

Hello, I'm Mehmet Akif.

A senior-year design student who trying to specialize in 3D modeling & texturing.



01 / PROJECT NAME

Goblin concept digital sculpture with human-like skin. Learned a lot of quick tips and look development.

Sculpted in ZBrush, Retopologized and UVs done in Maya, Textured in Mari, Rendered using Arnold.

[More shots from this project ↗](#)



02 / PROJECT NAME

Subsurface weight, specular roughness, diffuse maps generated with the procedure and manual techniques.

[See case study →](#)



03 / PROJECT NAME

Experimental creature modeling for school project.

[Project WIP](#)

