

Brandon Y

3D ARTIST PORTFOLIO

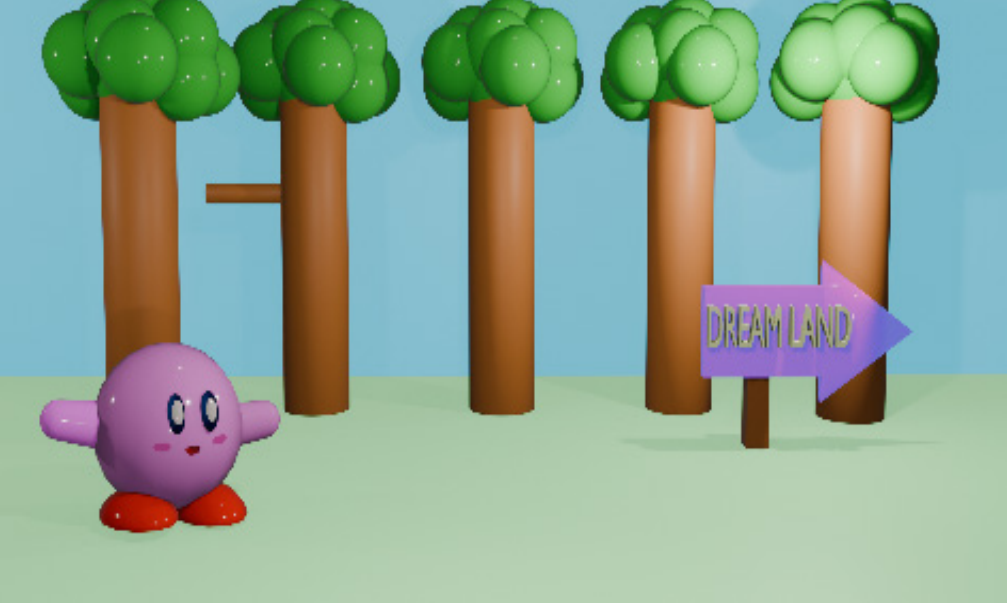




Apartment Setting

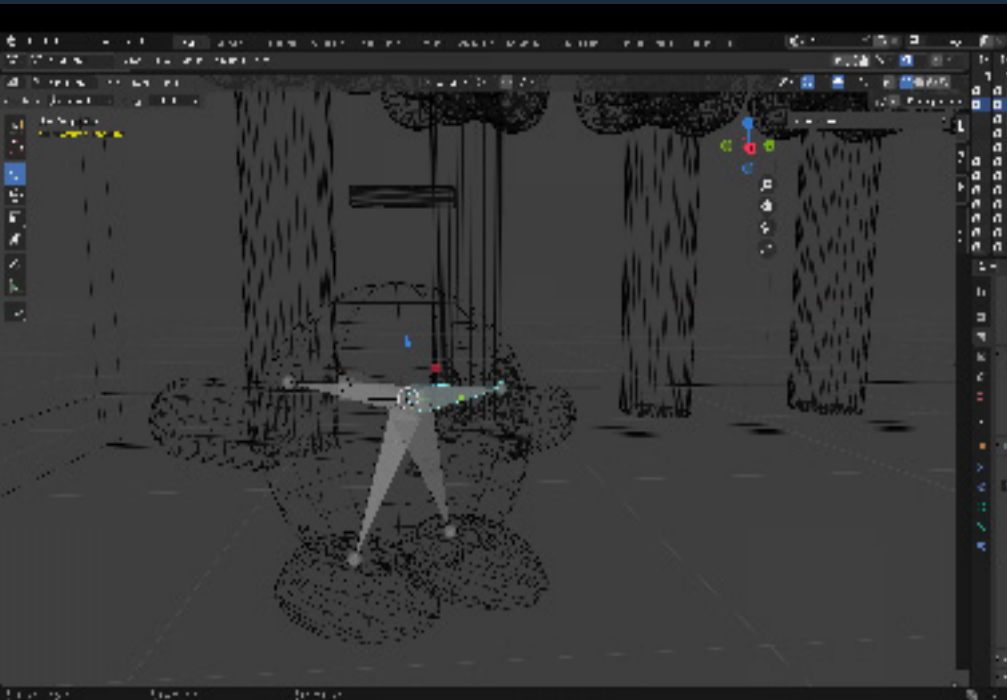
This is a miniature world build of a Apartment I created as my final assingment in my prevoius class. I redecorated the textures to look more like a modern looking apartment. This insipred me to make more world building in the future.





Kirby Rigging

I made a Kirby model, and the reason why I created him is because I wanted a simple model to practice my rigging, and hopefully rig more complex characters. The second image demonstrates a simple armature and the geometry of the Kirby model.



Guitar Model



This is a Guitar model I made, I used my own guitar as reference to achieve this look. This project help me more understand my skills of hard surface modeling.

My Character Model



This is a character model I created, and I added some eyes and a nose that I made in the sculpted feature in Blender. My goals for my character are to rig it so I can make animations using this character.

**Thank You
for viewing!!**