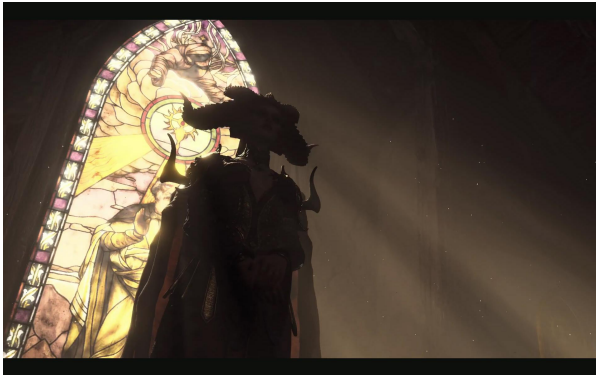
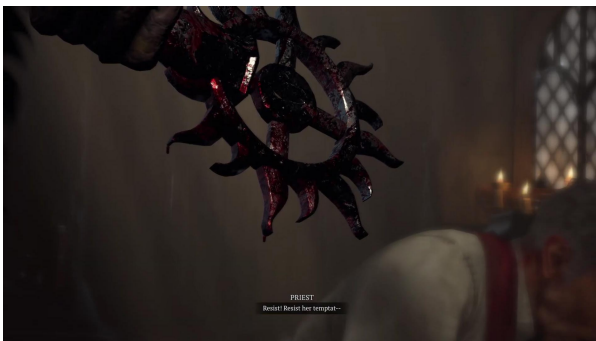


Realtime Showreel Shot Breakdown



Stained Glass Window

Created high resolution model from concept; baked to low resolution; uved; textured metal and stained glass; imported into engine; assigned shader, and created in-engine materials



Bloody Cathedral Cross

Created higher resolution model from low resolution game asset; textured metal and blood, assigned shader and created in-engine materials



Knife

Designed and sculpted high resolution model; baked to low resolution model; textured wood and metal; imported into engine; assigned shader, and created in-engine materials



Devmir

Retopologized low resolution game asset head to standardized animation model; added resolution to costume and retopologized gloves; textured skin, beard, and costume; groomed beard; assigned shader, and created in-engine materials



Bloody Stained Glass Window

Created high resolution model from concept; baked to low resolution; uved; textured metal, stained glass, and blood; imported into engine; assigned shader, and created in-engine materials



Bloody Stained Glass Window

Created high resolution model from concept; baked to low resolution; uved; textured metal, stained glass, and blood; imported into engine; assigned shader and created in-engine materials

Church Side Windows

Created higher resolution model from low resolution game asset; uved; textured wood, metal, and glass; imported into engine, assigned shader, and created in-engine materials



Amalgam of Rage Leg

Resculpted paw digits and claws from provided sculpt; retopologized model from low resolution game asset; uved; groomed fur; textured skin and claws; imported into engine, assigned shader, and created in-engine materials



Amalgam of Rage

Retopologized body, limbs, spikes, mouths, and eye sockets from low resolution game asset and sculpt; resculpted jaws, teeth, and eye sockets; modeled eyes; uved; updated skin textures; textured mouths, teeth, tongues, eyes, and eye sockets; groomed fur; imported into engine, assigned shader, and created in-engine materials

Amalgam of Rage Leash

Created higher resolution model from low resolution game asset; uved; textured metal and blood; imported into engine, assigned shader, and created in-engine materials



Wolves

Sculpted and modeled from reference; uved; textured skin, mouth, teeth, eyes, and fur; groomed fur; imported into engine, assigned shader, and created in-engine materials



Cabinet Key

Designed collaboratively with art direction; modeled; uved; textured metal and paint; imported into engine, assigned shader, and created in-engine materials



Church Pew

Designed collaboratively with art direction; modeled; uved; textured wood; imported into engine, assigned shader, and created in-engine materials



Rathma

Created higher resolution model from low resolution game asset; modeled chest damage; uved; textured costume, hair, and blood; groomed hair; imported into engine, assigned shader, and created in-engine materials

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**Torch**

Created higher resolution model from low resolution game asset; uved; textured wood, cloth, burns, and ember mask; imported into engine, assigned shader, and created in-engine materials

**Horse**

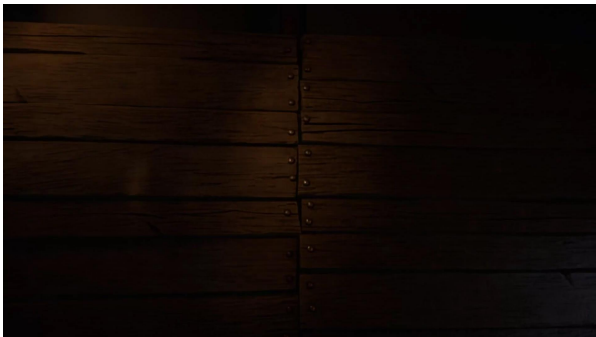
Retopologized and posed from low resolution game asset; sculpted wounds; textured wounds, flesh, and blood; imported into engine, assigned shader, and created in-engine materials

Horse Entrails

Sculpted and modeled from reference; uved; textured entrails and blood; imported into engine, assigned shader, and created in-engine materials

**Wagon**

Designed collaboratively with art direction; modeled; simulated cloth; uved; textured wood, metal, and cloth; imported into engine, assigned shader, and created in-engine materials

**Wagon Interior**

Designed collaboratively with art direction; modeled; uved; textured wood, and metal; imported into engine, assigned shader, and created in-engine materials



Campfire

Designed and sculpted high resolution model; baked to low resolution model; textured wood and embers; imported into engine; assigned shader, and created in-engine materials



Boat

Created higher resolution model from low resolution game asset; modeled ropes; simulated cloth; uved; textured wood, ropes, metal and cloth; imported into engine, assigned shader, and created in-engine materials



Fire Pedestal

Created higher resolution model from low resolution game asset; uved; textured stone; imported into engine, assigned shader, and created in-engine materials



Fire Pedestal

Created higher resolution model from low resolution game asset; uved; textured stone; imported into engine, assigned shader, and created in-engine materials

Burning Wood

Designed and sculpted high resolution model; baked to low resolution model; textured wood and embers; imported into engine; assigned shader, and created in-engine materials