

## THIS PORTFOLIO CONTAINS...

## About me 2d works

- ICON
- Pattern
- Book Cover

## 3D Works

- MAGNET

- Chess PIECE

Individual works







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Univ./Major: Yonsei Univ./Computer Science

Career:

Game programmer in 111%(2016) Student game developer(now)

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## 





#### Geometric

## Realistic

Original













Crystalized Triangles



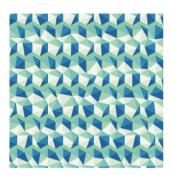


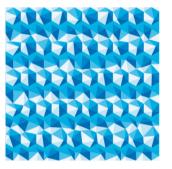
PATTERN

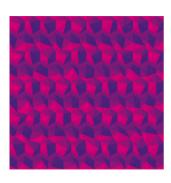


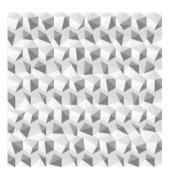
#### Geometric Patterns





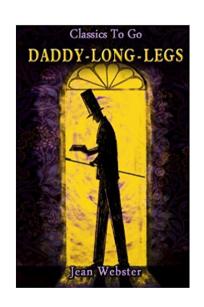






#### Original Design

Daddy-Long-Legs by Jean Webster













My Design

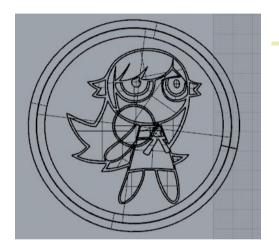
# 



## MAGNET







Rhinoceros Sketch

## Rhinoceros Shading & Rendering







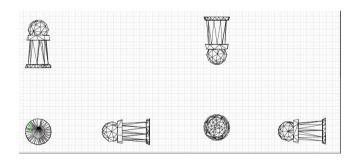


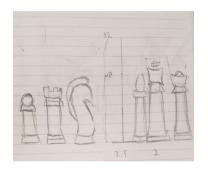




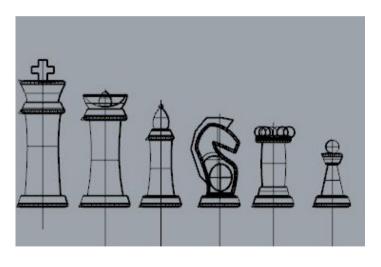
## Rough Idea Sketch

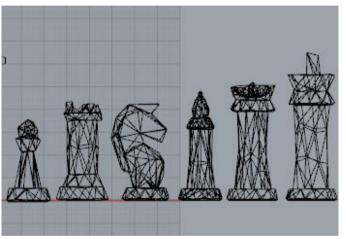
#### Blueprint for Pawn





## NURBS Sketch & Polygon Sketch

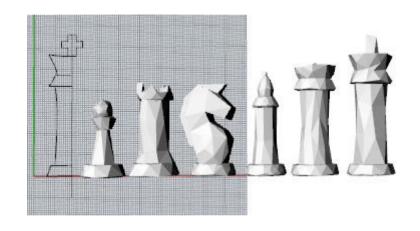








## Rhinoceros Rendering With Flat Shading





Realtime Rendering in Unity
Other objects are all from Unity



## Realtime Rendering with Unreal Engine 4 Other objects are all from Unreal Engine 4

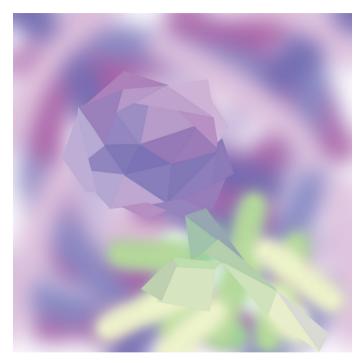




# 







Low Poly Violet Flower



Pointlized Shape





#### K-6 Altyn Helmet Reference & Idea Sketch









## $\begin{tabular}{ll} Real time \ Rendering \ in \ Unity \\ The \ human \ modeling \ is \ outer \ resources \ from \ Unity \ Asset \ Store \end{tabular}$

