Hello, I'm Mehmet Akif.

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

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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

Hi I'm Mehmet Akif Karasu, 3D artist & sculptor.

My work is mainly focused on third-dimension modeling, texturing and rendering. I like exploring the creatures with a touch of dark surrealism for characters and production.

Now I'm an interactive media design student in Istanbul — currently freelancing and seeking internship opportunities.

Main Software	Pixologic ZBrush, Autodesk Maya, The Foundry Mari, Arnold Renderer, Blender, Forger
	Adobe CC, Figma, Ableton
Main Skills	Organic and Polygonal Modeling, UV Layout, Texturing, Retopology, Ilustration, Sound Design

I am thrilled to answer to your next project →

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