

3D Works



The Sword in the Stone

Type: Personal Work

Tool Used: Autodesk Maya, Photoshop

Responsible for: Modelling, lighting, texturing, compositing

Remark: Not responsible for rock modelling



It is my attempt to try to create a cinematic shot. The idea comes glowing sword effect of the sword comes from the famous game The Witcher 3.

In this project, the rock modeling are provided by Robby Branham.

