

PARONI'S  
— 3D —  
PORTFOLIO  
2024

PANU NISKAKOSKI

# INDEX

**This shortened portfolio focuses solely on my 3D work.**

**I started learning 3D on July 2023, so this is also a showcase of my progression as a 3D artist in about 9 months.**

**Check out my comprehensive portfolio [here!](#)**

## ABOUT ME

**Panu Robert Niskakoski**

**Technical game artist and designer with 5 years of experience on commercial game development and entrepreneurship.**

**Master of Science (IT)**

**★ 2D / 3D artist & Animator ★**

**★ Game designer & Programmer ★**

**★ Music & SFX producer ★**

# RETRO 3D



**I spent 2 weeks of evenings learning retro styled 3D.**

**I really like this style and would love to make a game with this kind of old school look!**



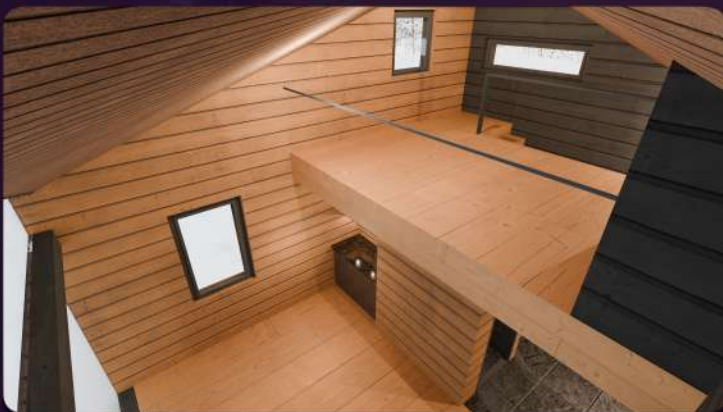
# REALISTIC 3D



**I have done building modeling as subcontracting gigs. Modeling, UV mapping, texturing etc.**  
**This has been a great way to learn more realistic 3D.**



# INTERIOR



**I have learned to play with PBR-materials and got familiar with Blender's general shader graph tools. You can find free materials, if you know where to look.**



# EXTERIOR



**With these cabin designs I also made my first realistic 3D exterior scene.**

**Trees and bushes are flat PNGs though.**

# SCULPTING & 2.5D

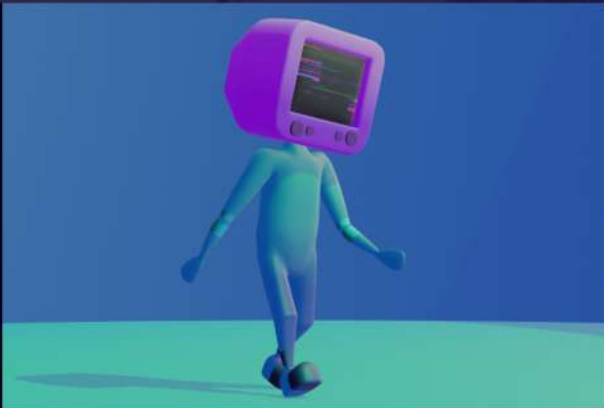


The heads were a sculpting exercise. Video [here!](#)

The bottom one is a quick 2.5D visual demo. Demo [here!](#)



# MISCELLANEOUS



**I can also rig & animate. Learning performance efficient topology has also been important to me.**

**I can create modular environment, like the bottom right dungeon. Everything has been done with Blender.**





**TO BE CONTINUED...**

## **CONTACT**

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**Take a look at my CV by clicking [here!](#)**

**These were the highlights.**

**More can be found on  
[YOUTUBE](#) & [MY WEBSITE](#)**