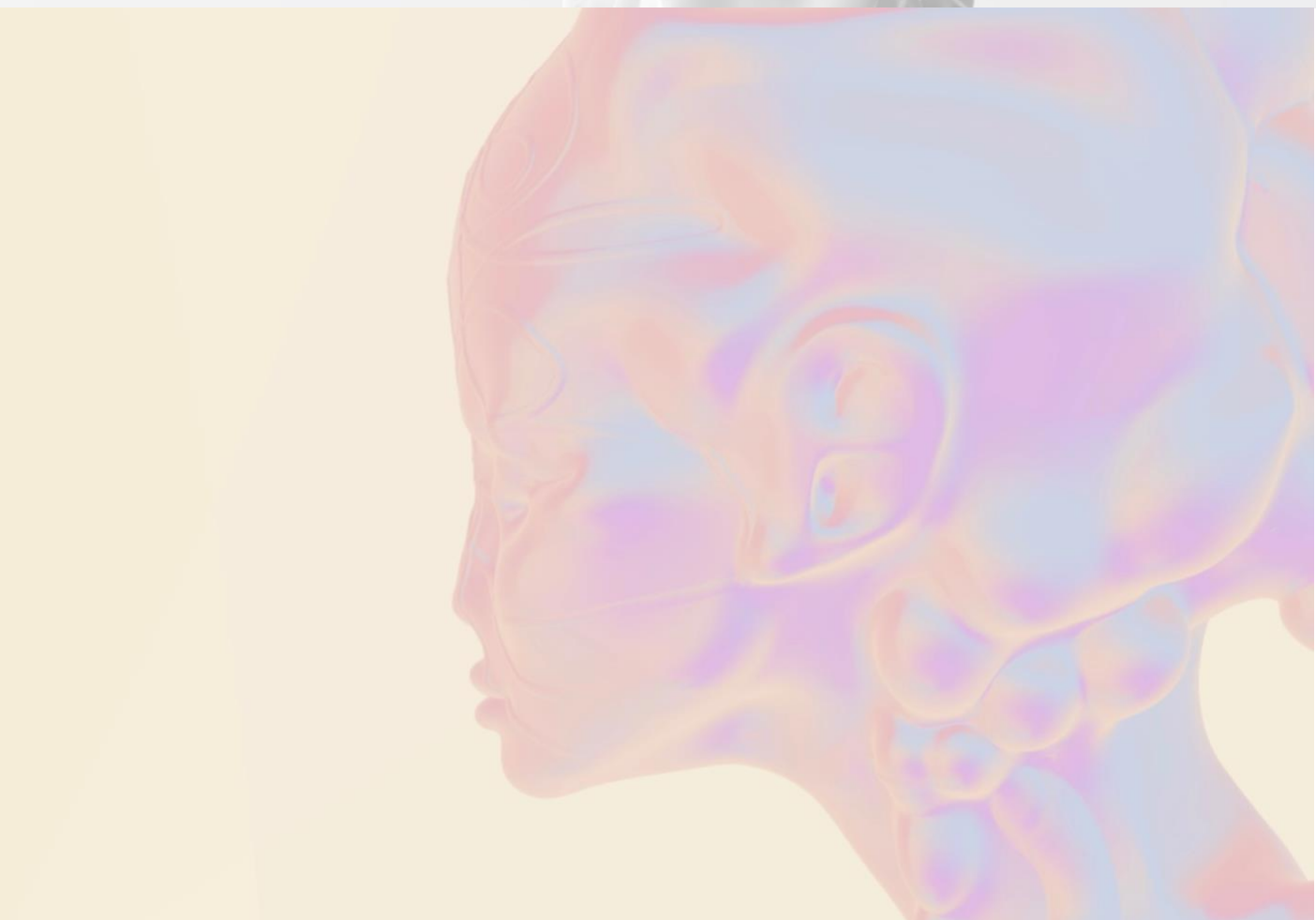


3d
portrait

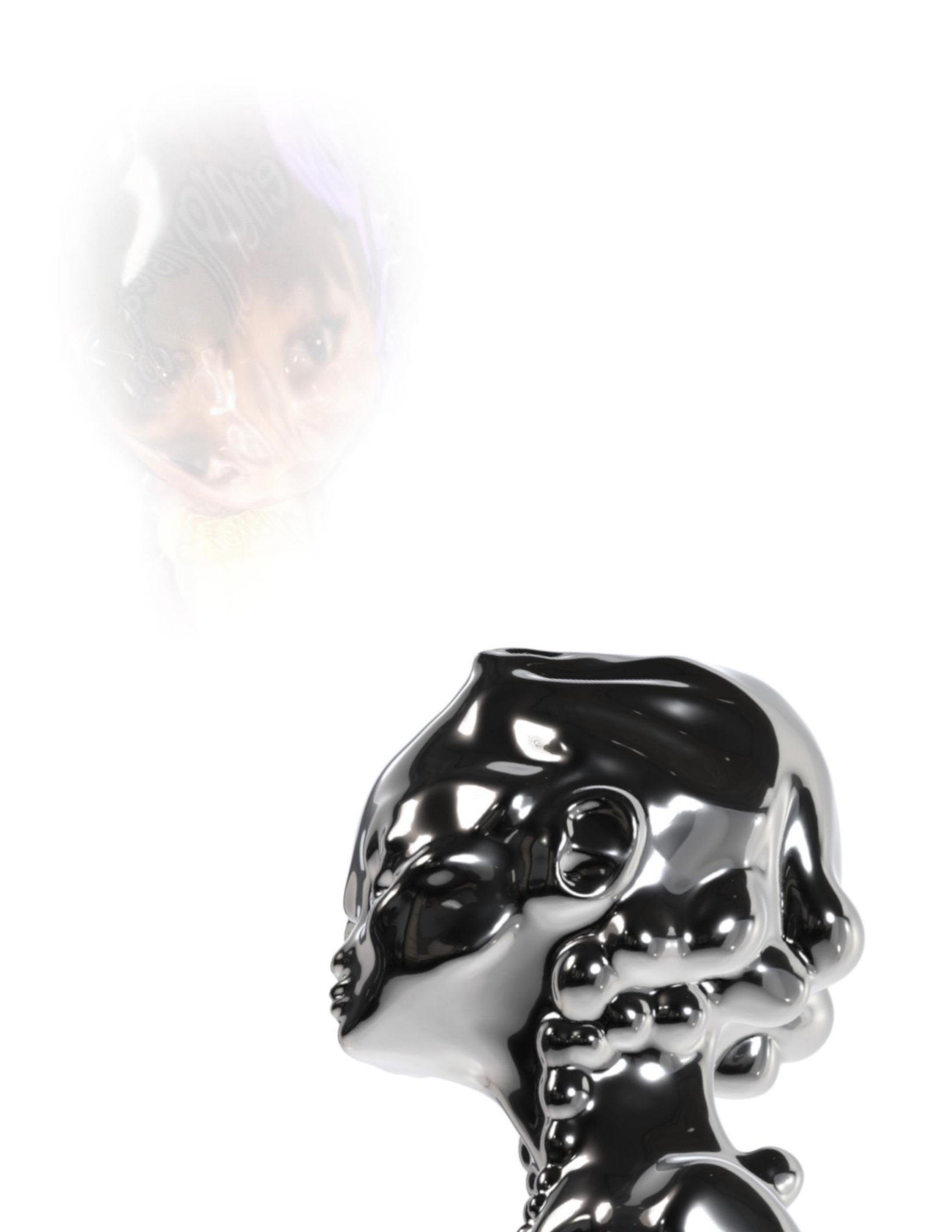
Software used:

- Nomad Sculpt
- Blender

A 3D character created as part of the thesis *Self-Portraiture & Beautification in 3-Dimensional Avatars*. Intended to be androgynous in order to increase representation in games.

Current Progress:

- 2 be implemented in Unity as a playable avatar.

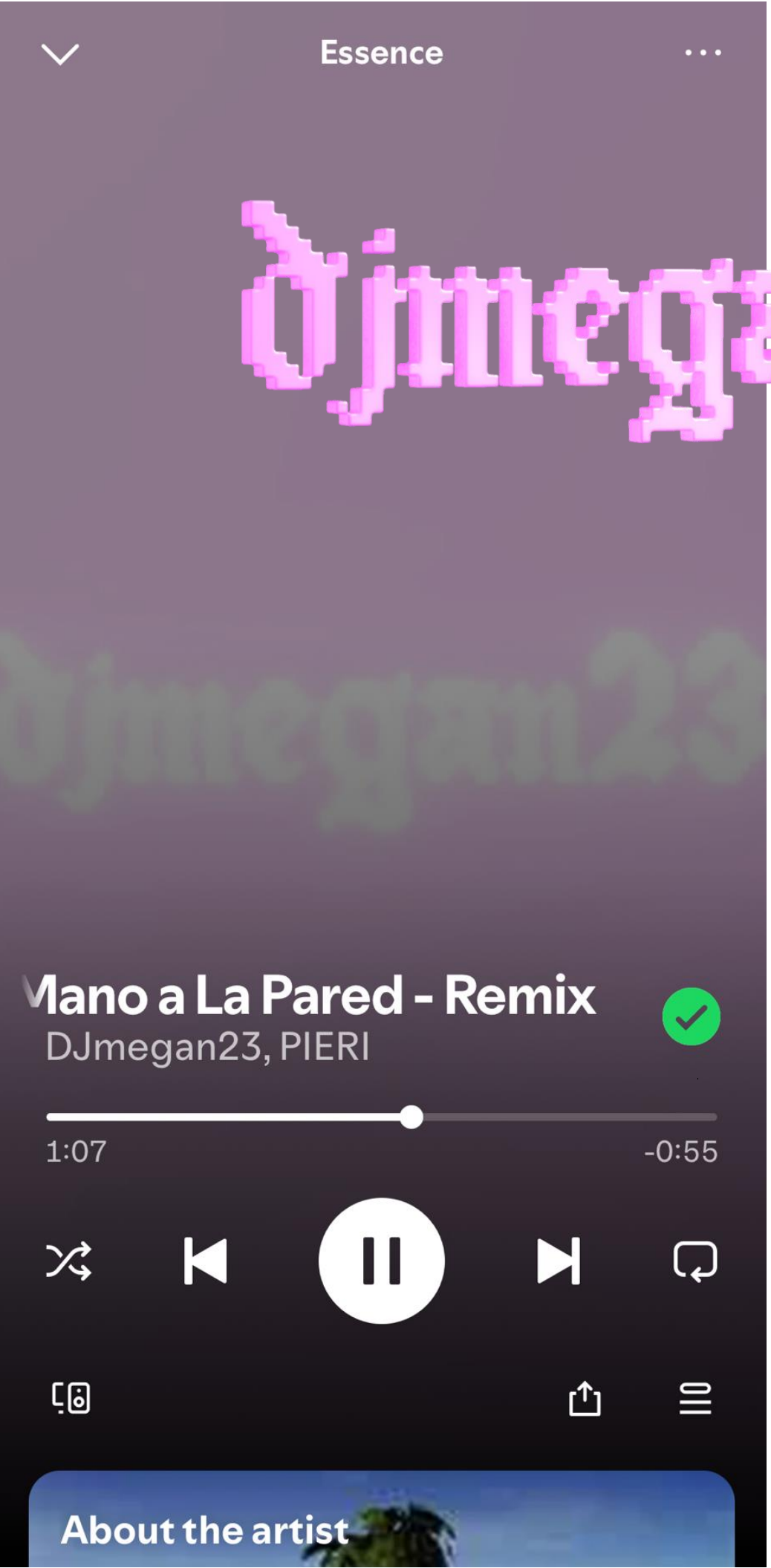


calico critter

+

mutated vers.

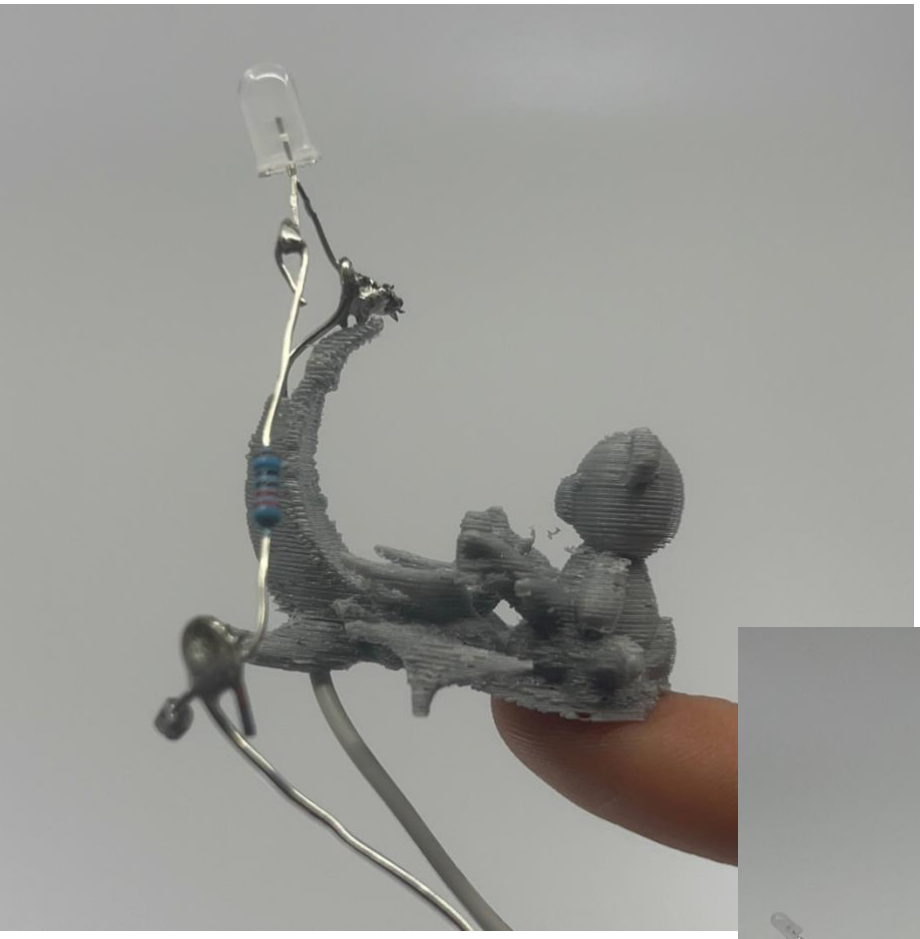
A character made for the inside cover of the magazine I currently work for, *The Oregon Voice*, as a "meet-the-staff" image.



spotify canvas

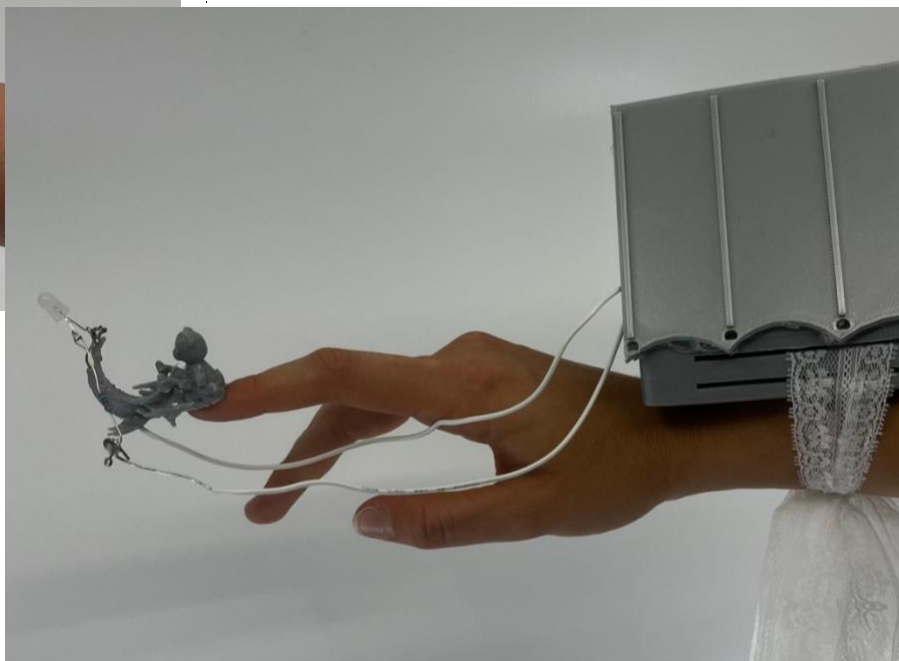
A spinning visualizer for LA-based DJ.

3d
-sculpted
+
-printed
nail



Mechanics
- PVC print material
- Arduino

Created & printed a 3D press-on nail prototype which lights up when waving the hand, detected with tilt-ball motor.

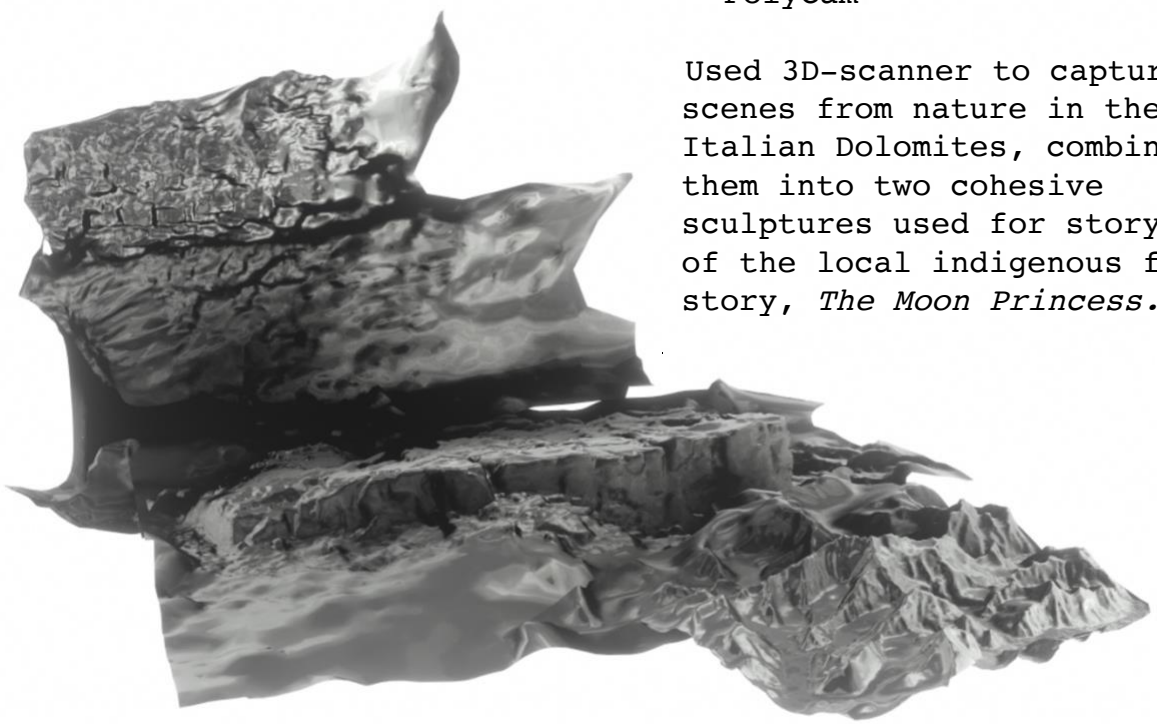


oregon
voice
sweet tooth

magazine cover

moon
princess
3d project

Software used:

- PolyCam

Used 3D-scanner to capture scenes from nature in the Italian Dolomites, combining them into two cohesive sculptures used for storytelling of the local indigenous folk story, *The Moon Princess.*