

A spark in the night

Joseph Renna | 3d Artist | PDF Portfolio



J Renna

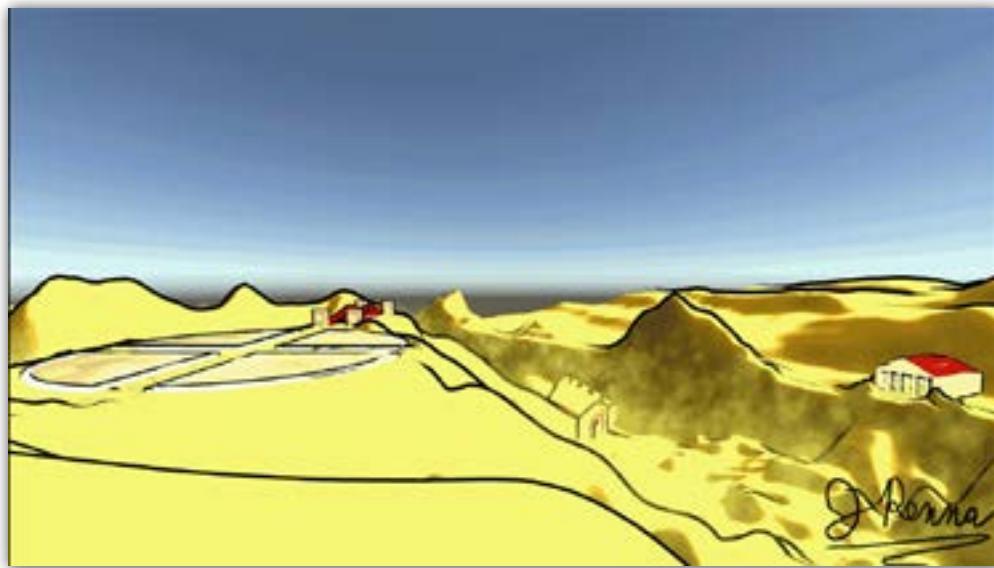
Looking Glass

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.



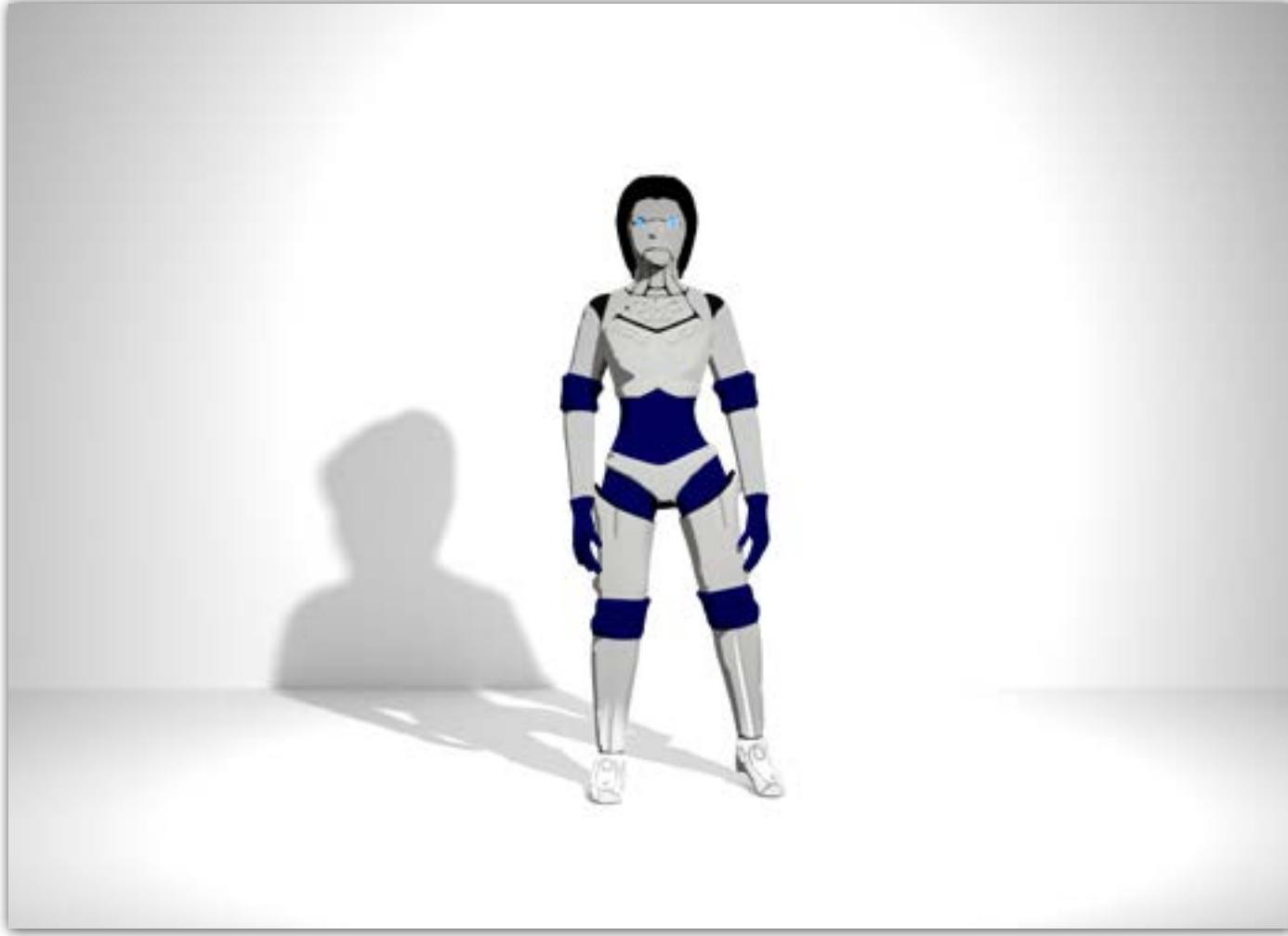
Desert Ruins

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



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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.



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.



Self Portrait

A short looping animation of myself.

Unfortunately due to the limitations of PDF formats, the above will only loop several times.

Created using Photoshop.



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.