



# Robson "Talbone" Marques

2D/3D Art Generalist - Tech artist



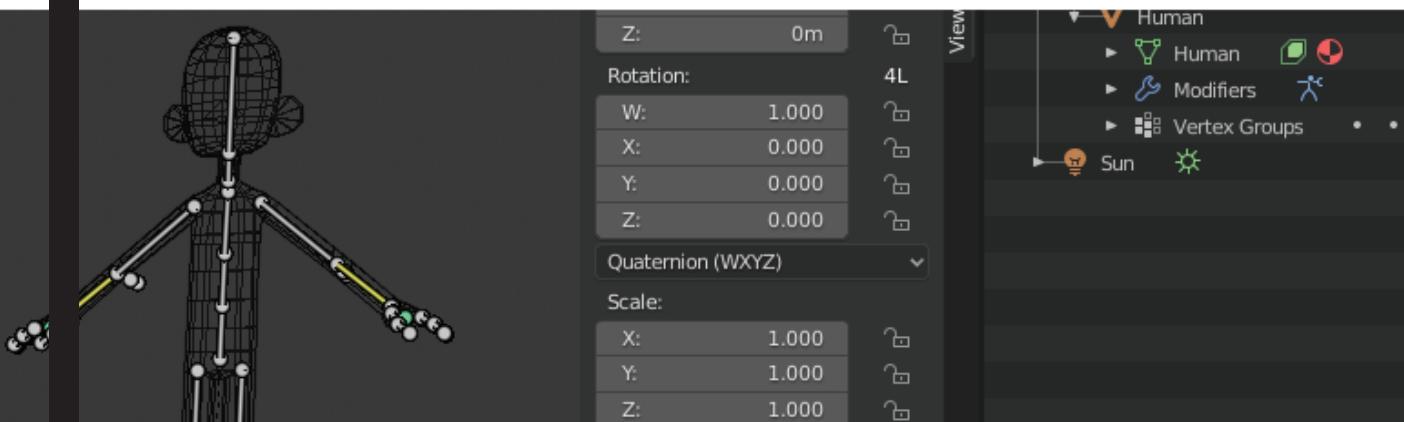
2019

## CHAMA! Bailão

Unity/Blender - Android

(FINALIST GJ+2019)

original concept, project lead, character art, rigging, animation, vizdev, vfx, tech art, UI/UX.

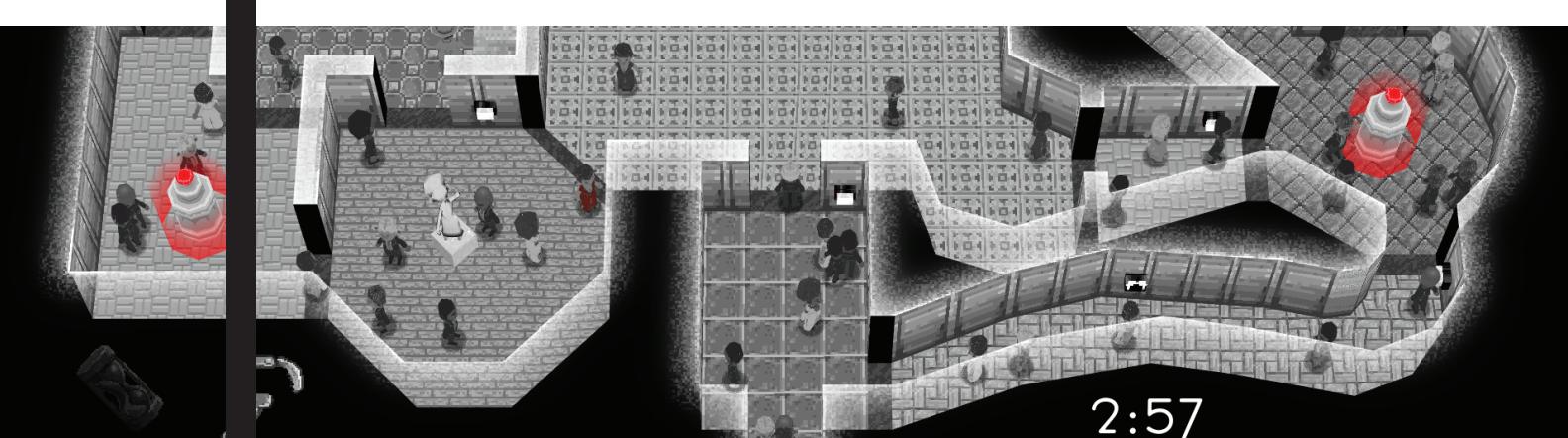


2019

## Human with blendshapes

Blender - VR (Client: imgnation)

3D model, UV mapping, rigging, blendshapes for character customization.



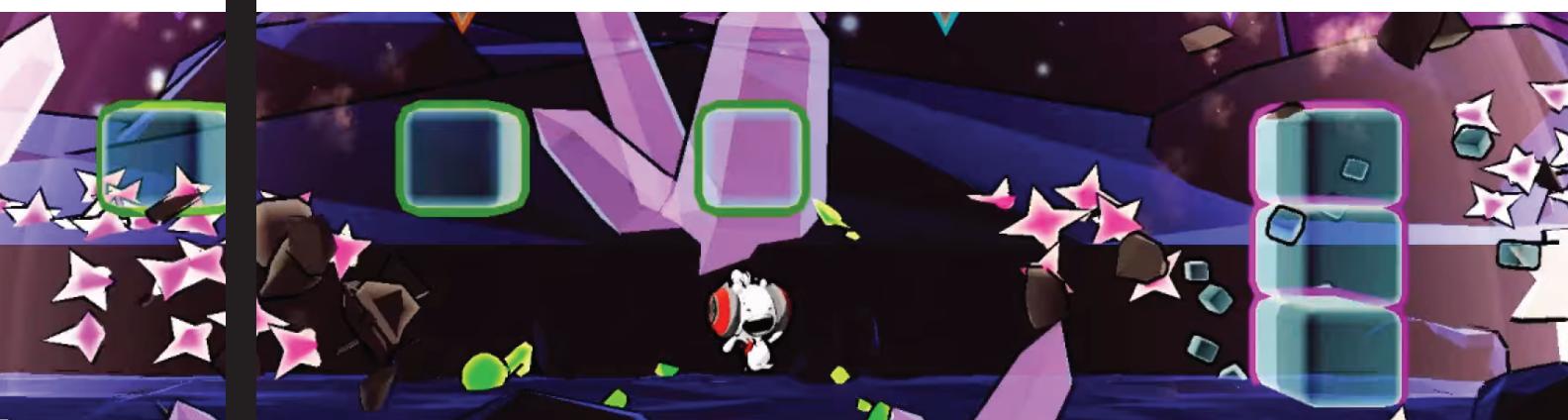
2018

## SLEIGHT

Unity/Blender - PC

(FINALIST GJ+2018)(BEST MKT GJ+2018)

original concept, environment art, character art, rigging, animation, vizdev, vfx, tech art, UI/UX.



2017

## Resonance

Unity/Blender - PC

(OFFICIAL SELECTION - OUT OF INDEX - SEOUL)

environment art, character art, rigging, animation, vizdev, vfx, tech art, UI/UX.



@iTalbone

<http://talb.one>