

Ursula XIAO

PORTFOLIO

Game Concept Design
3D Animation... ..

PORTFOLIO

About me



● Ursula XIAO Bushi 肖步實

**Bachelor of Science,
School of Creative Media,
City University of Hong Kong
08.2018 - 06.2022**

- TEL: (+852) 54238976
- E-mail: kitayamachingtak@gmail.com
- Degree: Bachelor of Science
- Date of Birth: 29-05-2000
- Undergraduate GPA: 3.3
- Award: Dean's List in the 3rd Year

Currently in Hong Kong

SKILLS

A

Illustration

B

3D Modeling

C

Character Animation

EXPERIENCE

NetEase Games Intern

- 3D Scene Modeler
- 11. 2019- 01. 2020

City University of Hong Kong

- Research Assistant
- 06. 2021- 06.2022

● Illustration & Concept Design

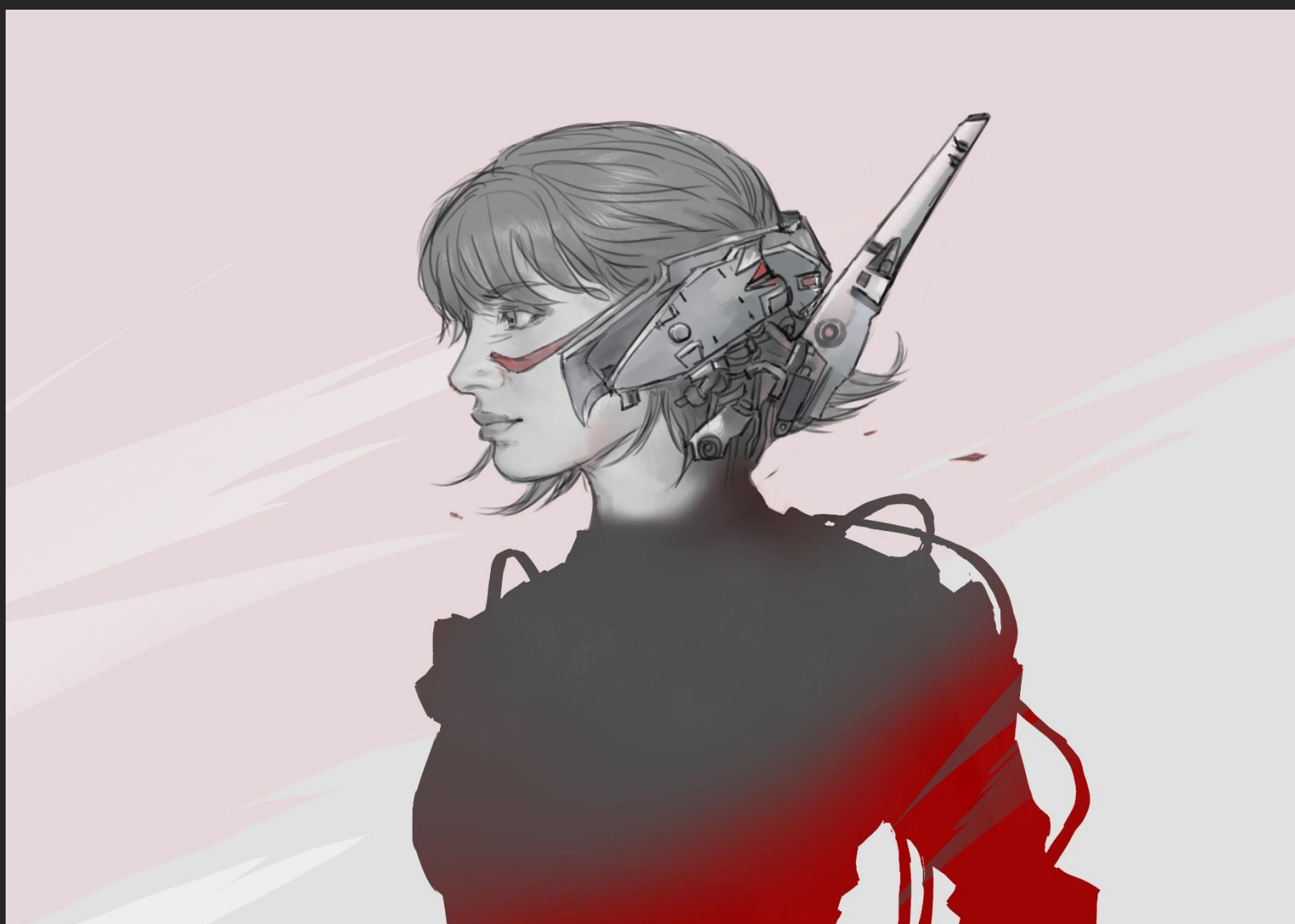


During my undergraduate studies, I enjoyed creating illustrations of conceptual designs. Although I have not studied illustration art specifically, I still love painting.

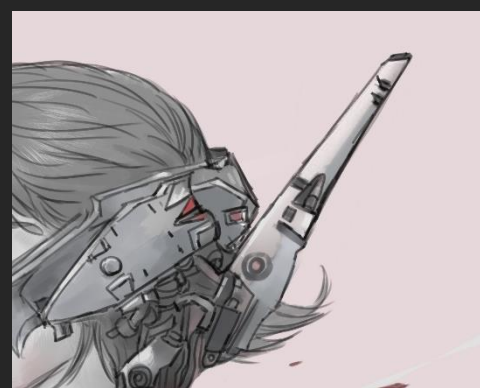


L to R:
<The Great Earth> <九龍執金吾>
<Voyager> <百年夜城>

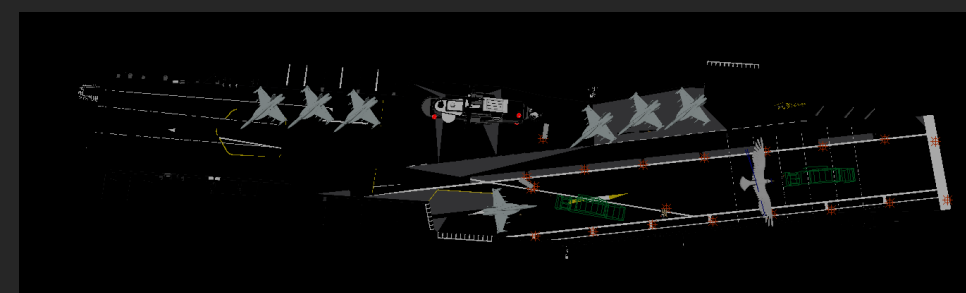
● Illustration & Concept Design



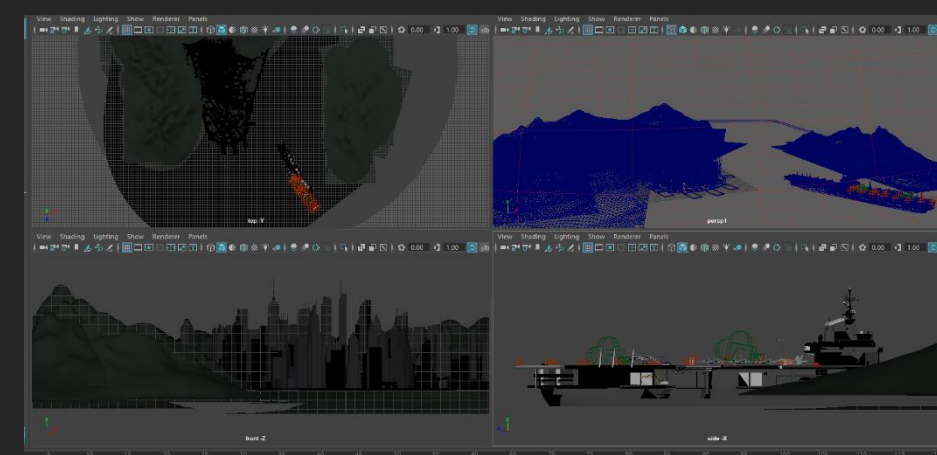
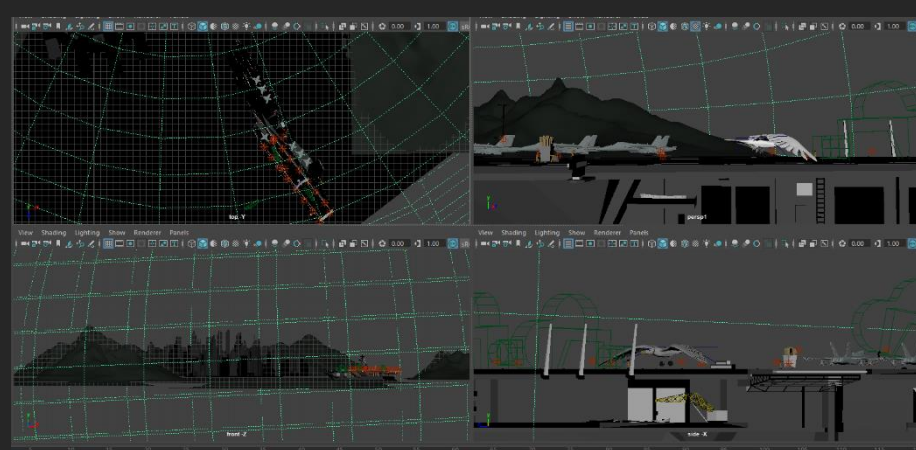
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● 3D Modeling

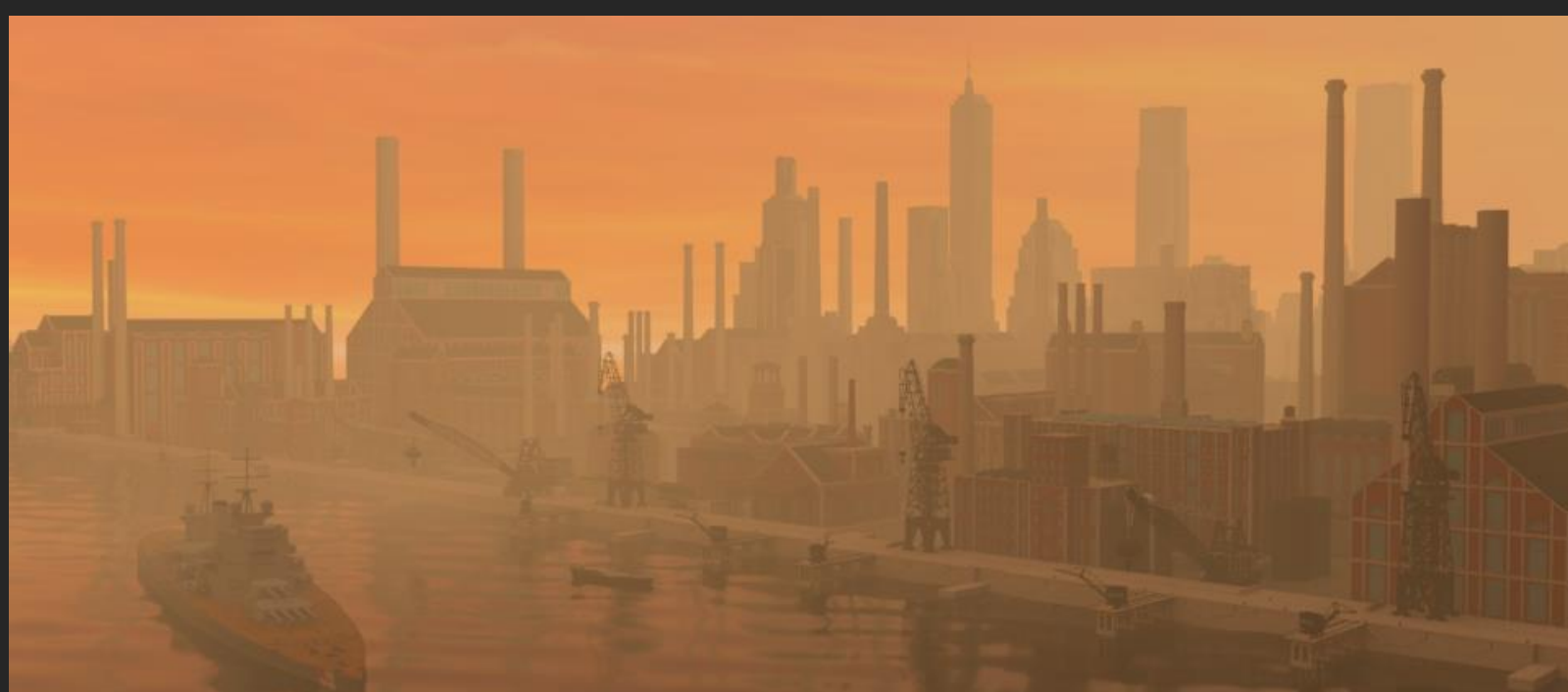
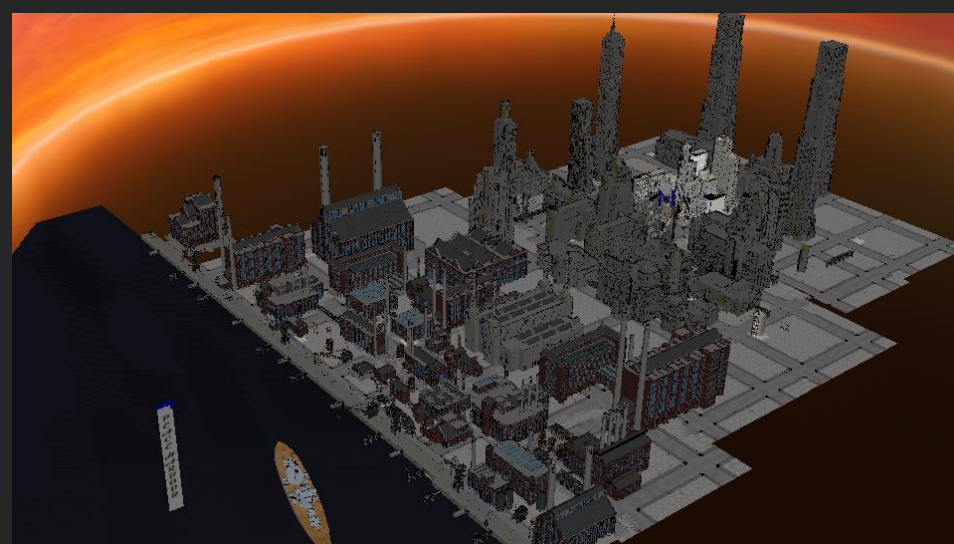
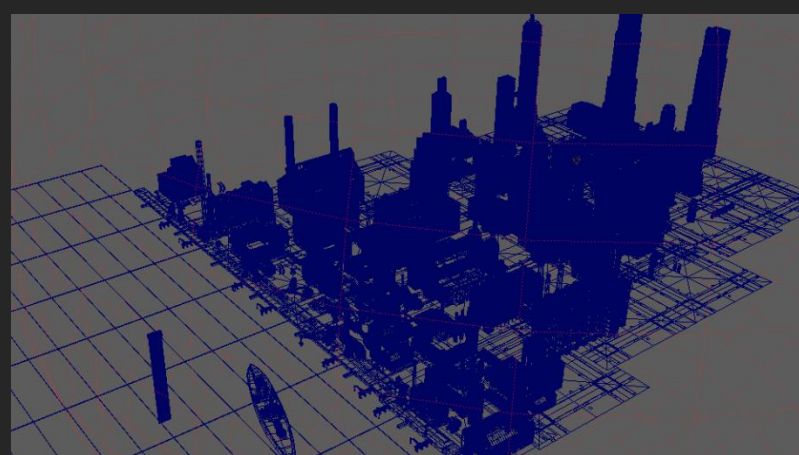


23-03-2022
< Seagulls in NYC >



Inspired by the meme of seagulls eating fries. In this design, the seagulls take off and land from the deck of the aircraft carrier like fighter jets, and when they're back, they're fed with fries instead of aviation fuel.

● 3D Modeling/ Rendering



3D Scene Modeling

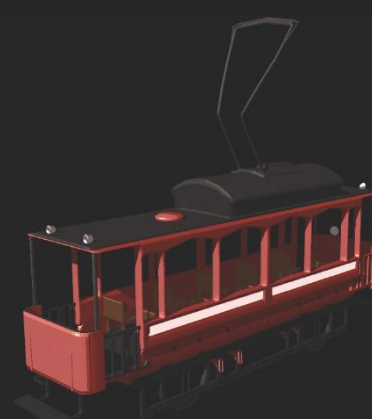
Here's a 3D scene from my Final Year Project in University: Peace Harbor.

● 3D Modeling/ Rendering

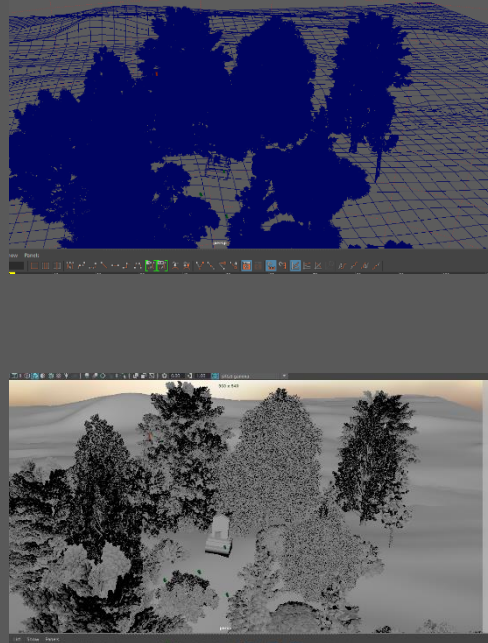


City Tram on the Bridge

Another 3D modeling work
Using Maya Toon Shader for Rendering
03-10-2021



● 3D Modeling/ Rendering



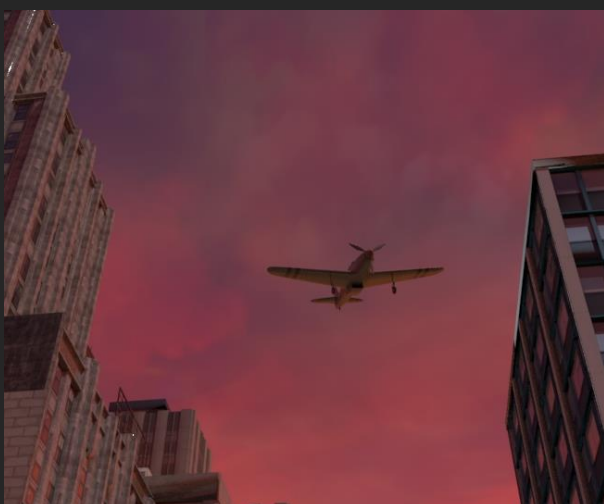
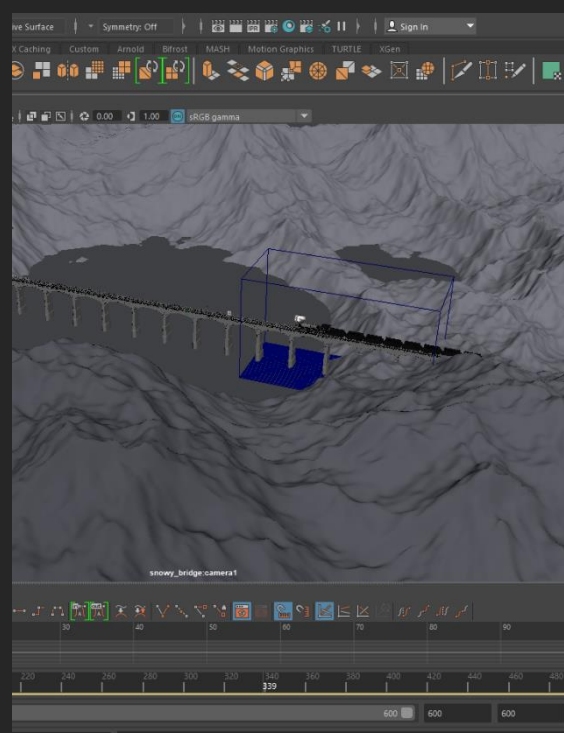
In the Woods Scene

BScCM Final Year Project
14-03-2022

My Final Year Project is a 3D character animation about war and peace. In the final scene, the little girl is guided by an azalea flower into a woods, and in the woods she found her father's grave.



● 3D Modeling/ Rendering



Other 3D Scenes

BScCM Final Year Project
02-05-2022

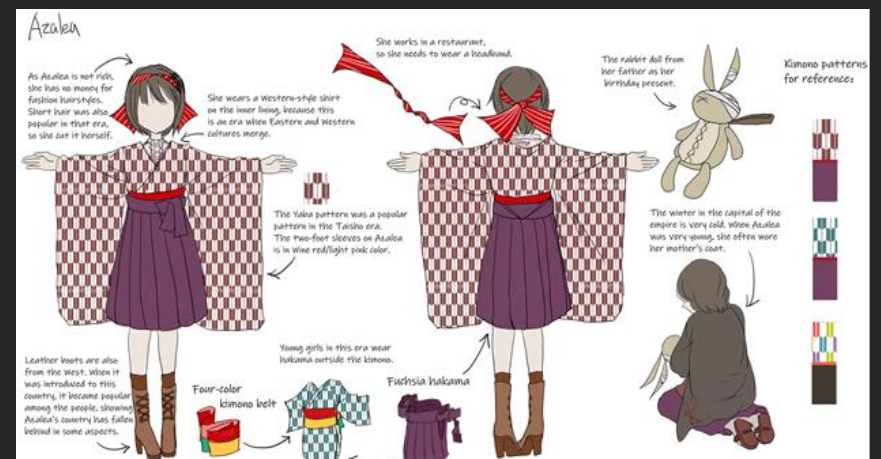
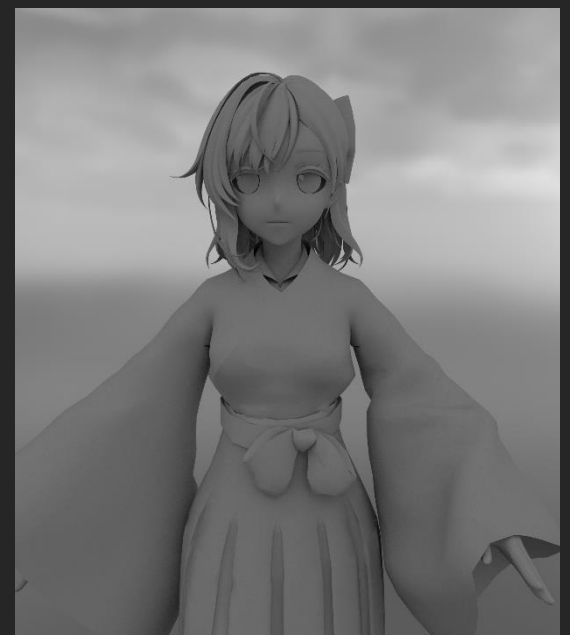
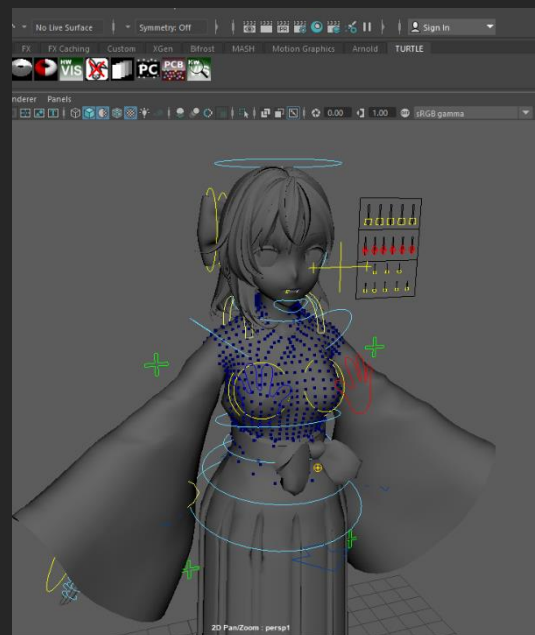
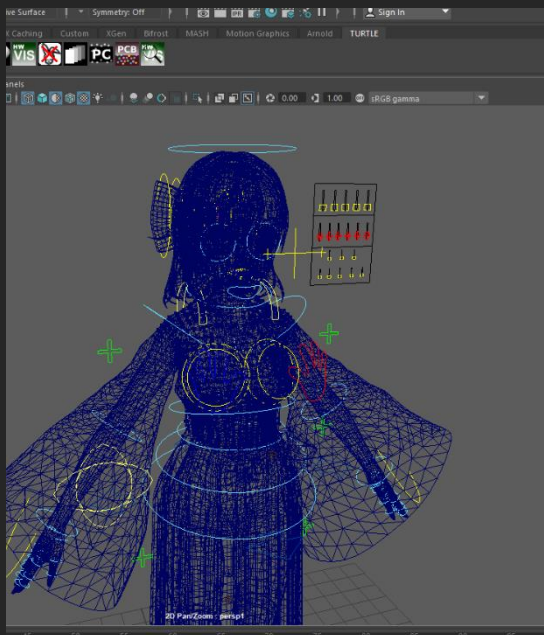
The animation for my final year project is a linear narrative so every scene doesn't repeat itself. All the scene design, modeling, materials, lighting and rendering are done by myself.

Links:

Production Process Video:
<https://youtu.be/lkQl6BDIV2o>



● Character Animation



<Azalea> 3D modeling, Style Frame, and Concept Design

Azalea is the heroine of my Final Year Project. I used Maya for 3D modeling and rigging, optimized the hair with zBrush, and rendered with the Arnold Toon Shader.

● Character Animation



Toon Rendering

Toon rendering is to use a specific shading script to render 3D models into comic-like brushstrokes. I spent a lot of time working on the Toon Shader for the Final Year Project, and the final character animation made the 3D model of the heroine look more like a manga.

Full Animation(Final version):
<https://youtu.be/OsbE7VH0vi8>



Other Scenes

Final Year Project 2022

Some other renders/ animation.



THANK YOU!

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<https://chingtak.artstation.com>