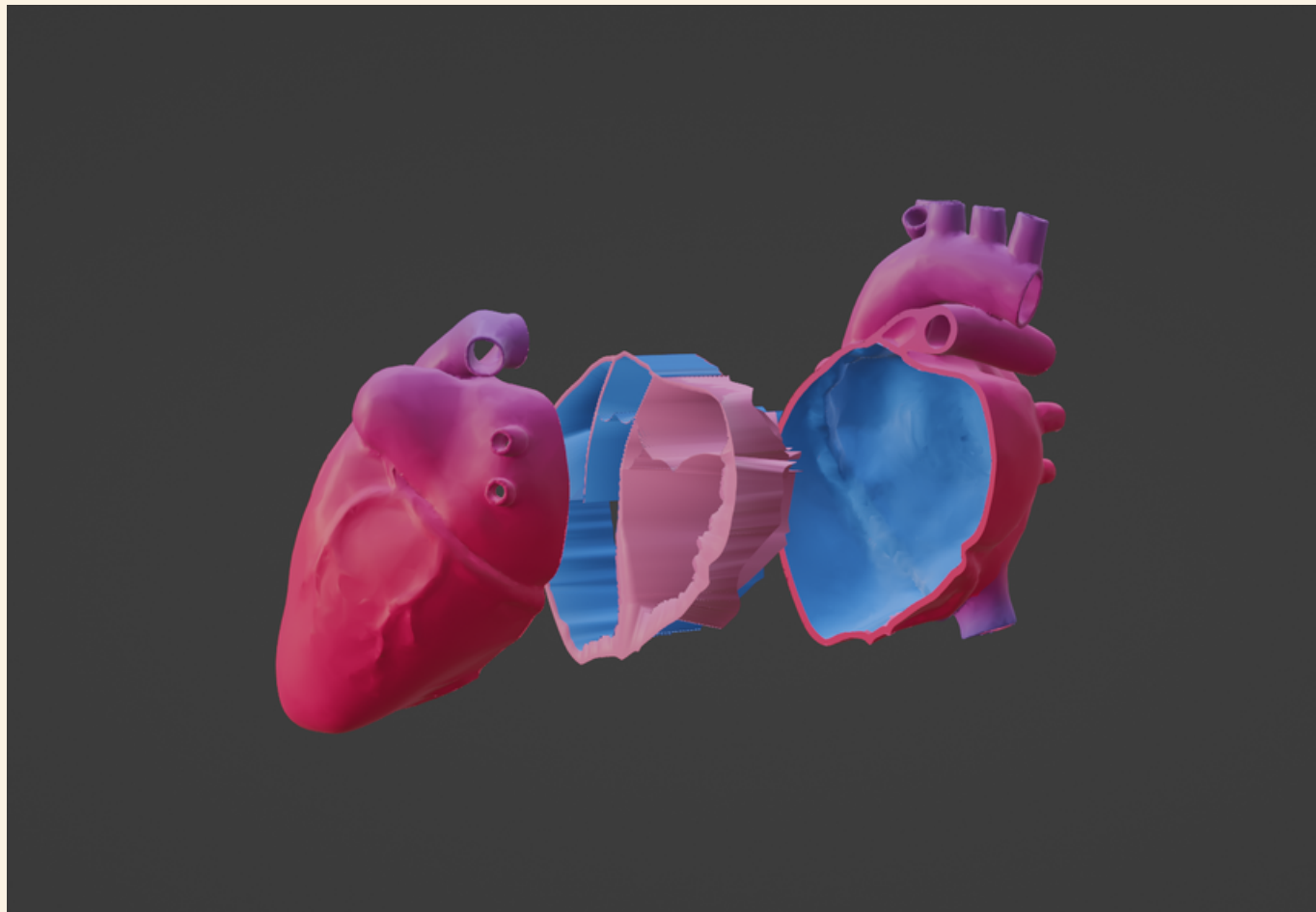
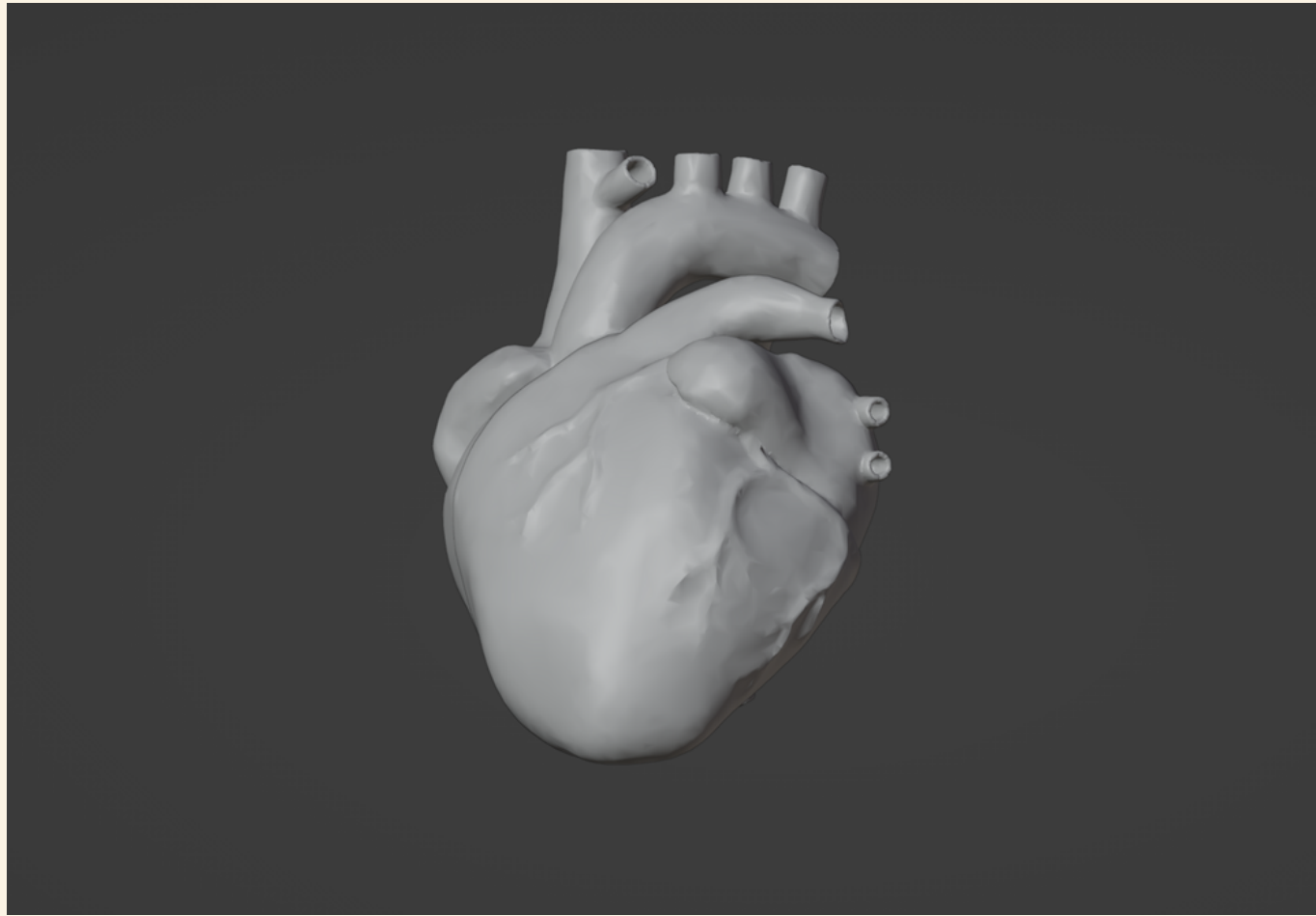
Texture for the pants



The floating island – Models for my **AR education app**.  
Modelled and textured in **Blender**







Beating Heart – Models for my **AR education app**.

Downloaded 3d heart modified and textured in **Blender**.

**Cross section of heart was modelled and added to the piece**

2D

# 2D ILLUSTRATIONS

**Skip** – The little Merchant

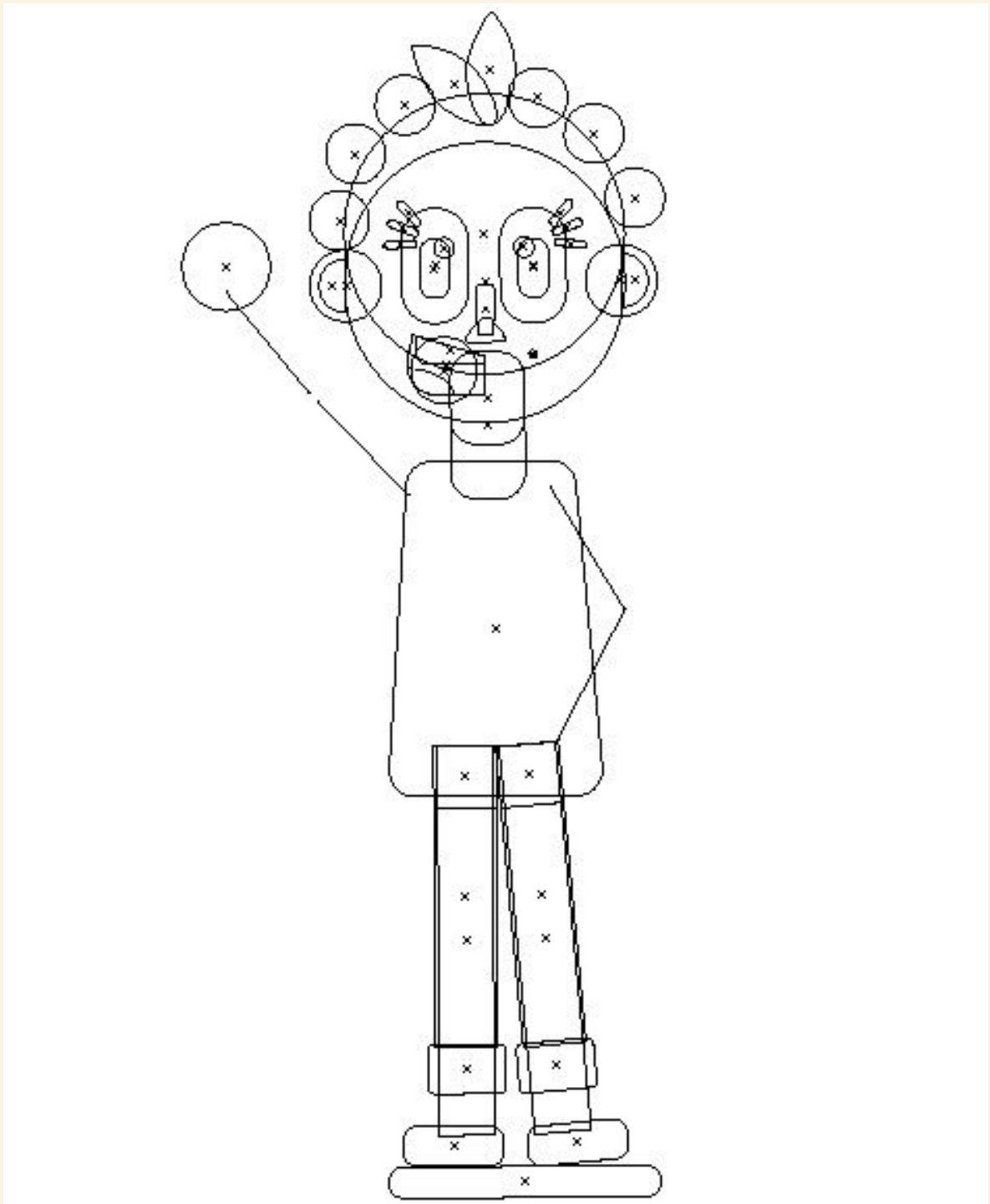
2D character illustration, texturing

**Adobe Illustrator**





Cindy



Character outline showing  
basic shapes for character.



Created creation process.  
Created using basic shapes  
with fill colors.





2D

# 2D ANIMATION PROJECT

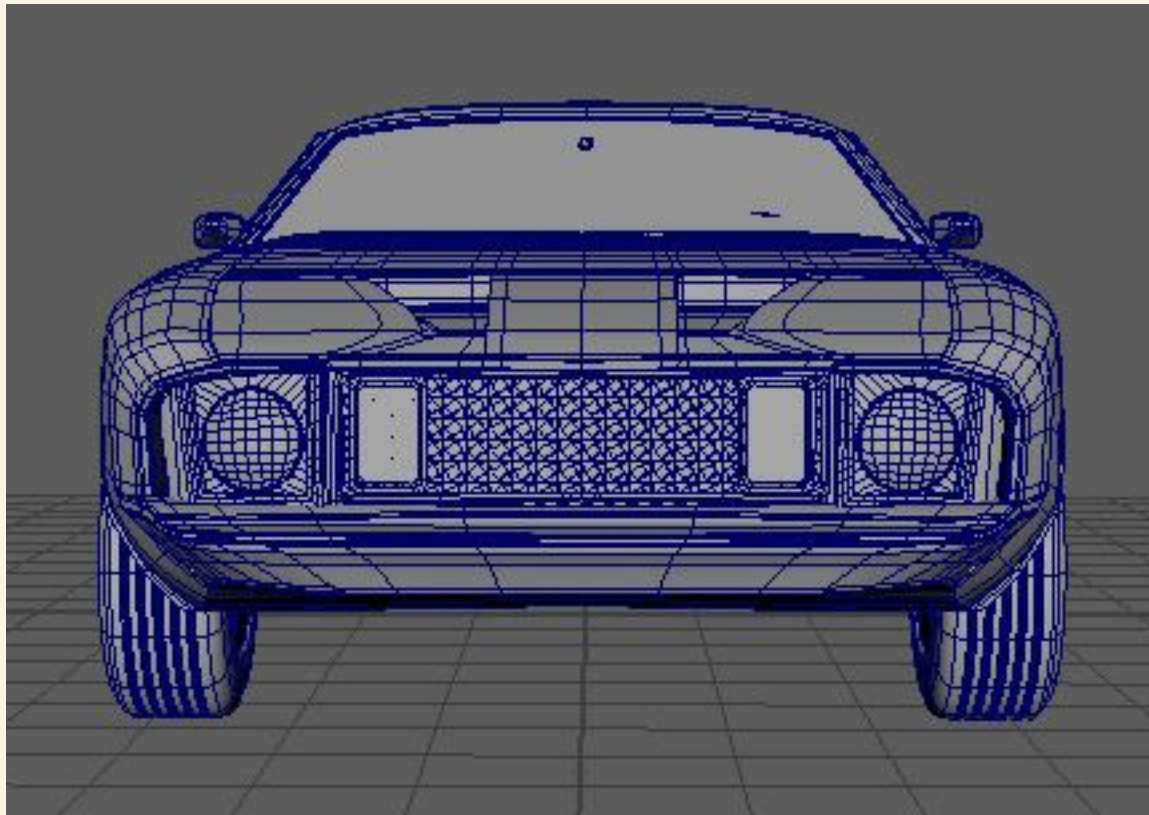


**The Accent Series** – Created the characters and environments in **Adobe Illustrator**. Characters were animated in **Adobe After Effects**.

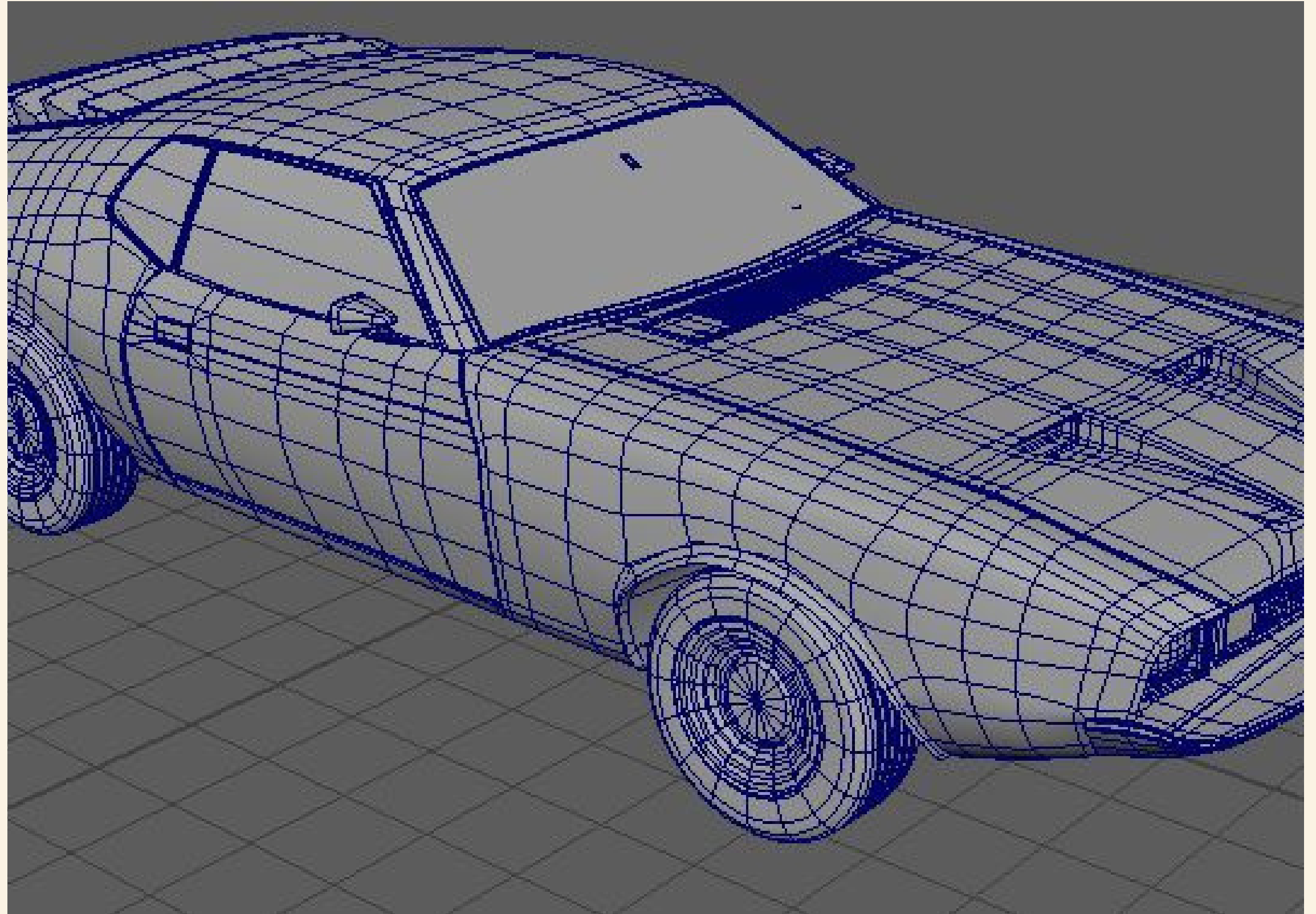
<https://www.youtube.com/watch?v=Yfa2gDDUFoU&t=1s>



# GALLERY



Car Model in **Autodesk Maya**



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GMAIL.COM**

**SAY HELLO!**