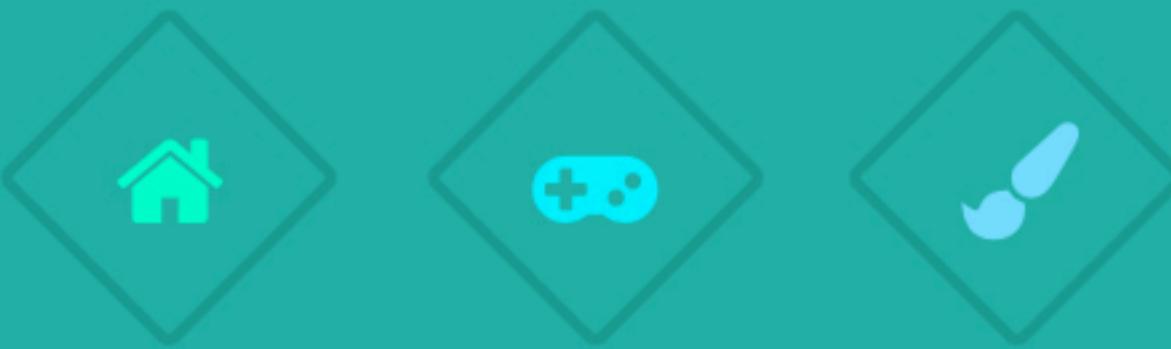

PORTFOLIO

VINCE 'T HOEN

WHO AM I?

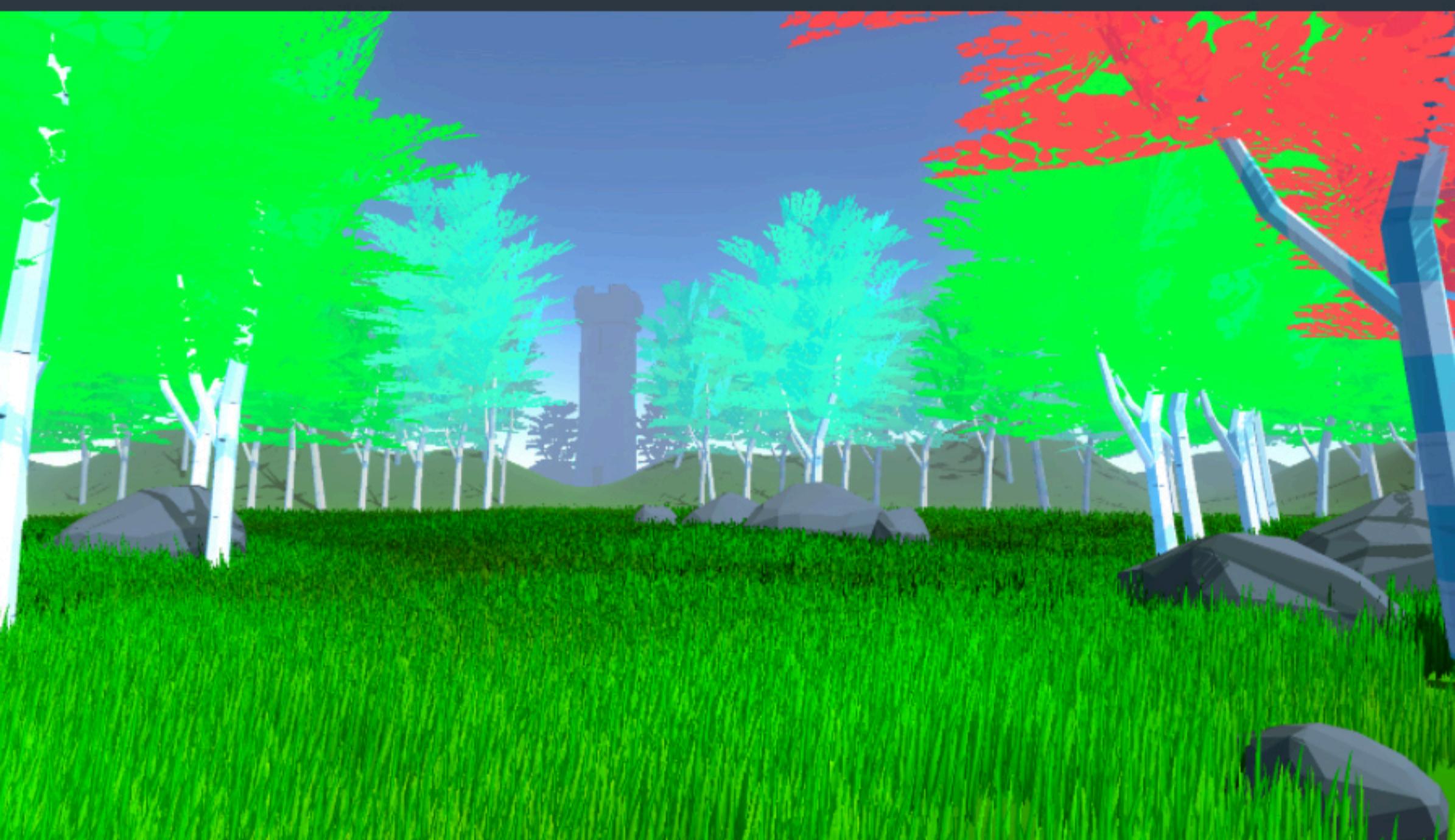
My name is Vince 't Hoen. I'm 24 years old. I'm a dutch 3D artist. Draw, model and render is what I love to do.





LOUNGE ROOM

A Render of a nice place to relax. In this project I focussed most on the making of a realistic render.
This is made in blender 2.76.



THE WOODS

This is a scene I created, with a focus on the trees. I was inspired by the trees of the game The Witness. I made this in unity 5.3 and blender 2.76.



THE LIVING ROOM

A realistic render of a living room. In this project I was very happy how the shadows look. I Made this in blender 2.76.



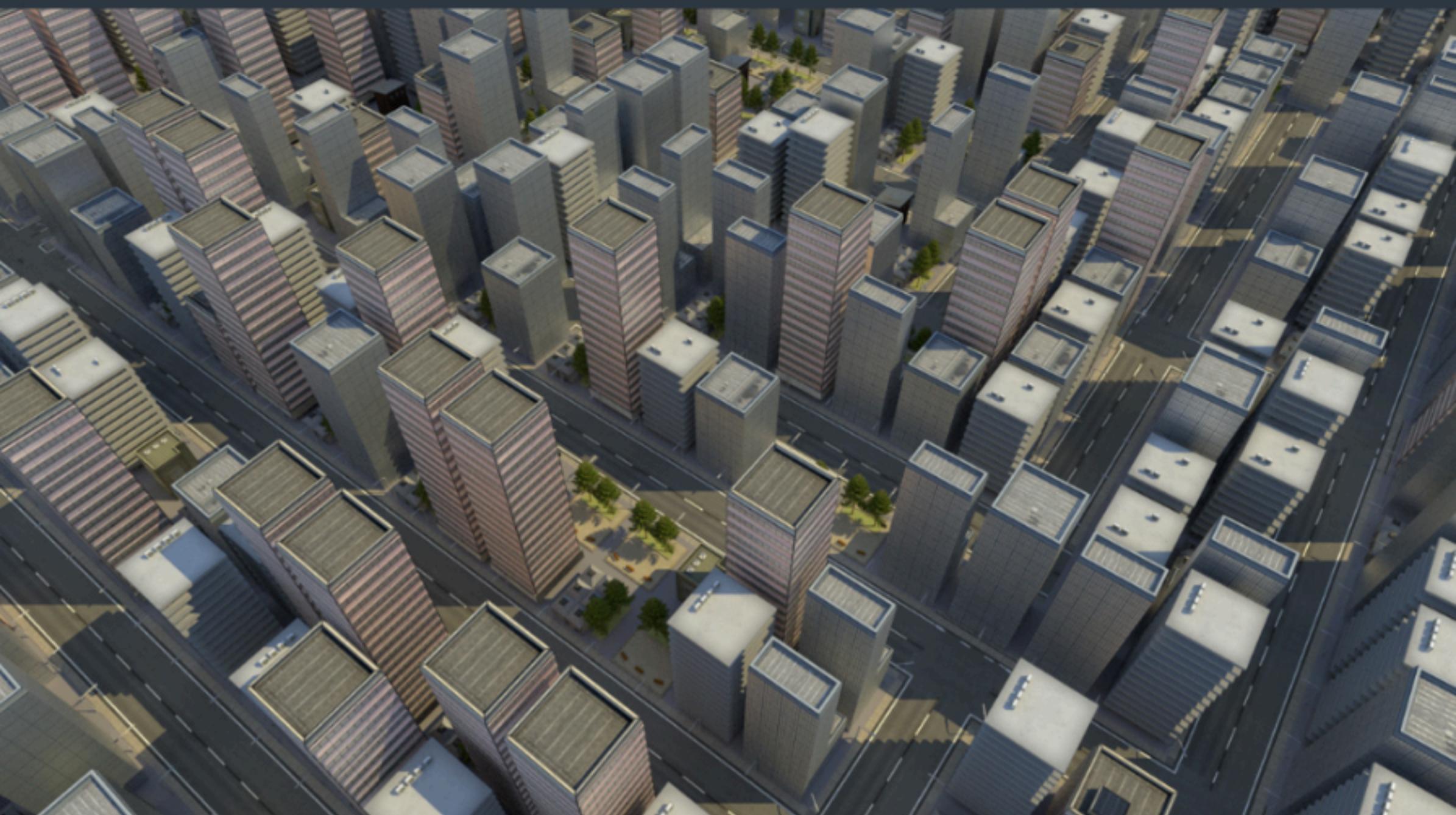
MODERN HOUSE

A render of modern house from the outside. For this render I used a HDR lightmap. I learned its a very easy way to light your render realistic. This is made in blender 2.76.



CHARACTER

This is Kull a voodoo game character. With this project I challenged myself to create an awesome game character with at little polygons as possible, but still keeping the smooth shading of the toon shader. The final count is 440 polys and the level of detail is still quite pleasing.



CITY

This is a render of a city. It is generated on a particle system. The city is made of only 6 simple low poly buildings. This is a very easy and good way to create a complete city in less than a day. This is also made in blender 2.76.