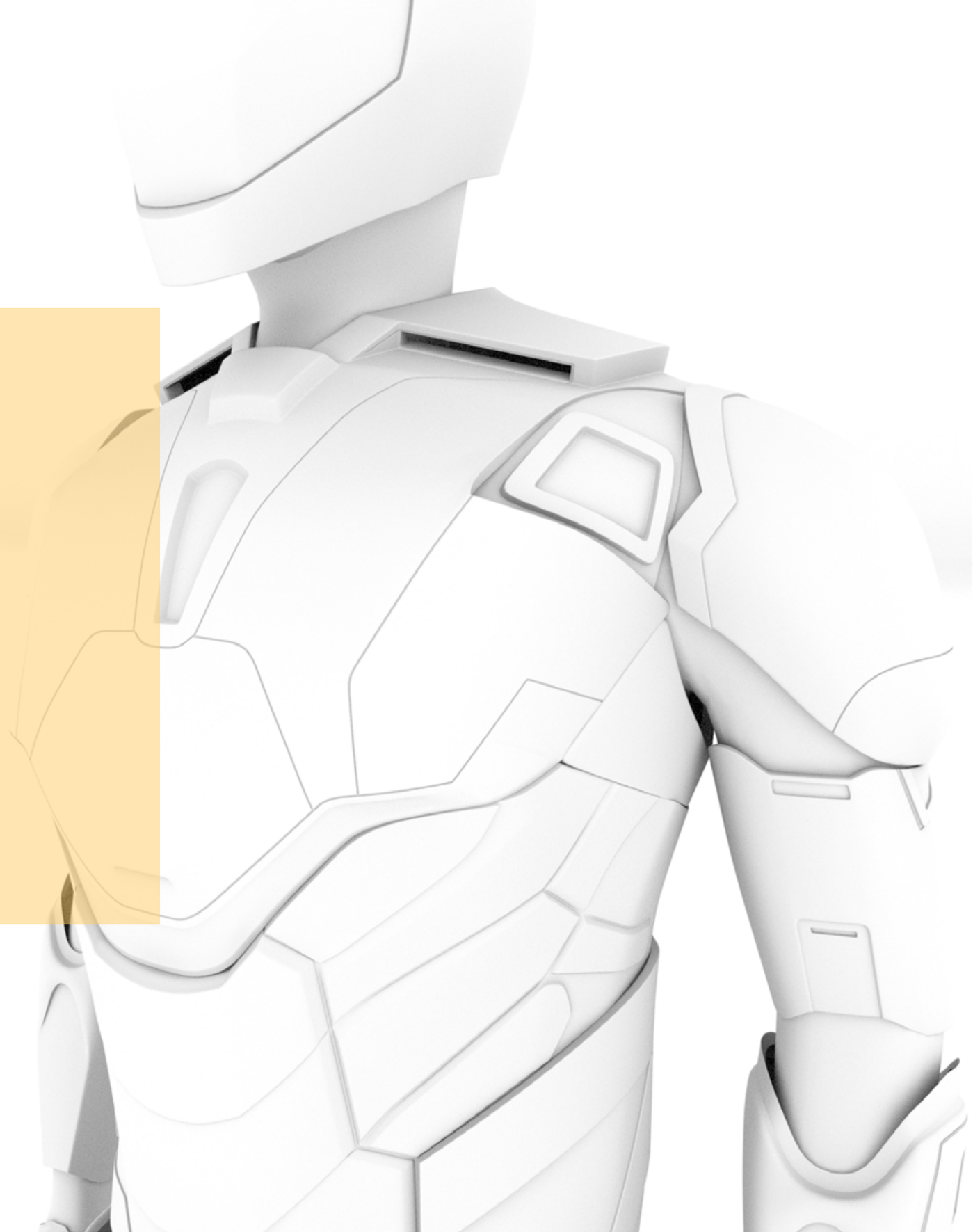
Portfolio

3D ARTIST

Archita Patel



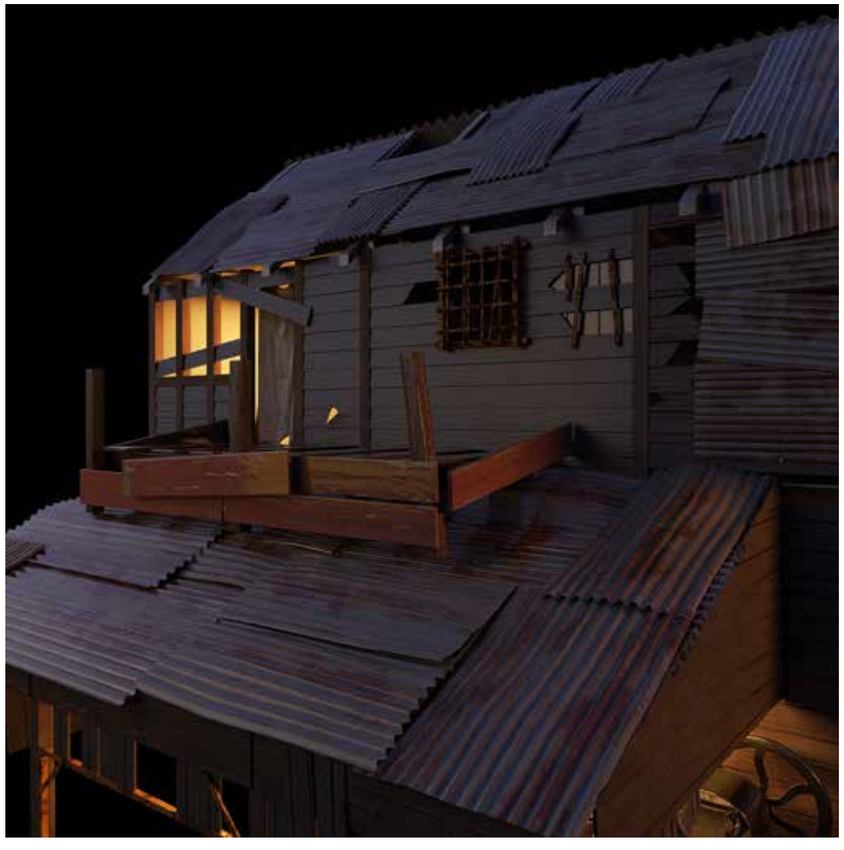
Responsible for - Modeling
Lighting
Texturing

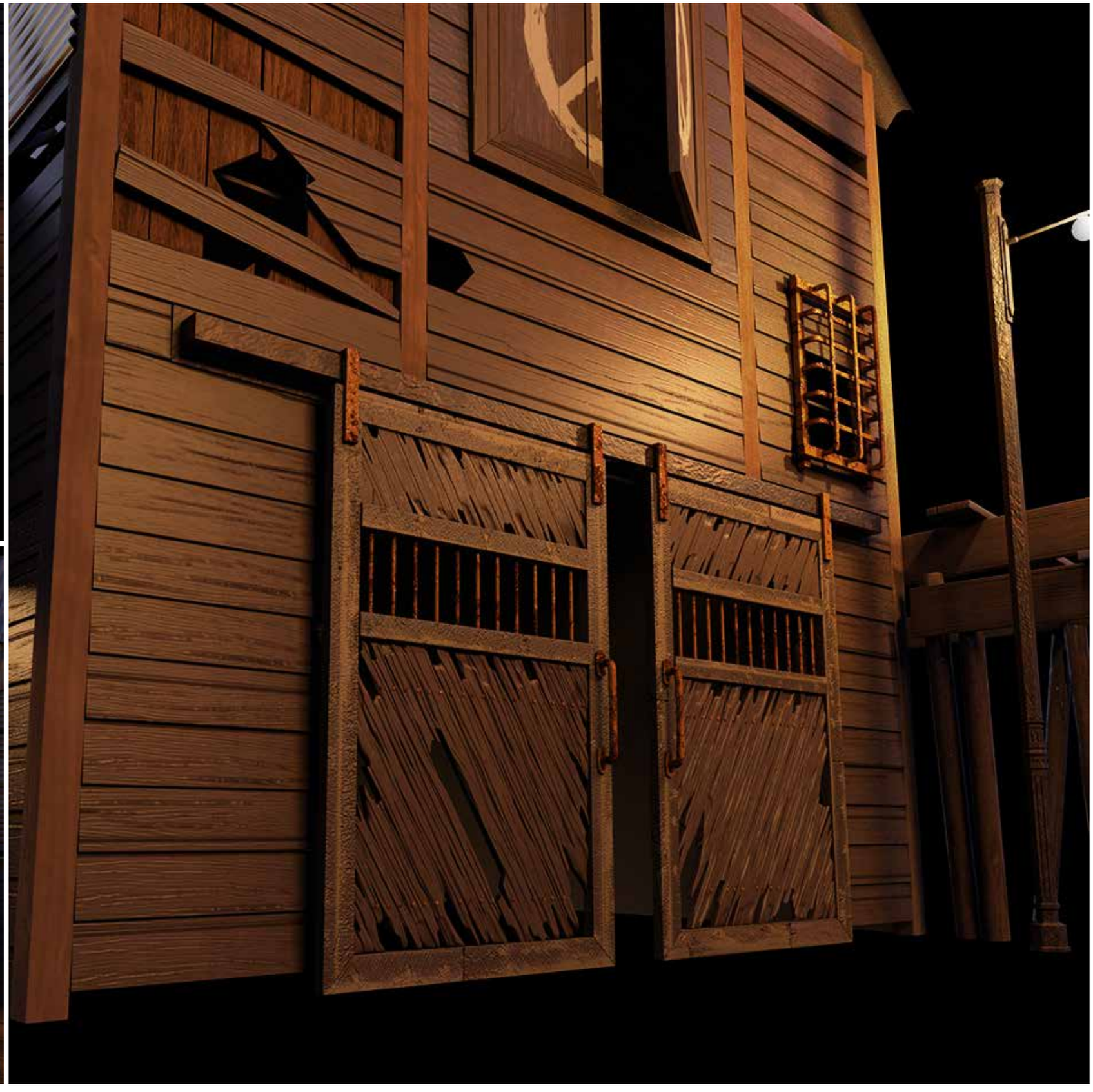
Software used - Autodesk Maya
Arnold Renderer
Adobe Photoshop

Artwork based on - Concept by
“Jay Cummins”

Project 01.

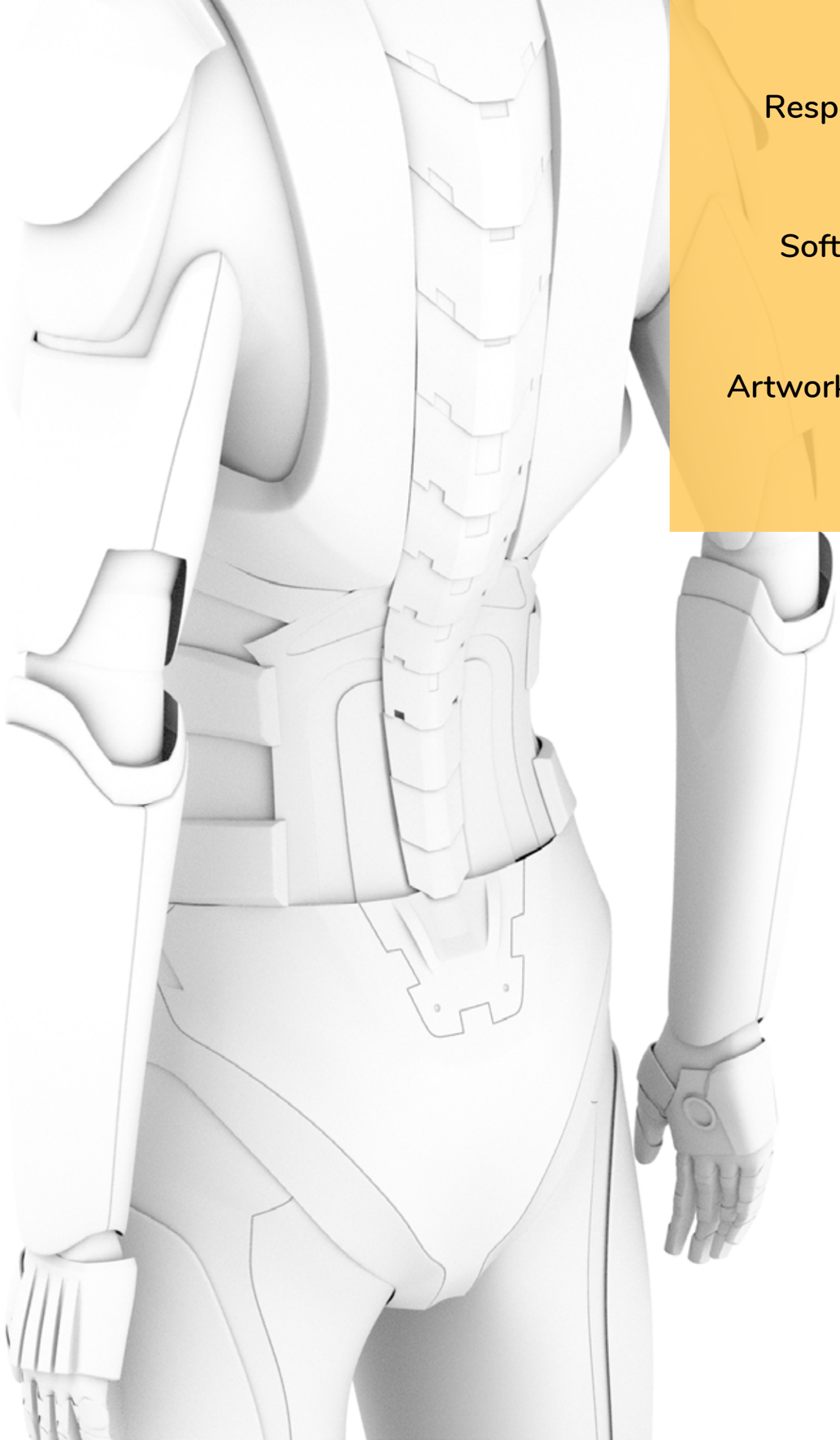
ENVIRONMENT SCENE





Project 02.

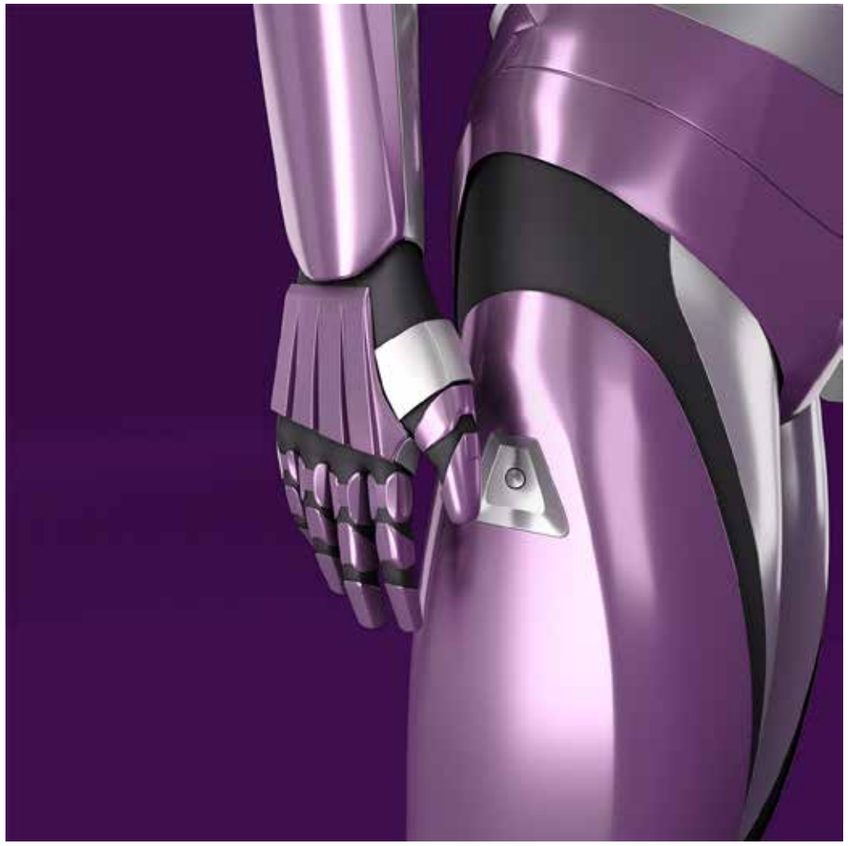
CHARACTER MODEL



Responsible for - Modeling
Lighting
Texturing

Software used - Autodesk Maya
Arnold Renderer
Adobe Photoshop

Artwork based on - Concept by
“Alessandro Baldasseroni”



Responsible for - Modeling
Lighting
Texturing

Software used - Autodesk Maya
Arnold Renderer
Adobe Photoshop

Artwork based on - Concept by
“Alessandro Baldasseroni”

Project 03.

CHARACTER MODEL

Thank You