

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, Forge

Adobe CC, Figma, Ableton

Main Skills

Organic and Polygonal Modeling, UV Layout, Texturing, Retopology, Illustration, Sound Design

I am thrilled to answer to your next project →

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