

# A spark in the night

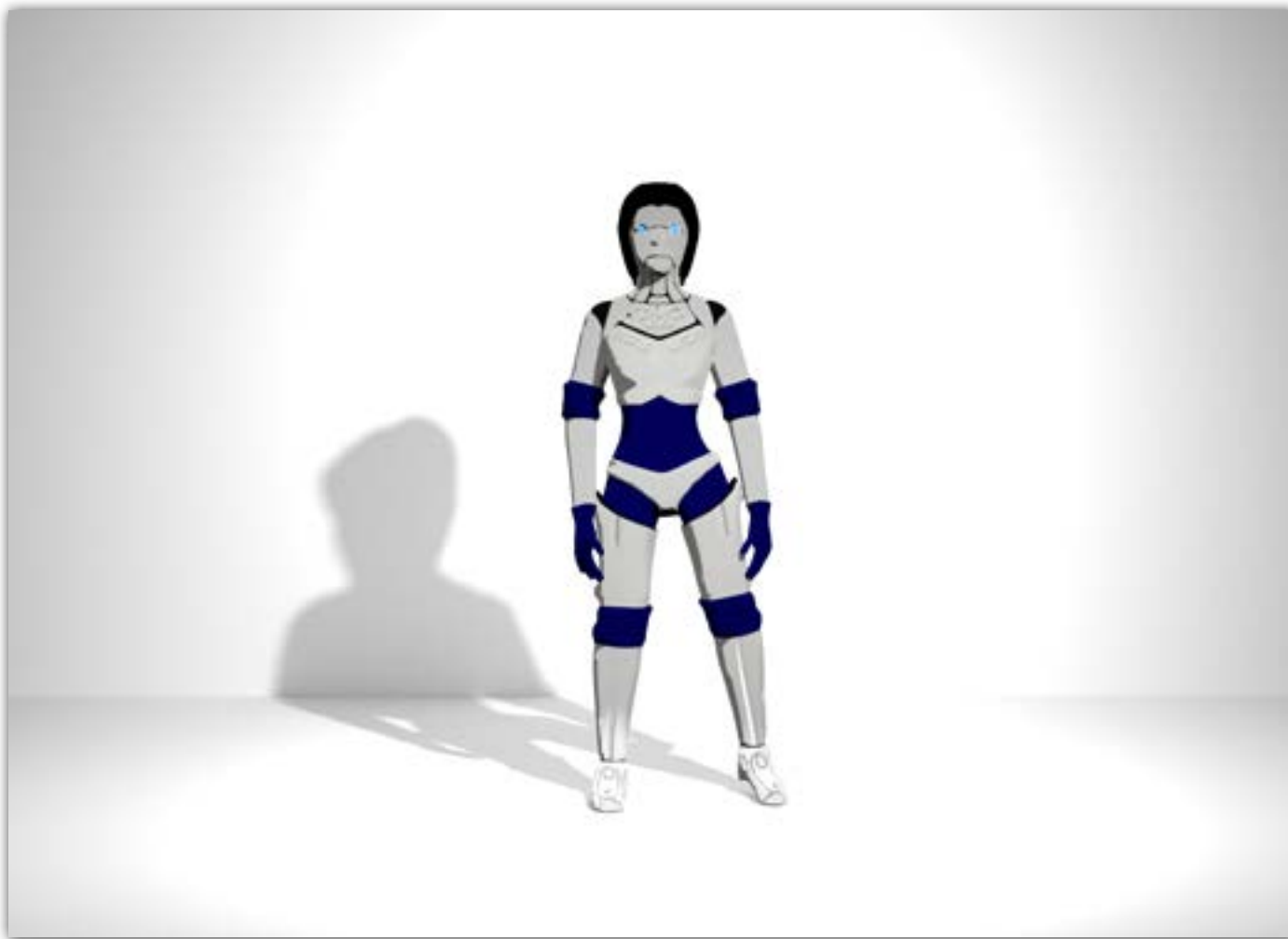
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Joseph Renna | 3d Artist | PDF Portfolio



## *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.



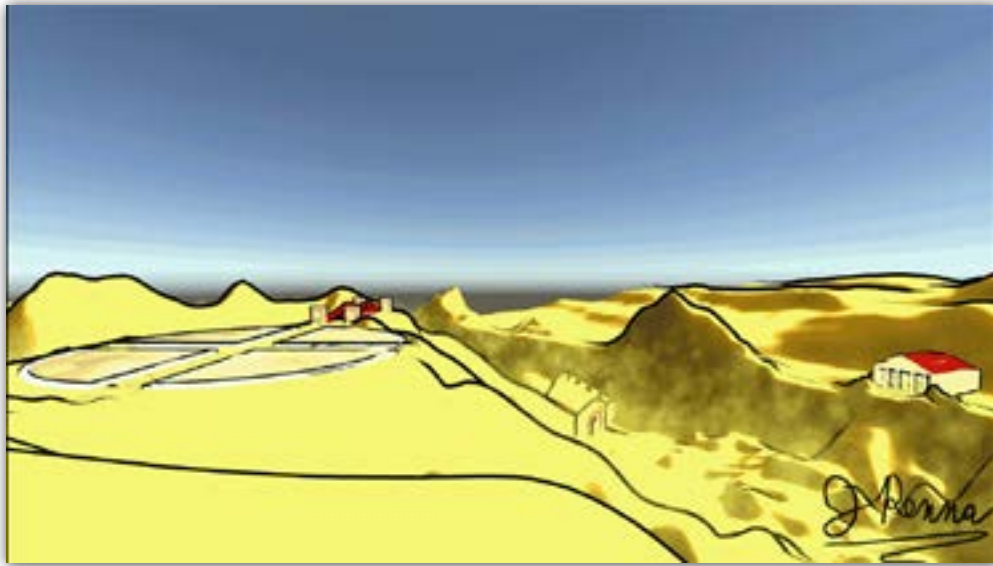
## *Ada*

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.



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## *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.