

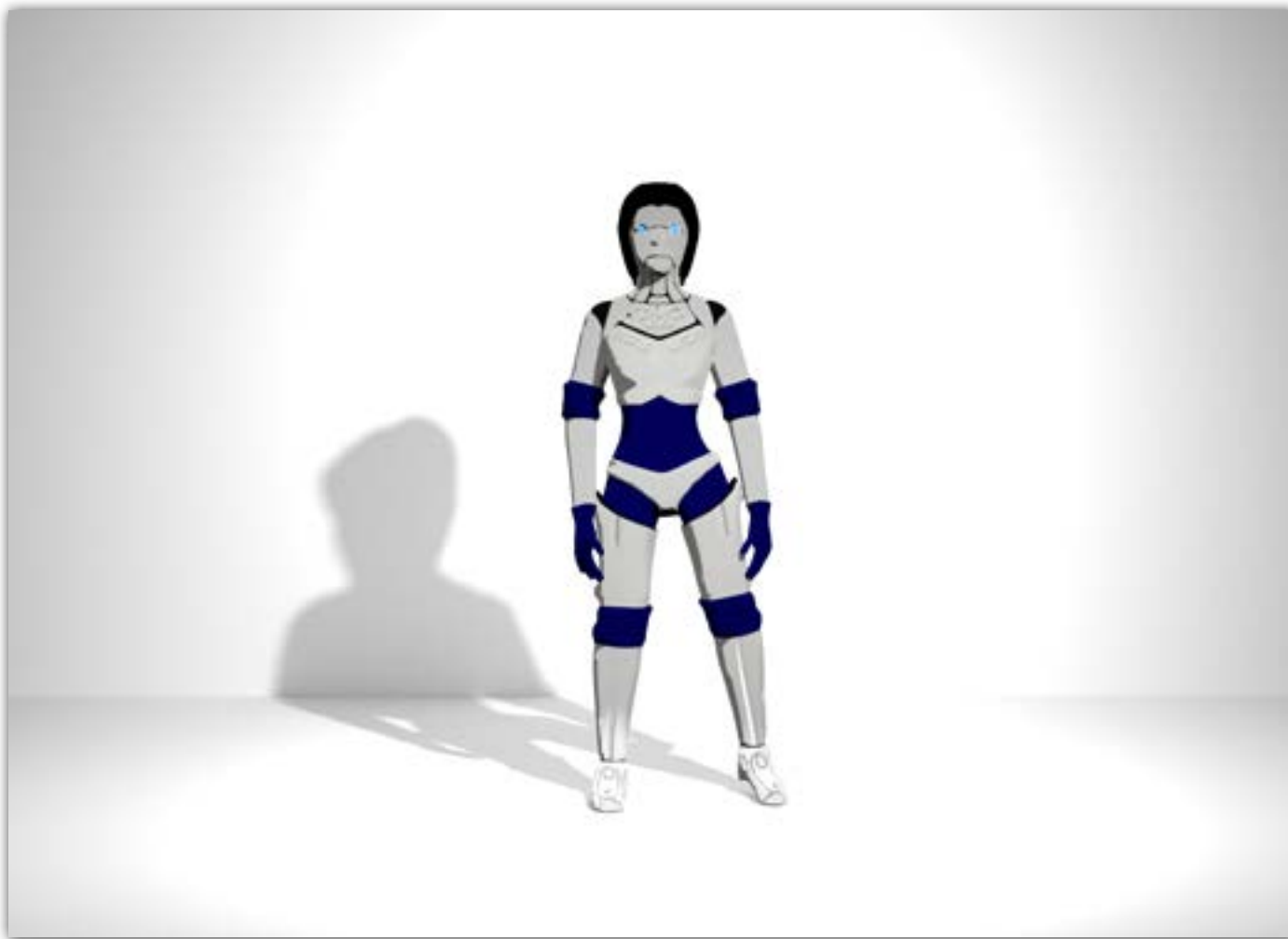
A spark in the night

Joseph Renna | 3d Artist | PDF Portfolio



Looking Glass

A still from my animation, “Looking glass”.
This animation is part motion capture, part keyed,
and features a lone figure that is assembled in the
beginning by the particles that make up her body.



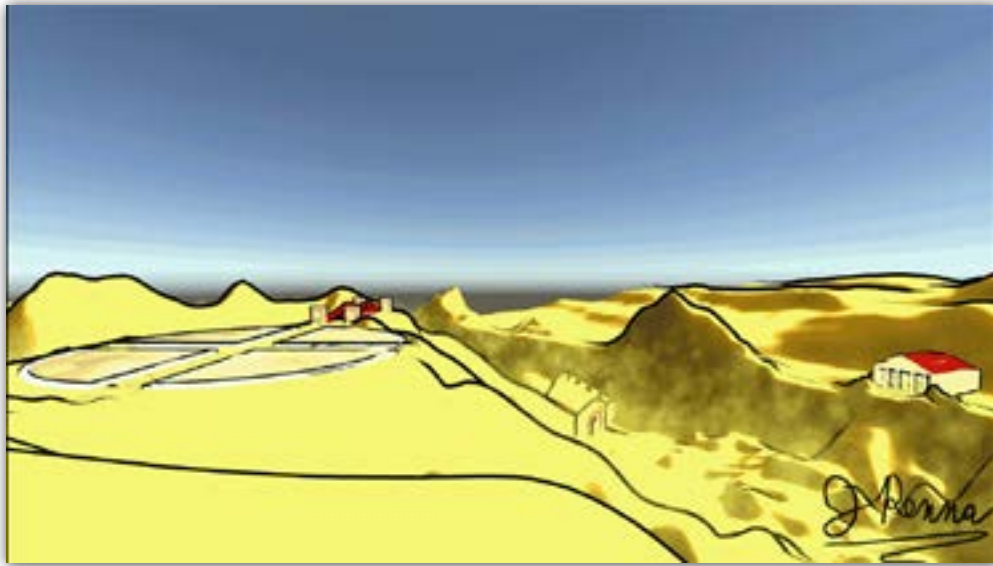
Ada

A 3d character created as part of the “Mechanical Heart” project. This character was sculpted, retopographed, textured, then rigged. Closer up images would reveal small, generated details spread across her figure.



Desert Ruins

A desert scene assembled in the Unity engine. Uses a particle system to simulate a dust storm within the lower areas of the level.



Desert Ruins

A desert scene assembled in the Unity engine. Uses a particle system to simulate a dust storm within the lower areas of the level.



Campfire

A scene assembled in Unity. This stylized scene was intended to be watched through a stationary camera.

The animation would loop seamlessly and endlessly, like a gif, as it was intended to be viewed within a gallery. The fire is a custom particle system.



A Mechanical Heart

Stills from the scene created as part of “A Mechanical Heart”. In this scene there are two characters, and a workshop that uses both hand painted tiling textures and generated textures.





Rise of the Individual

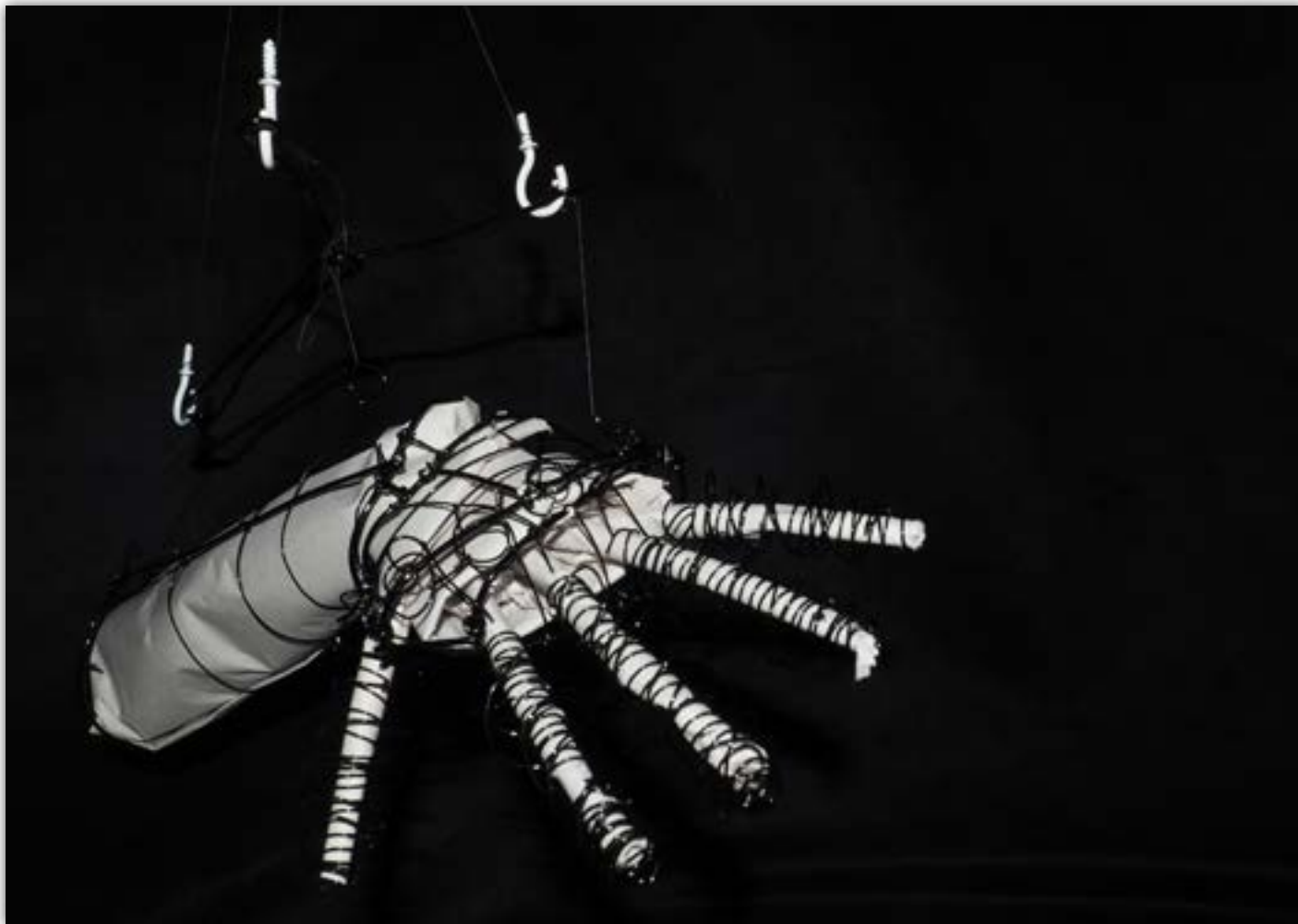
As someone who is more than just a 3d artist, I've also worked with things like photography.

Experience with real world lighting studios has taught me how the basics of lighting scenes, both real and digital.



Wolfie Hood

A combination of a 3d printed frame and bark. In this piece, modern technology was used to create a frame in which bark was attached to. Its shape was inspired by Stony Brook University's mascot.



Untitled

An arm made of wire frame and a paper core, suspended in the air.