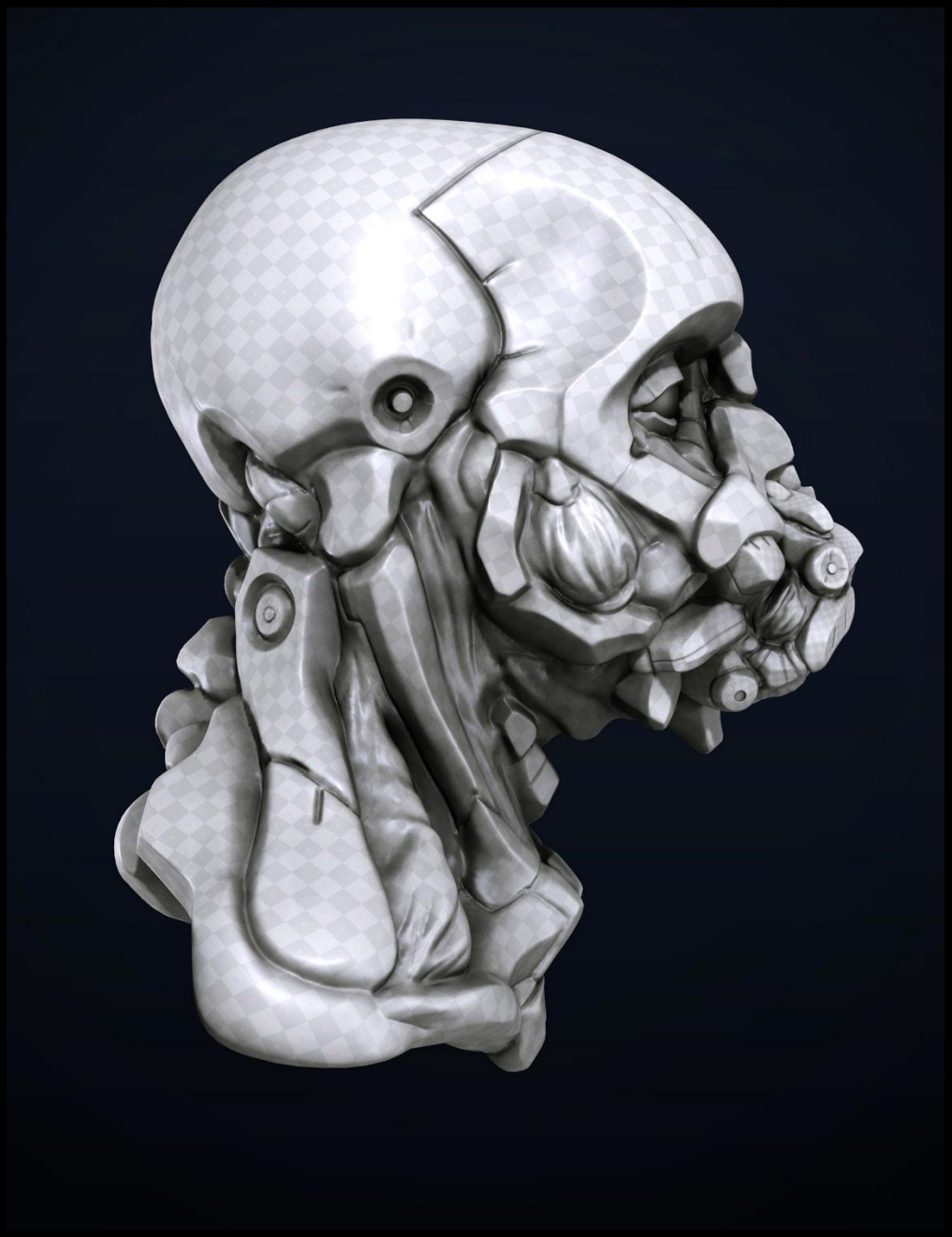


Case Study: Humane Interface

I made this piece as a final project for a 3D modeling class during Sophomore Year at Uni. It was directly inspired by a brilliant piece of concept art produced by the talented Gui Guimaraes. The character is meant to be a personification of the PlayStation 4 or its operating system. His concept was my sole reference along with any knowledge I had gained from previous anatomy studies. I made the decision to add in a few details and just a little bit of realism. Something about the rough metal surfaces contrasting the smooth material of her neon/latex outfit felt really nice. I took some of what I learned in the other female portrait later in this portfolio and integrated it, handling most of the backdrop and smoke in Photoshop rather than spending hours simulating it. I also spent some more time tweaking the rig and bone weights to allow articulate finger posing and small adjustments to the pose rather than sculpting in place.

The material for the hair was definitely my favorite thing to tweak for hours at a time. I settled for a semi-translucent, hard-candy look that reinforces the charming tone of this model as well as most of Gui Guimaraes work. However, there were a lot of challenges along the way. For example, I had a tough time acclimating to the Maya Mental Ray shader system which was very particular about texture types and memory limits. I made the mistake of trying to make the entire character (minus the metal bits and hair) one material node group. This involved a lot of specific masks plus 4k textures that made my computer crash mid-way through rendering. I eventually split up the materials, reduced the SSS shader's inputs and cut down the texture resolution to prevent crashing. Suffice to say, it's important to keep scaling and memory limits in mind from the start, even on small projects and especially with games.


Kawasaki
Ninja

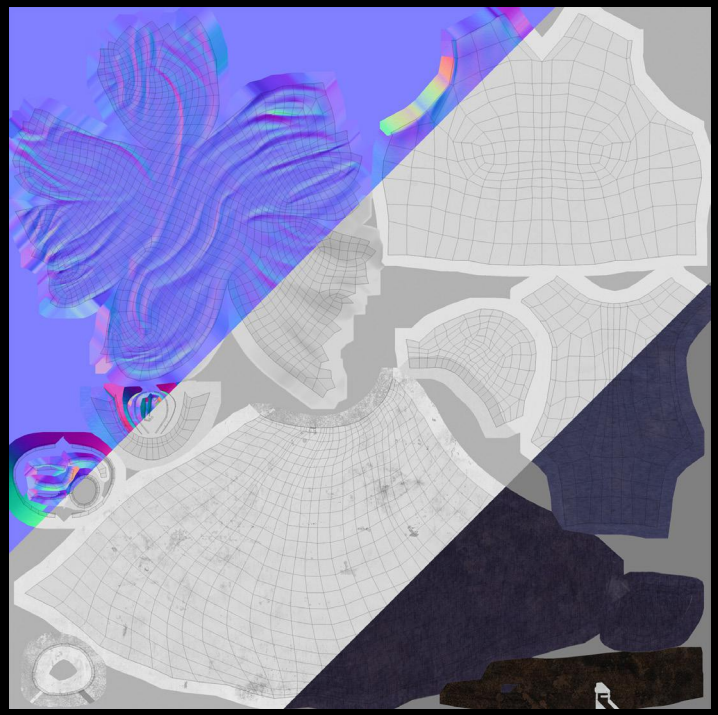

Kawasaki
Kawasaki
Ninja

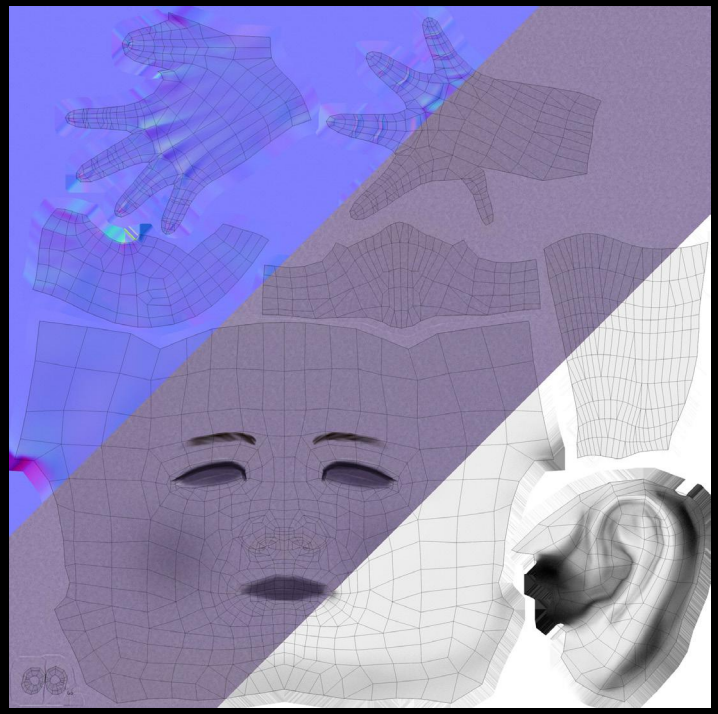
6 x 4096 maps
13143 tris

Case Study: Bertha Game Character

This is a ghostly character I developed as a Lead 3D Artist for the upcoming historical-horror game, Brukel. Bertha is mainly based on a couple photos of an actual Belgian girl from the 1940s combined with a sparse modeling sheet. I was under time constraints since the game was going into alpha and needed to be playtested at conventions and expos. I was given three weeks to complete high/low res models, UV, bake, texture, rig and animate this character and I finished it early with very little corrections needed. It was integrated into Unreal Engine 4 with a few complex shaders, namely a dissolve effect and a subsurface skin material. You can view it briefly integrated in game here:
http://imgur.com/E3i2mvt

Part of my responsibility on this project was to rapidly craft an Unreal Engine asset pipeline for a team of around 6 artists. This involved setting up a backlog, quality checking assets, texturing for beginner artists, helping direct the general art style of the game and integrating the finalized assets into a repo with the latest build of the game. I consider the project a success and a valuable learning experience since I had never been in charge of a game art team before and it gave me numerous opportunities to model props.



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4
5
6
7


2,844 tris
4096 maps