

3D Works

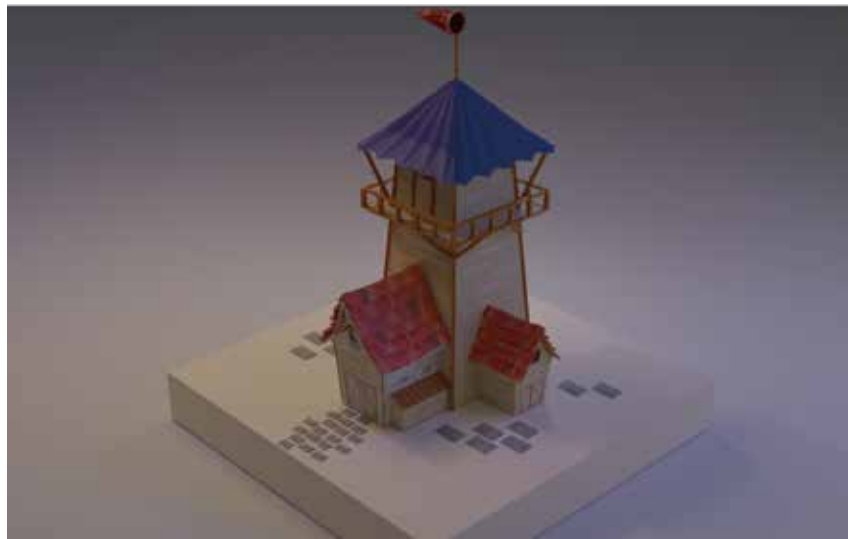


Low Poly Art

Type: Personal Work

Tool Used: Autodesk Maya

Responsible for: Modelling, lighting, texturing



This particular art style is called low-poly modeling, which is kind of like pixel art for the 3D world. Using less poly to create a cartoony feel. At the right, you can see that it is one of the references I used to model the well. You can see that there is a major difference between these two. It also related to its texturing method of low poly art. Instead of having a complicated texture. Most of the low poly art just apply color to its surface.

But most importantly, I really enjoy the process of creating it. It opens a lot more opportunities, allows me to more creative due to its cartoony style.

