## 3D Works



**Dark Alley** 

Type: Personal Work

Tool Used: Autodesk Maya, Photoshop

Role: Modelling, lighting, texturing, compositing







This is a realistic environment I create using image texture. At the middle, you can see my references. And the bottom is one of the textures i used. In this project, the lighting, texture and composition are doing most of the heavy work compare to modeling.





