

PORTFOLIO

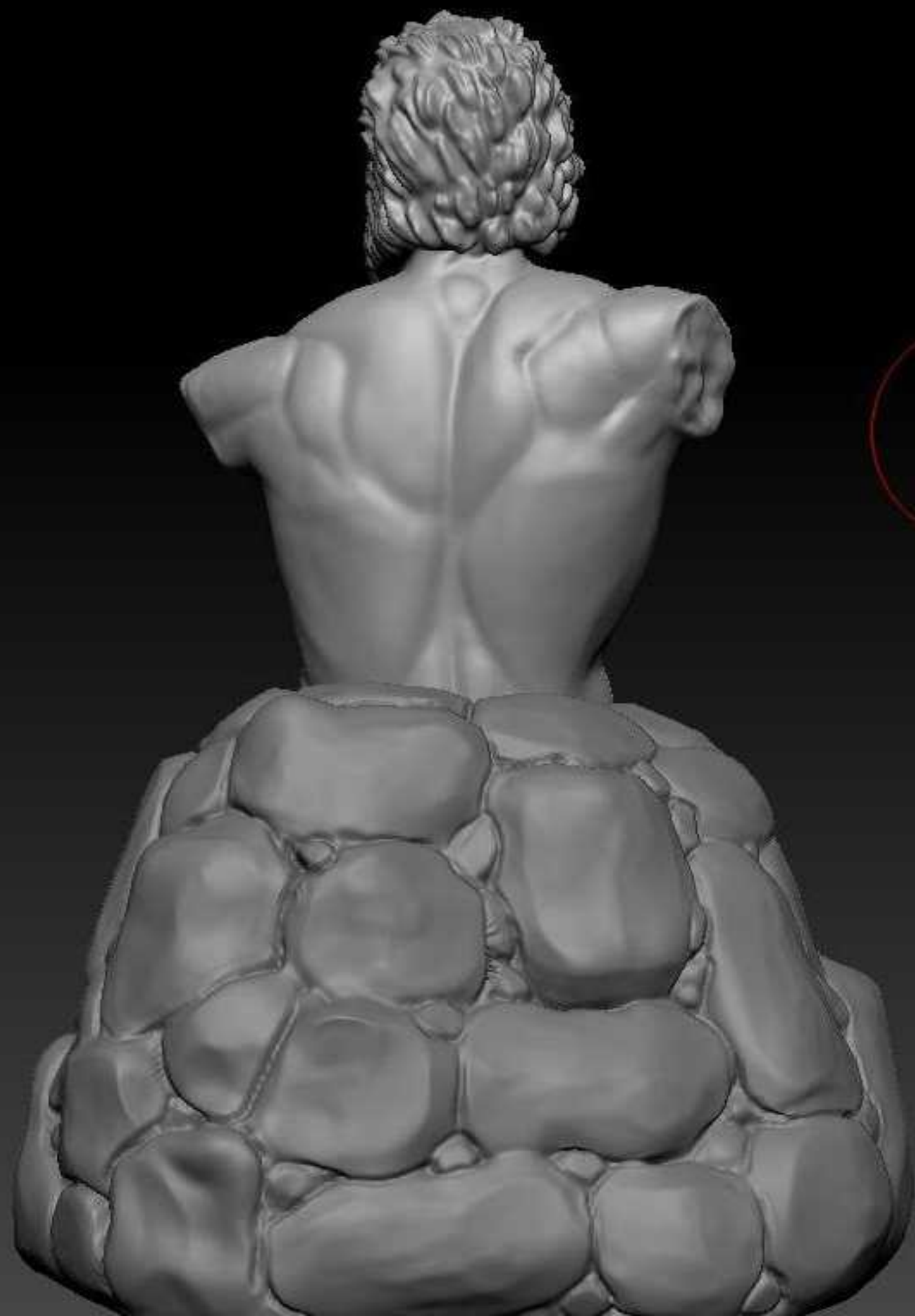
RAJ KUMAR

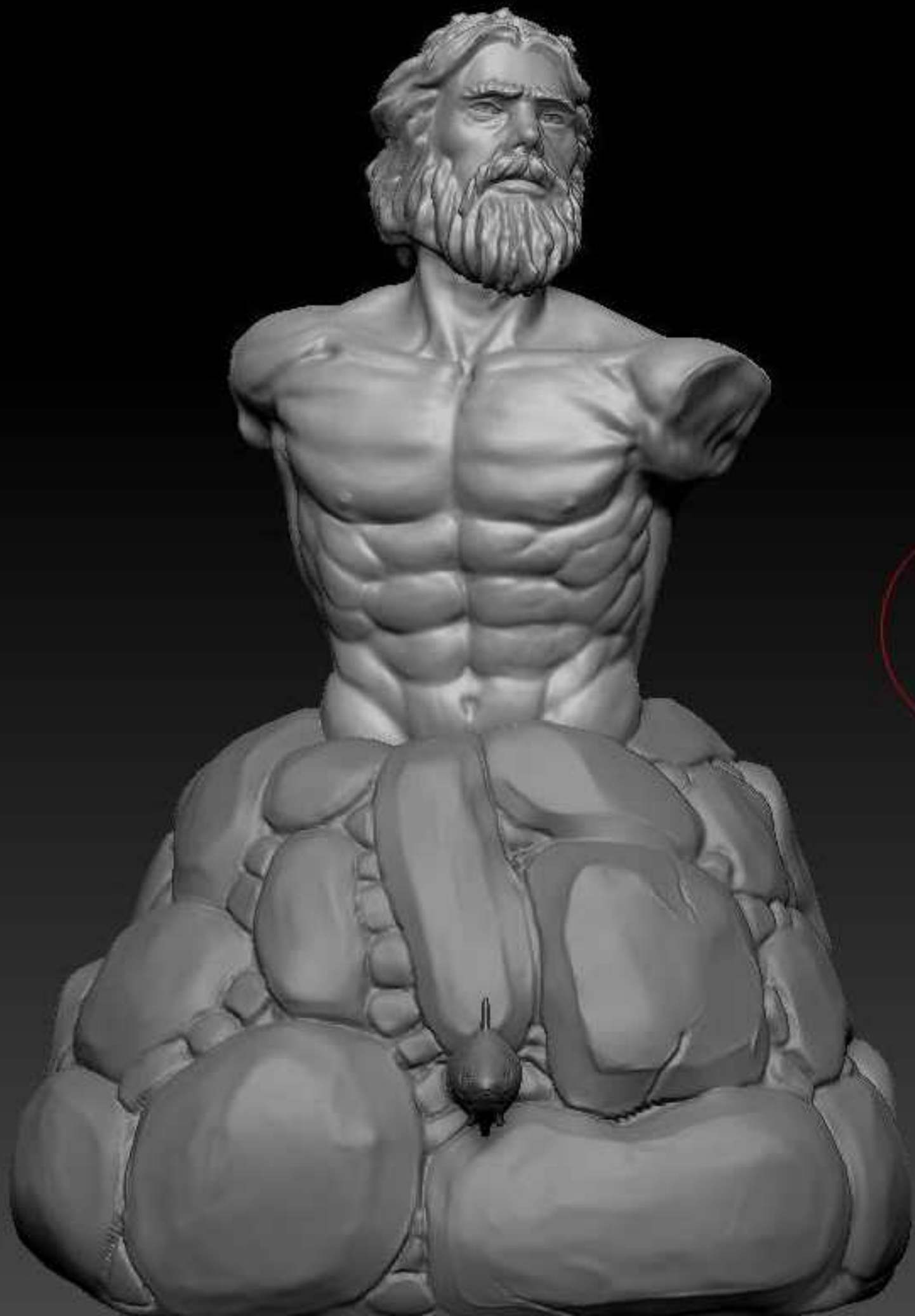
3D Work Screenshots

Hi Poly Models











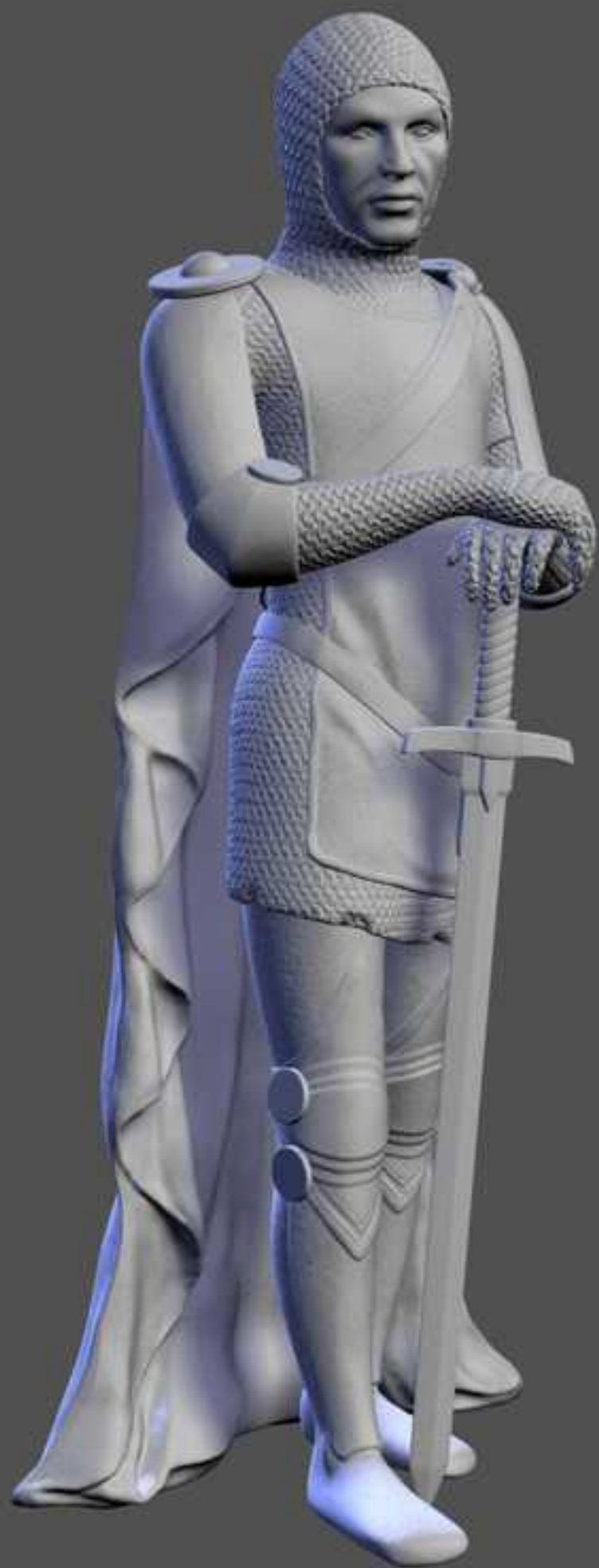


















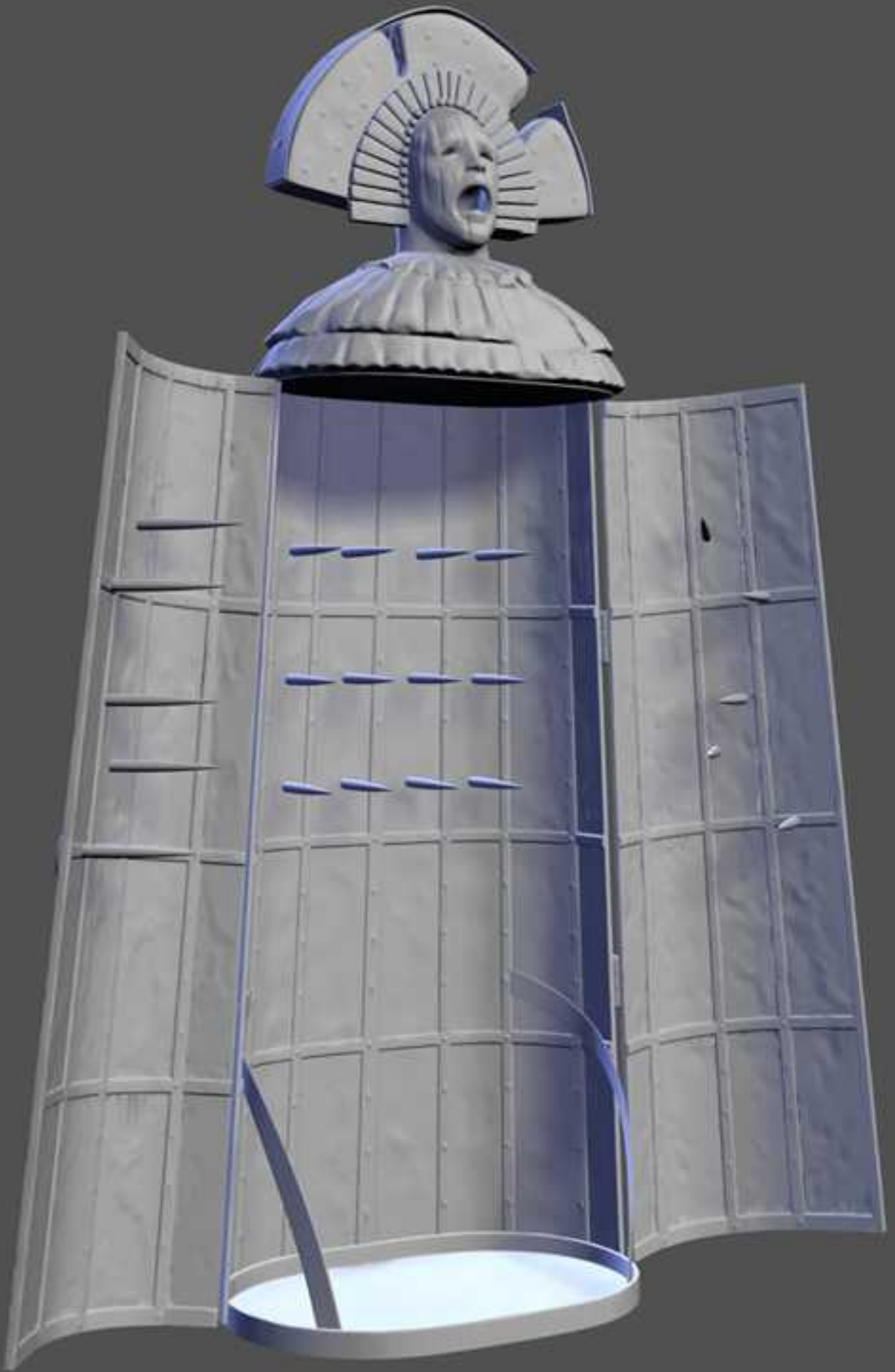


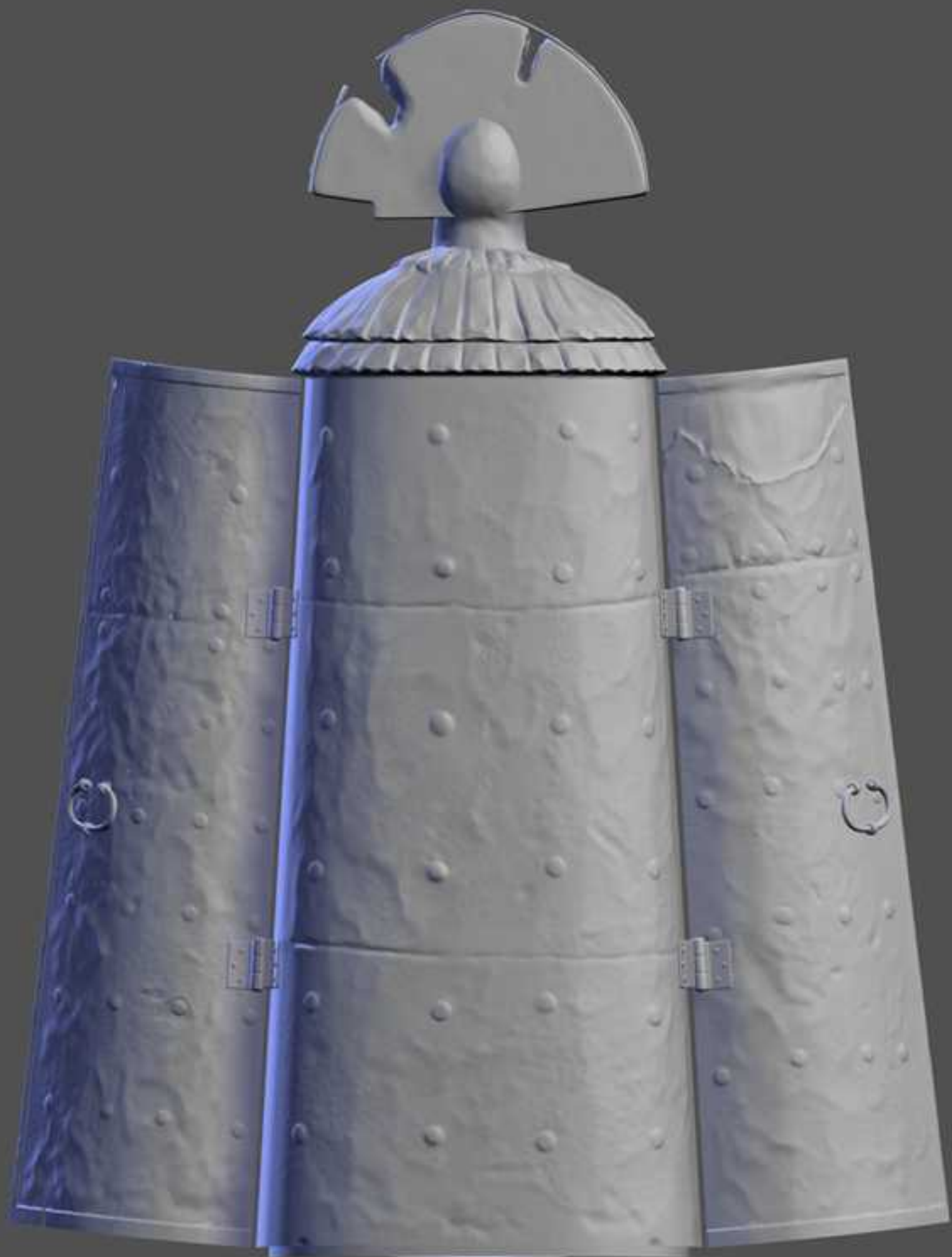


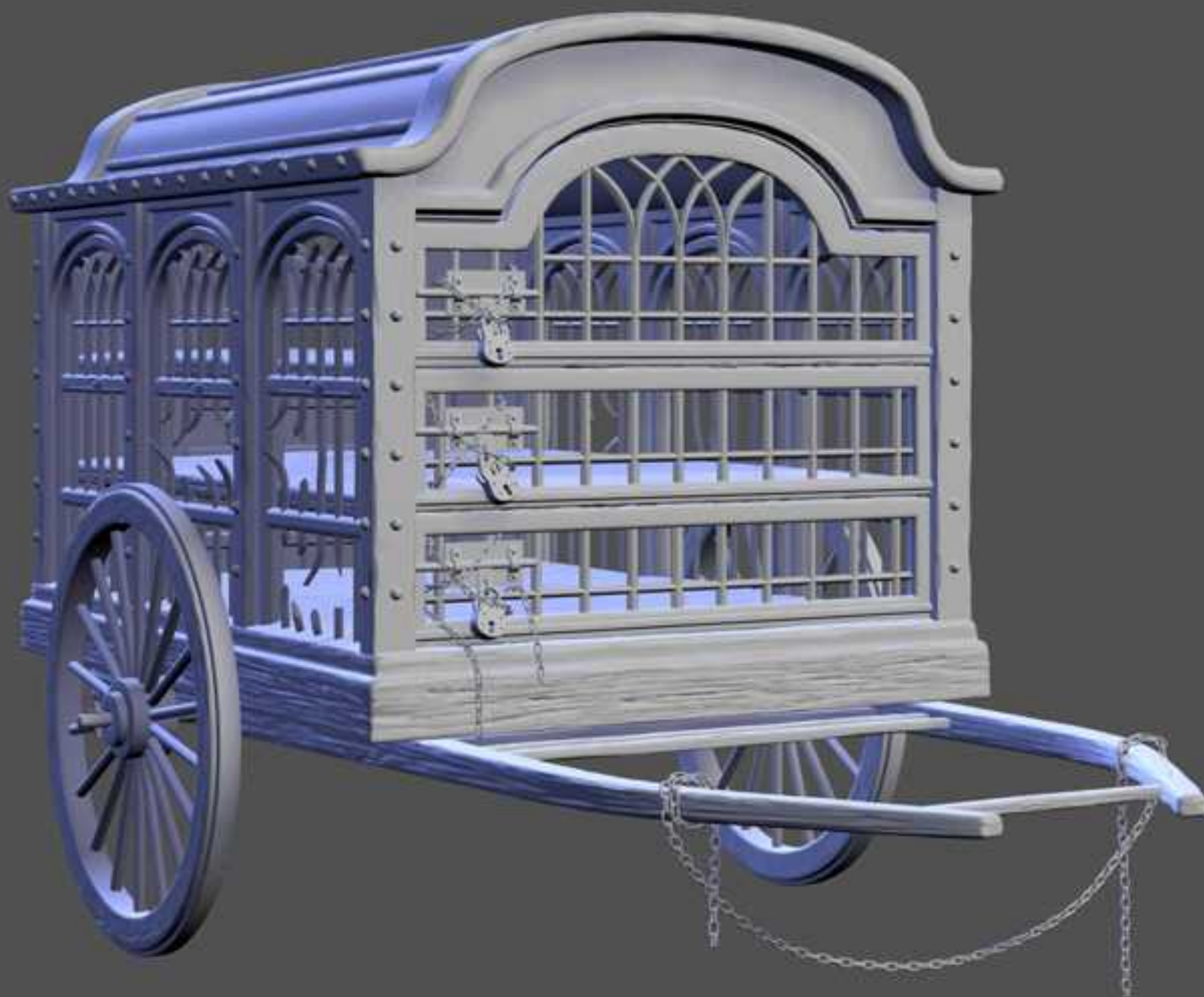










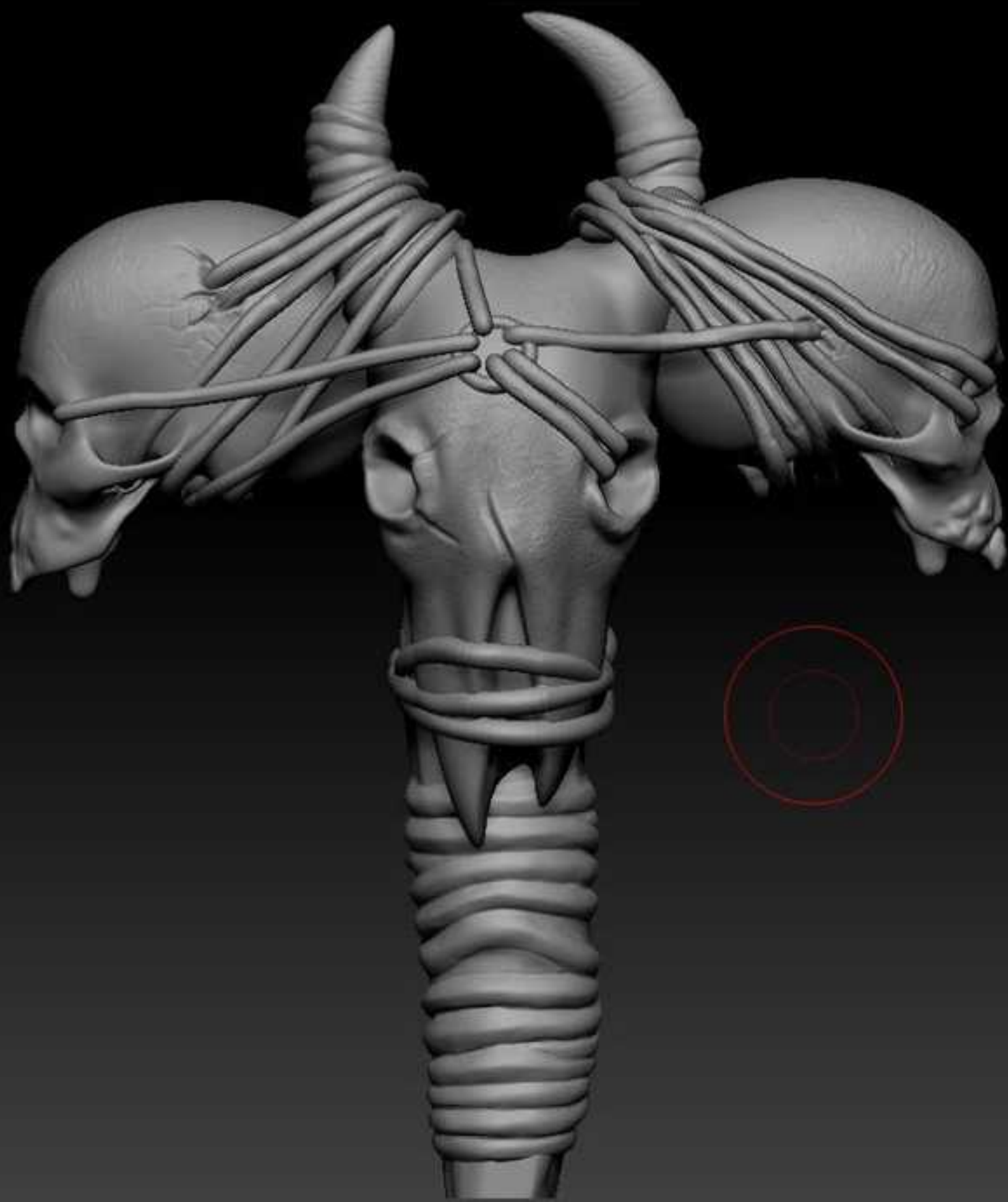
















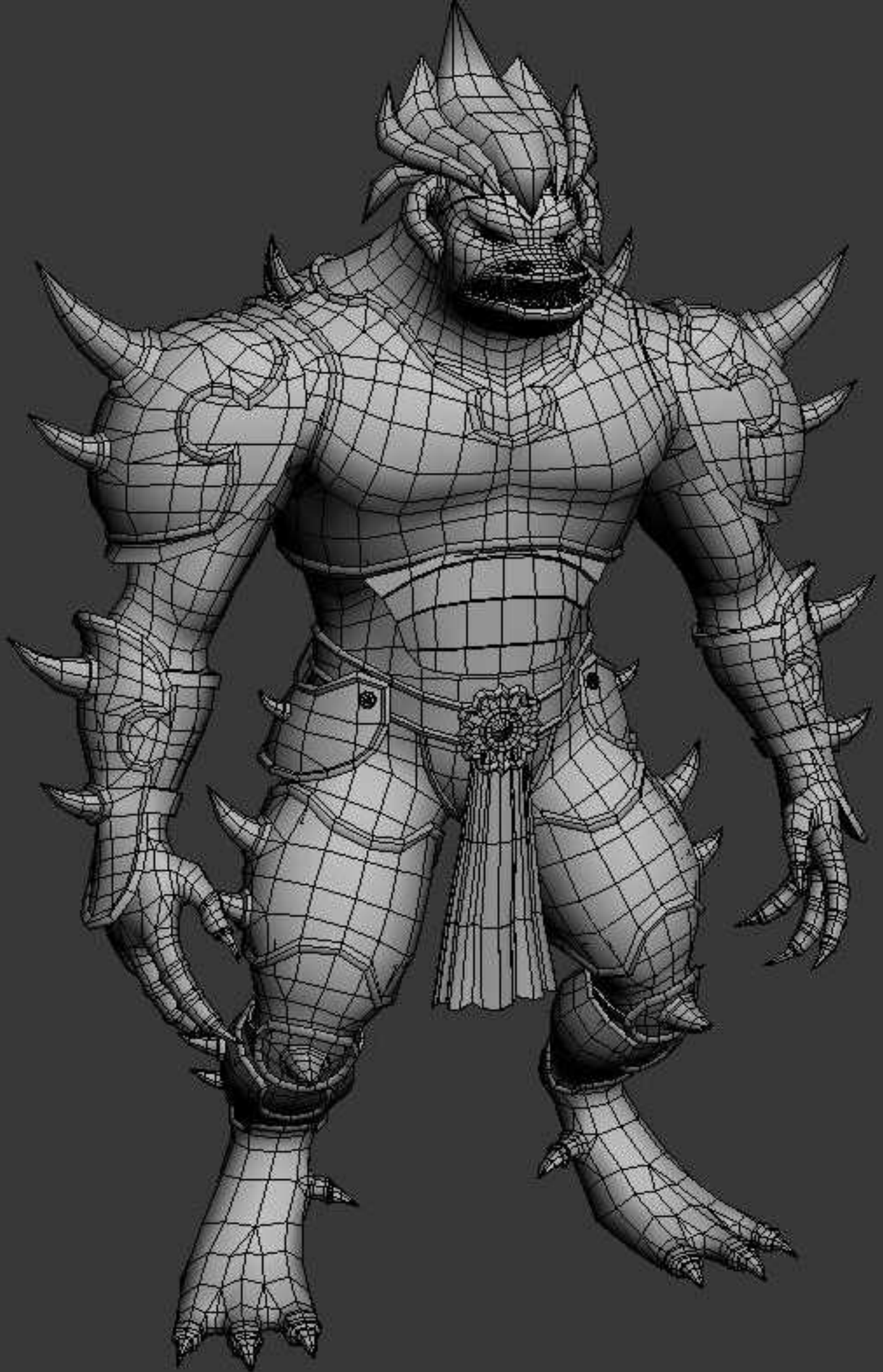


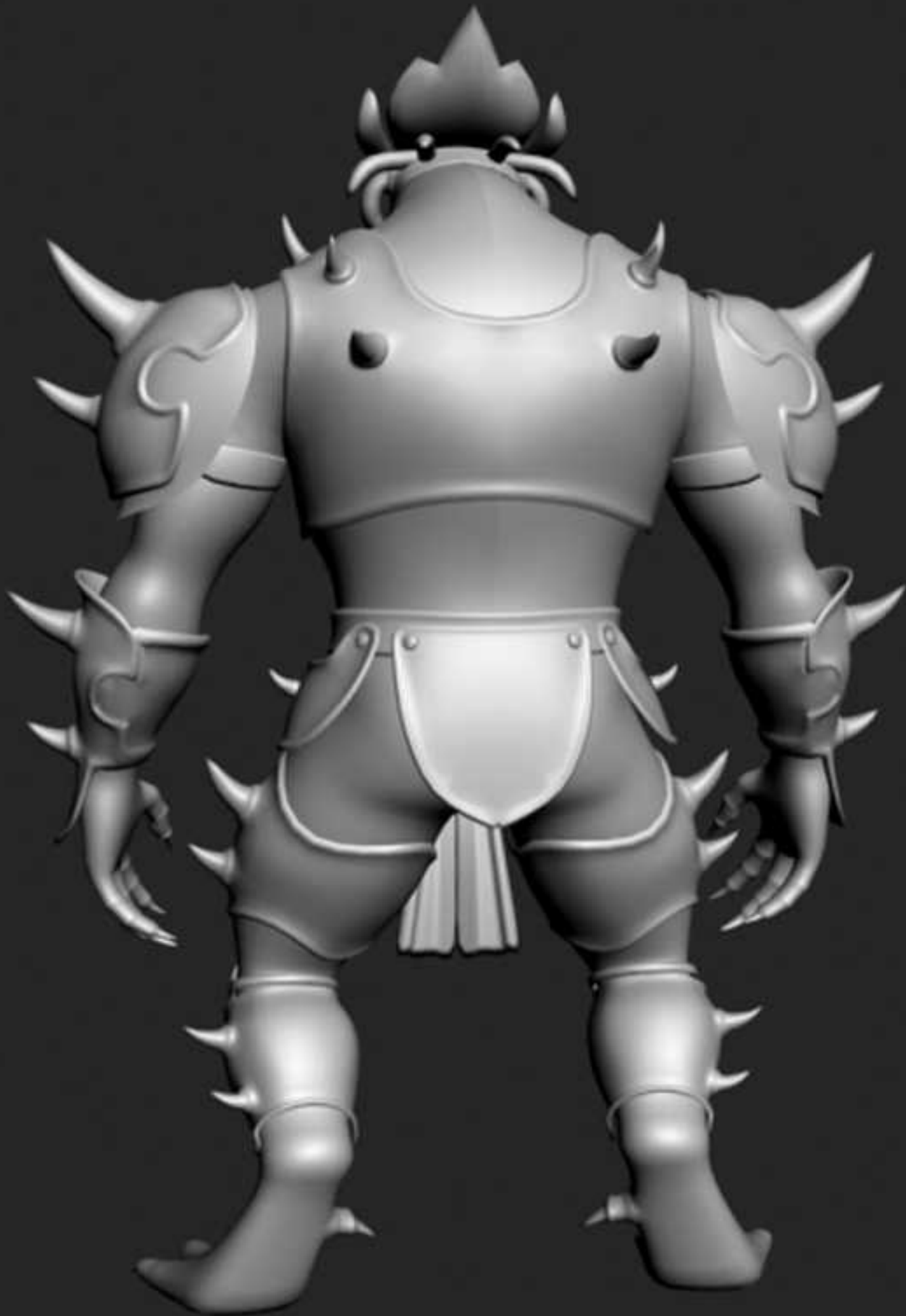


Low Poly Models



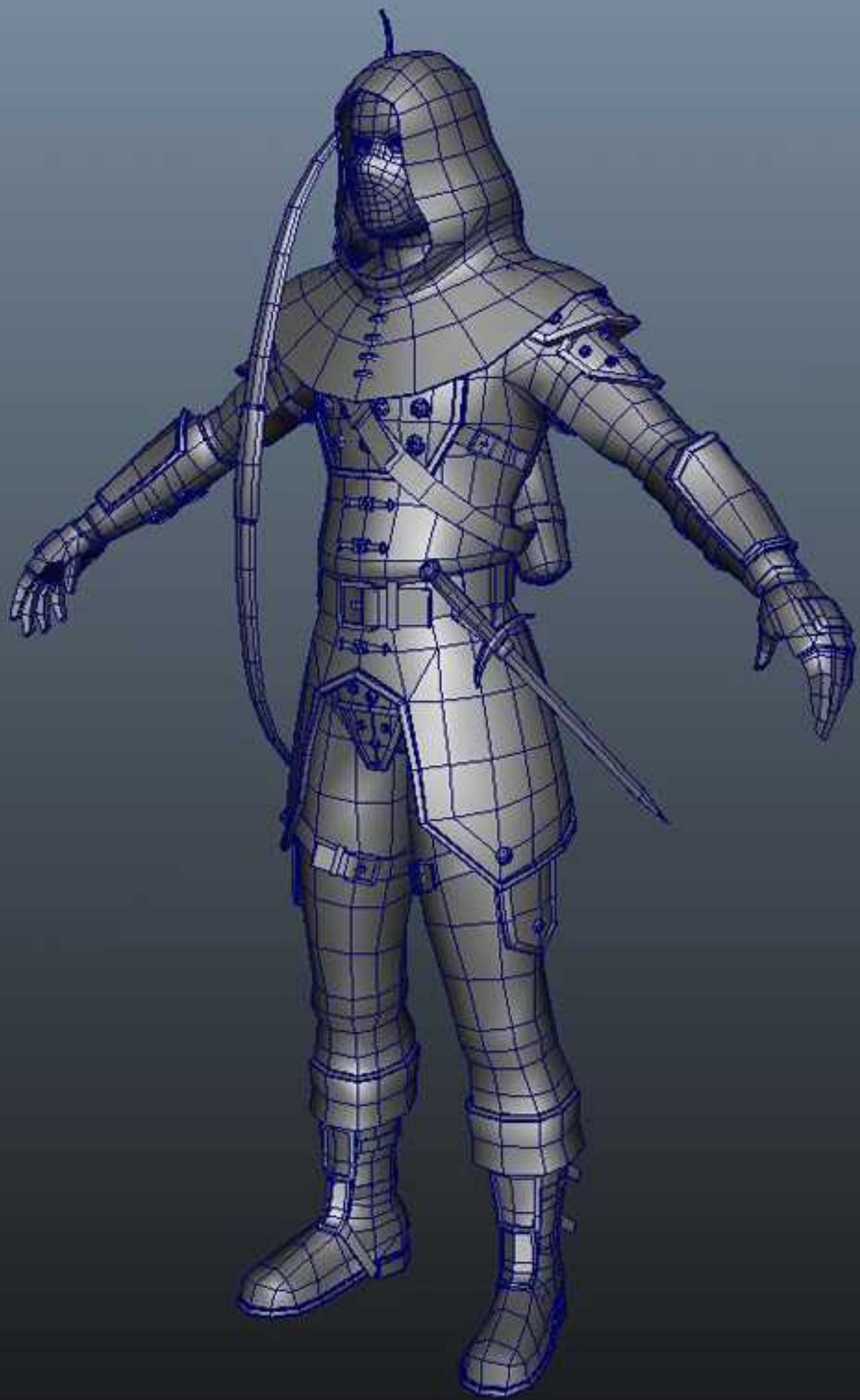


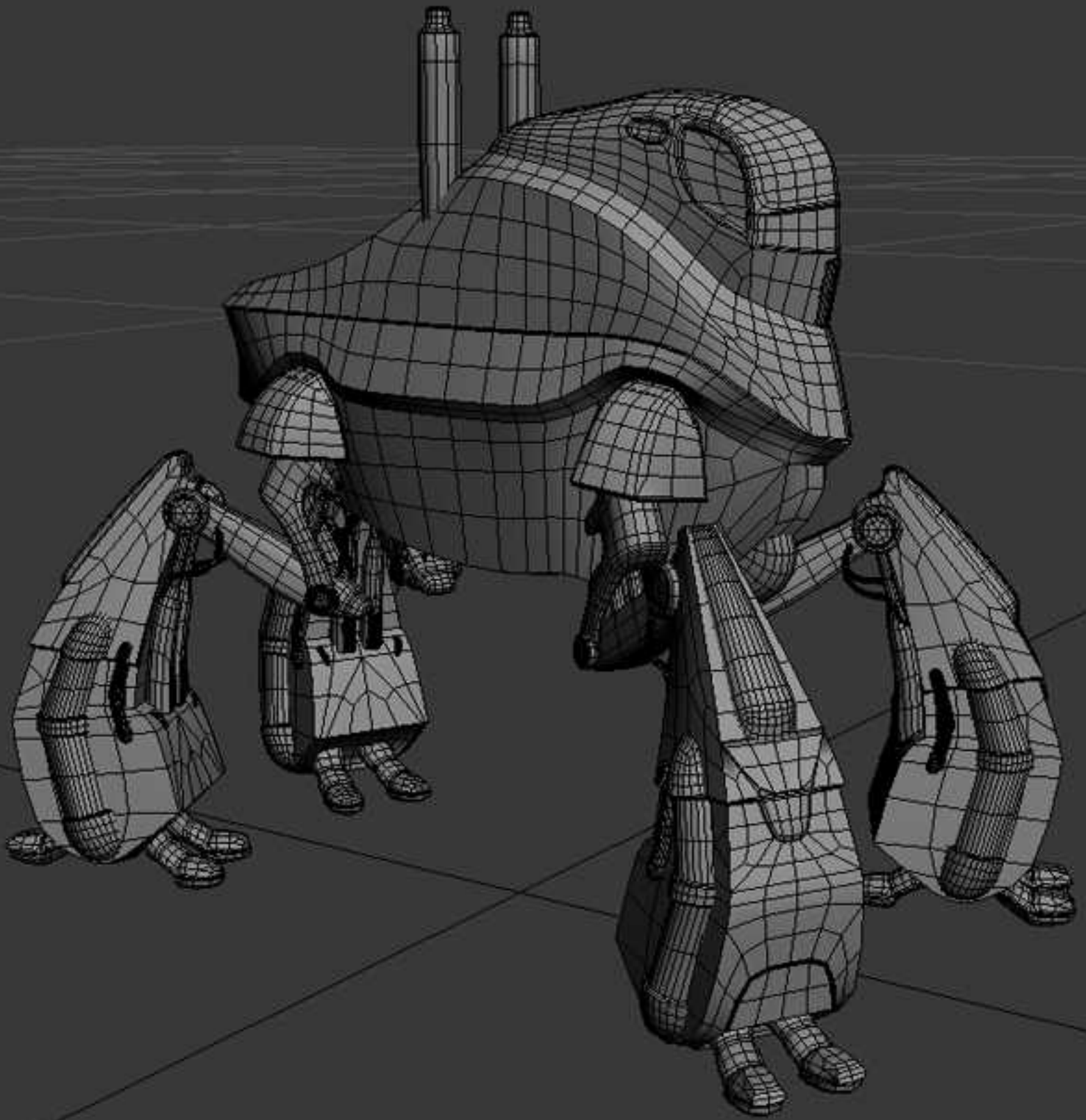




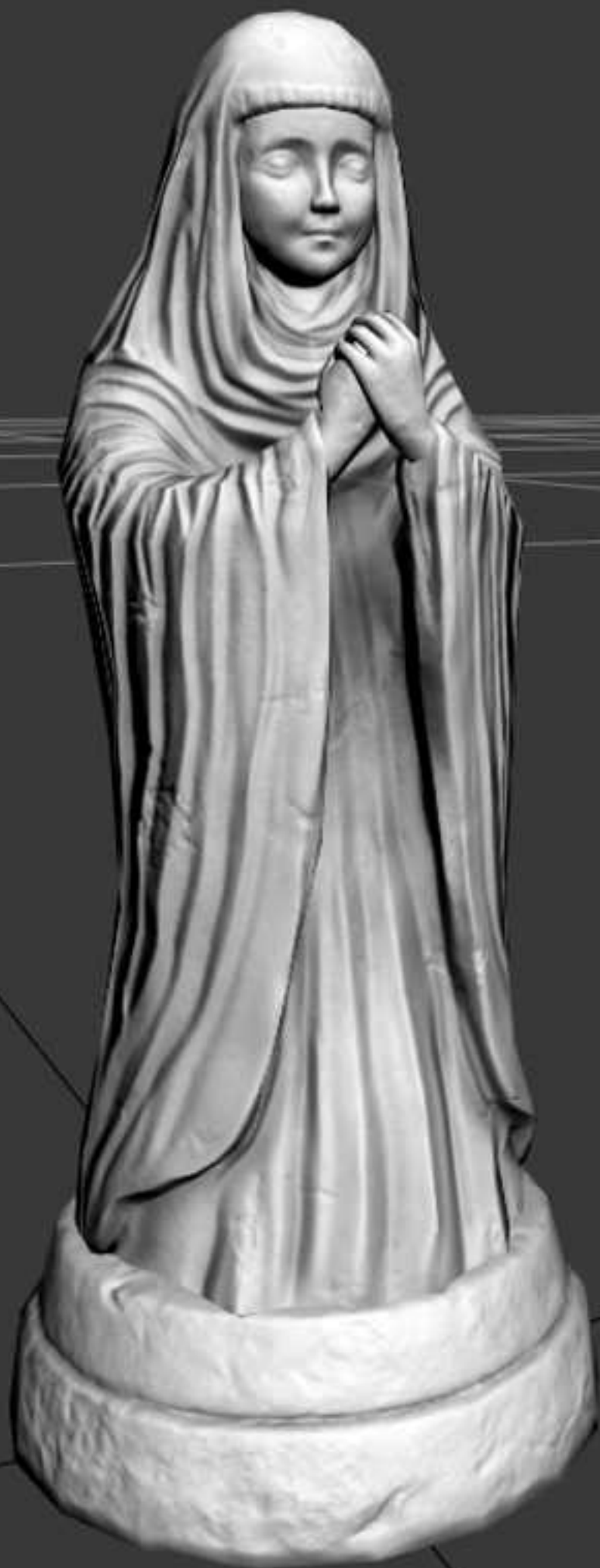






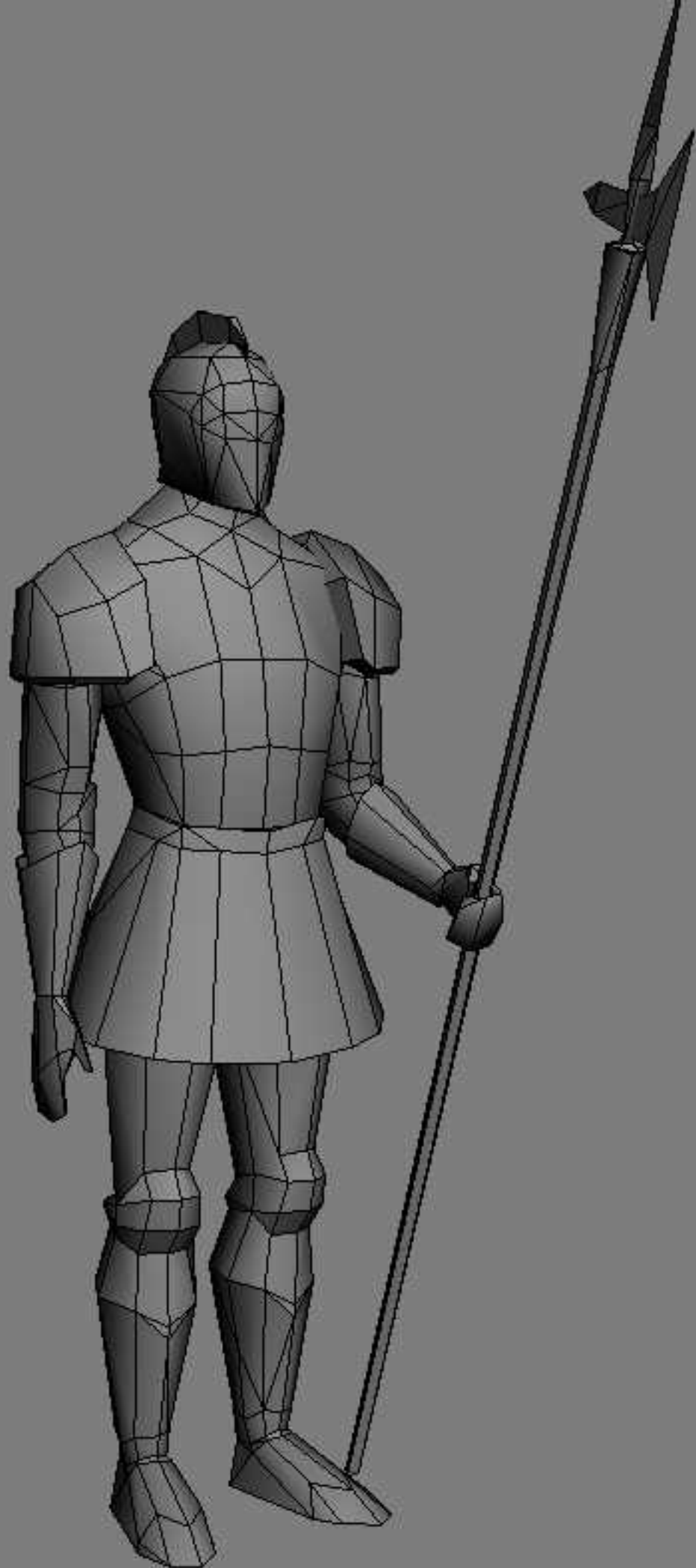
















persp





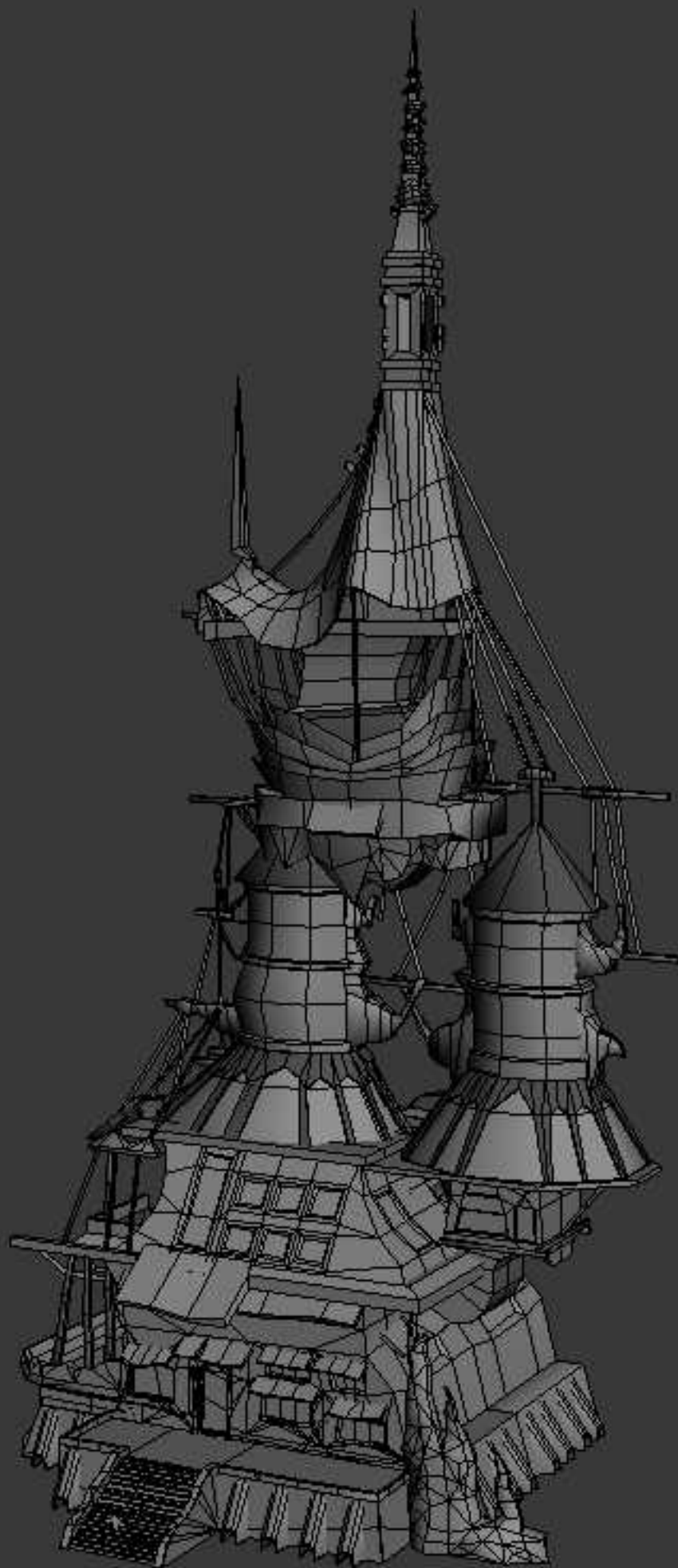


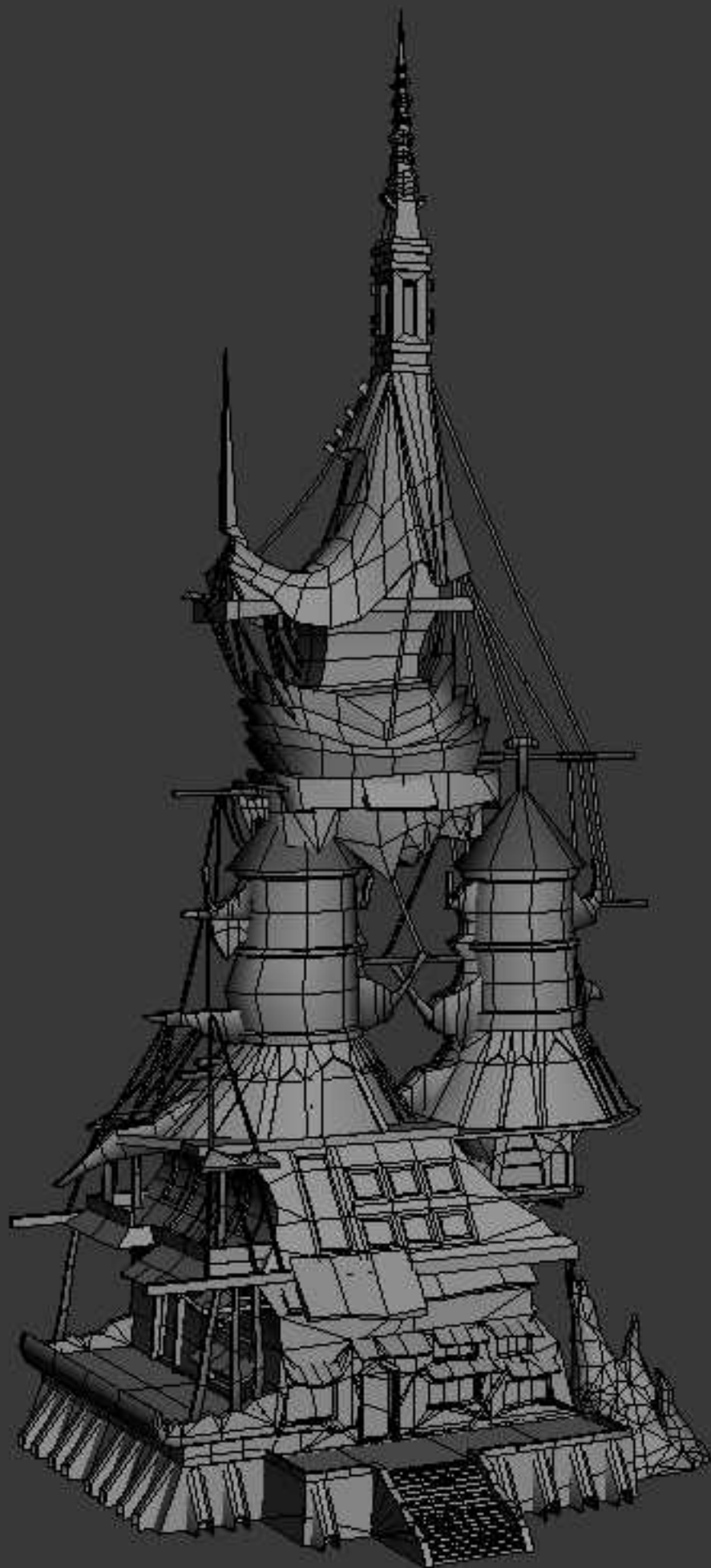












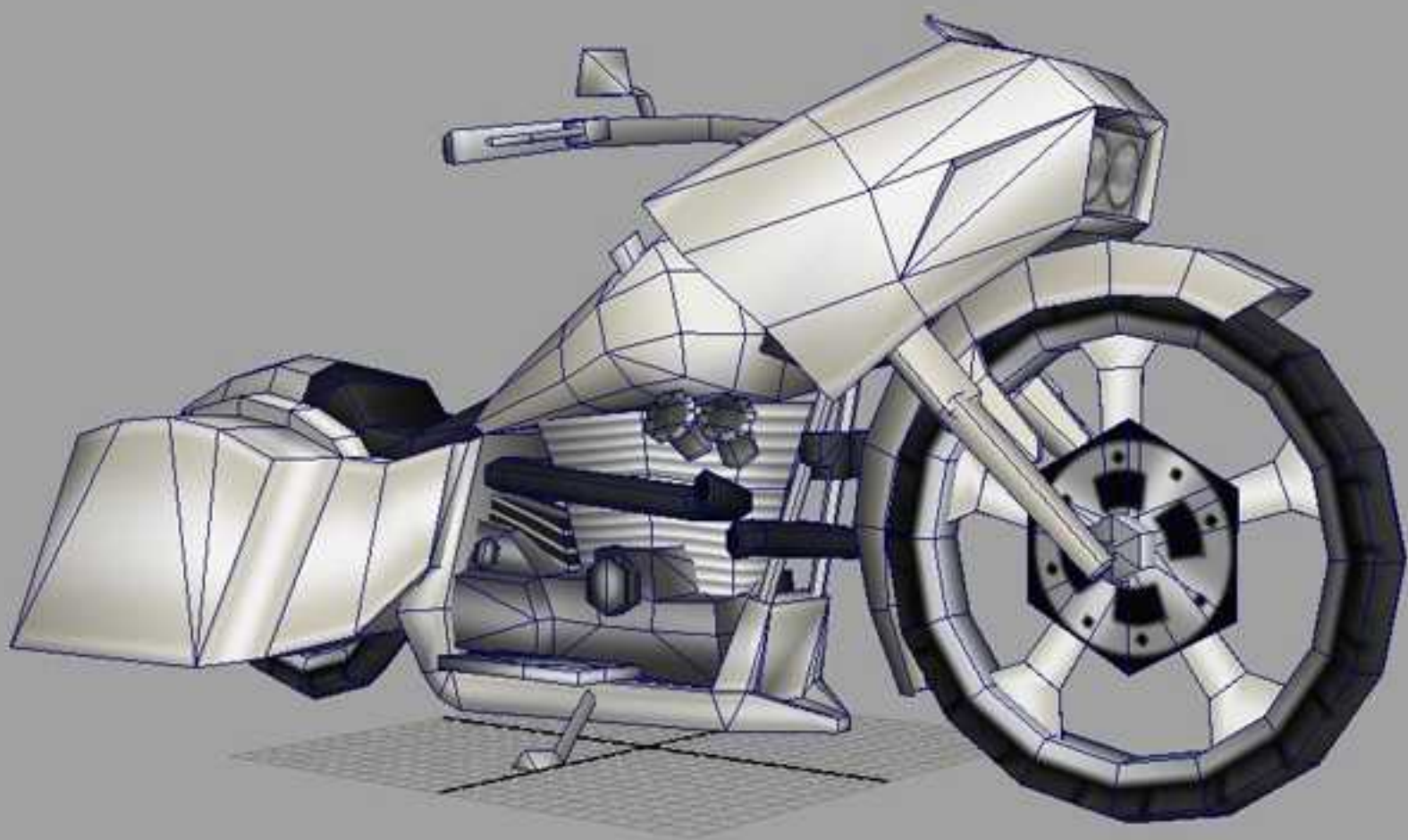












Texturing













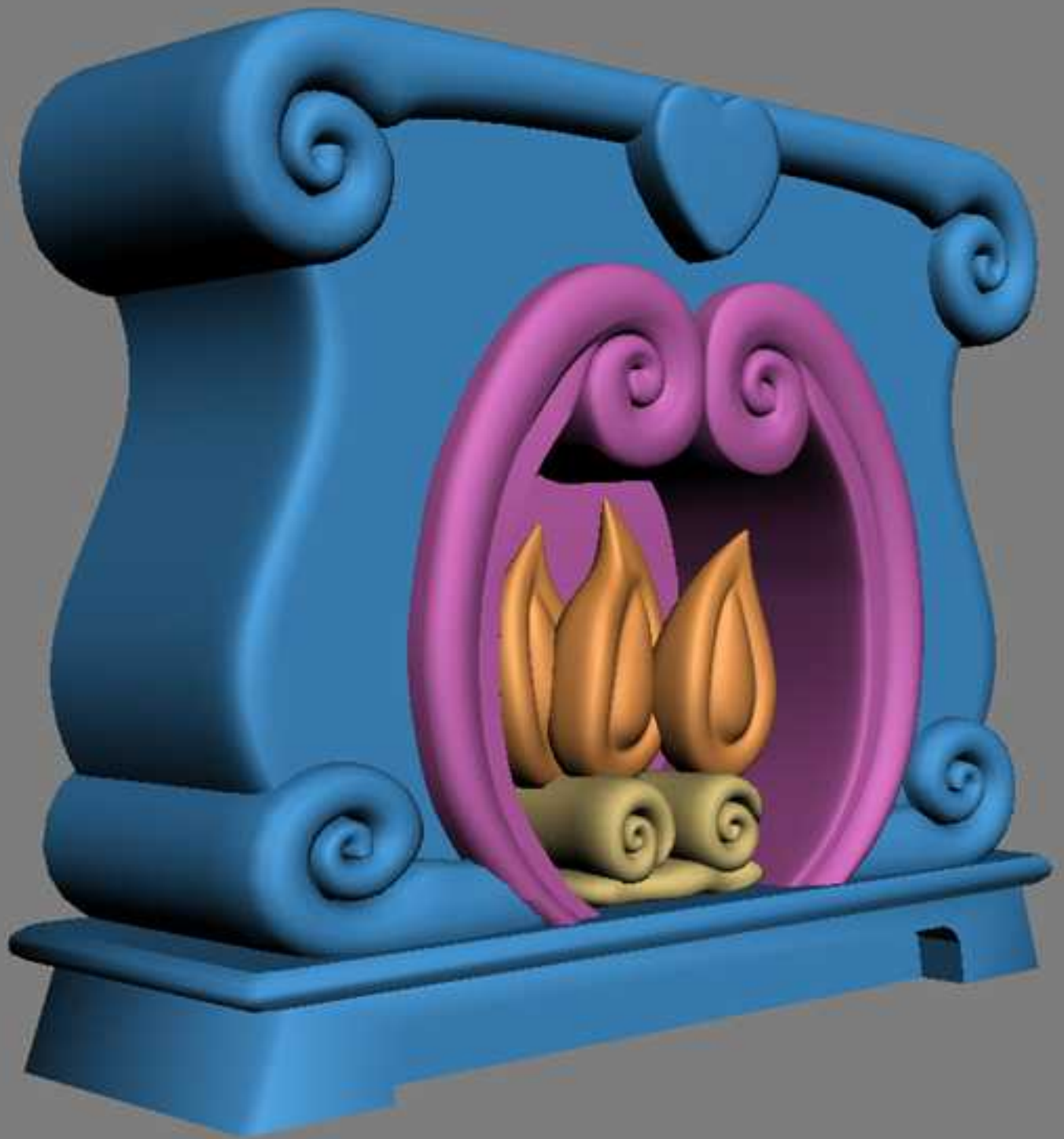
















UE4 Models & Materials

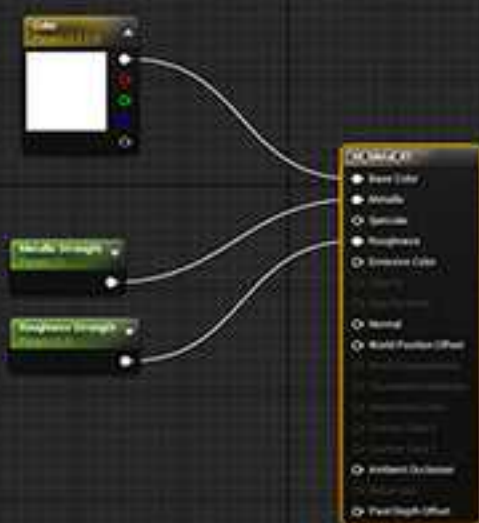
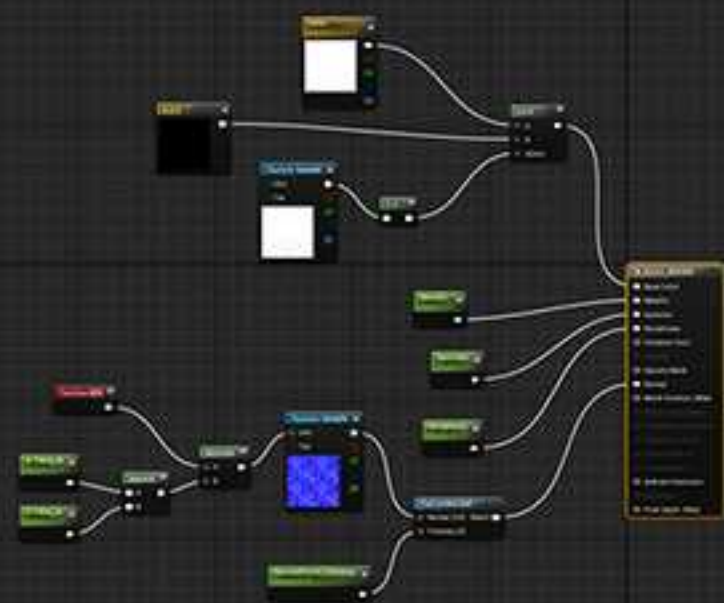


M_Noise_Metal4

Zoom -4

M_Metal_01

Zoom +2



MATERIAL

MATERIAL

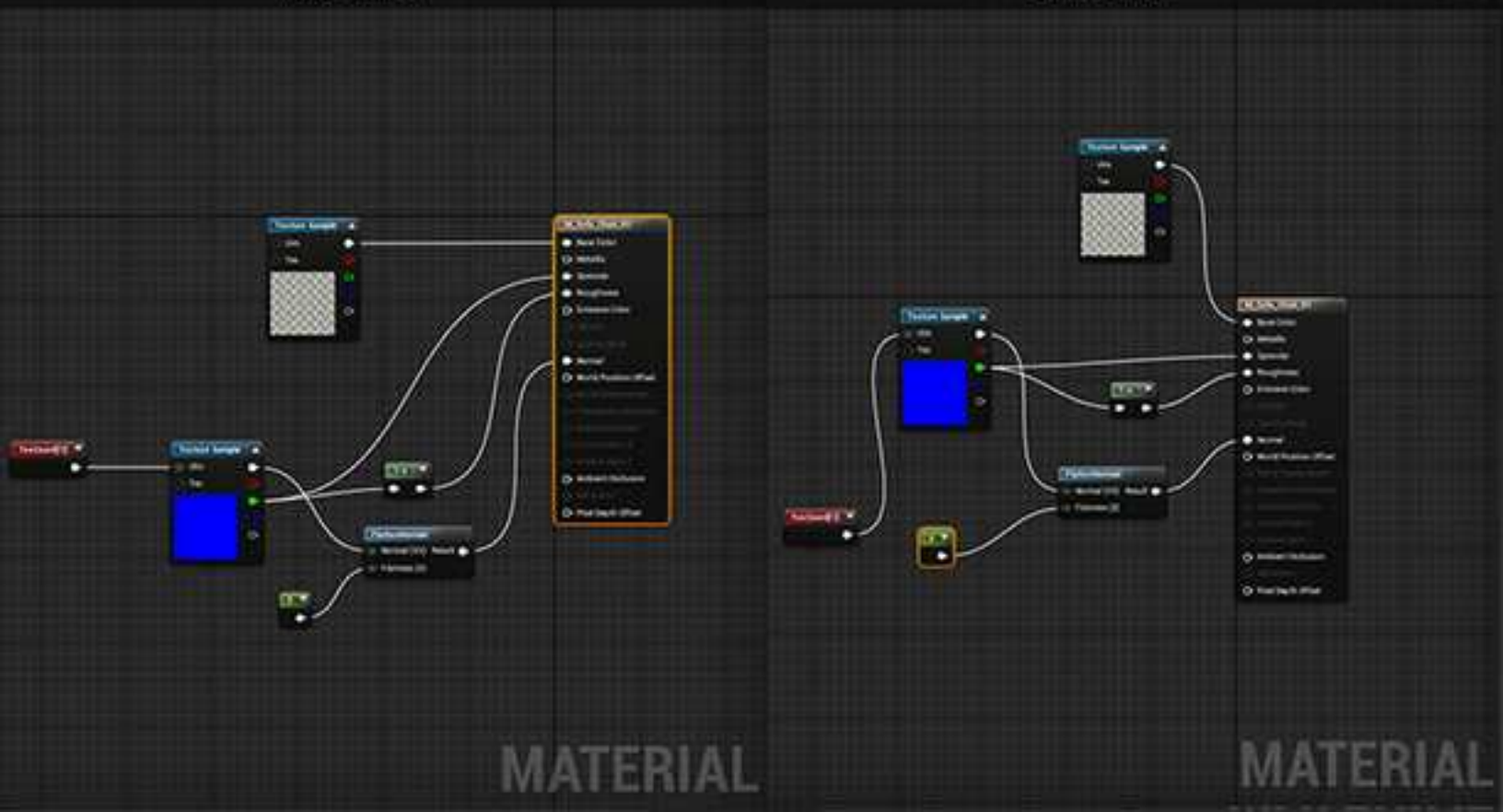


M_Sofa_Chair_01

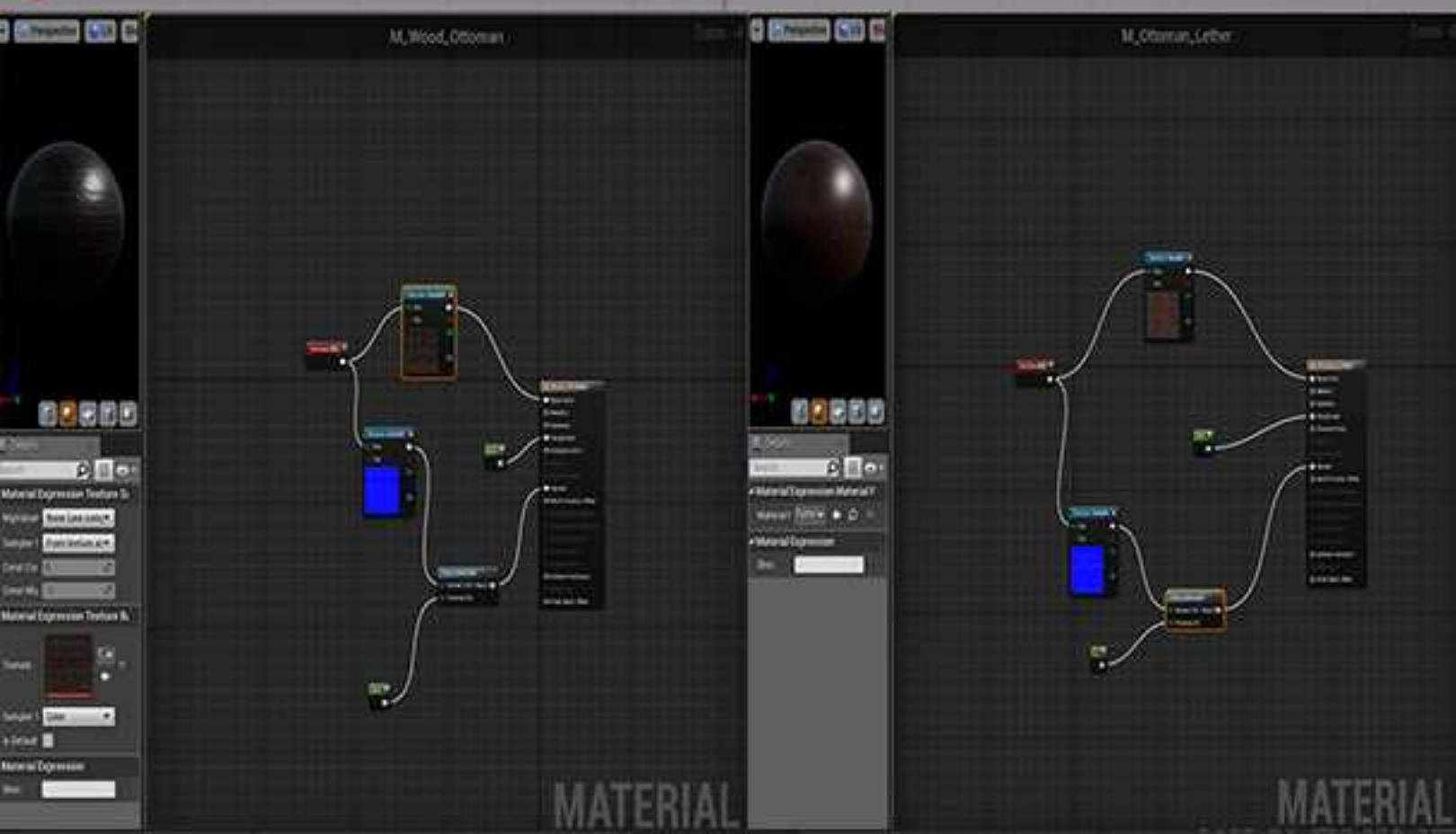
2.000k - 3

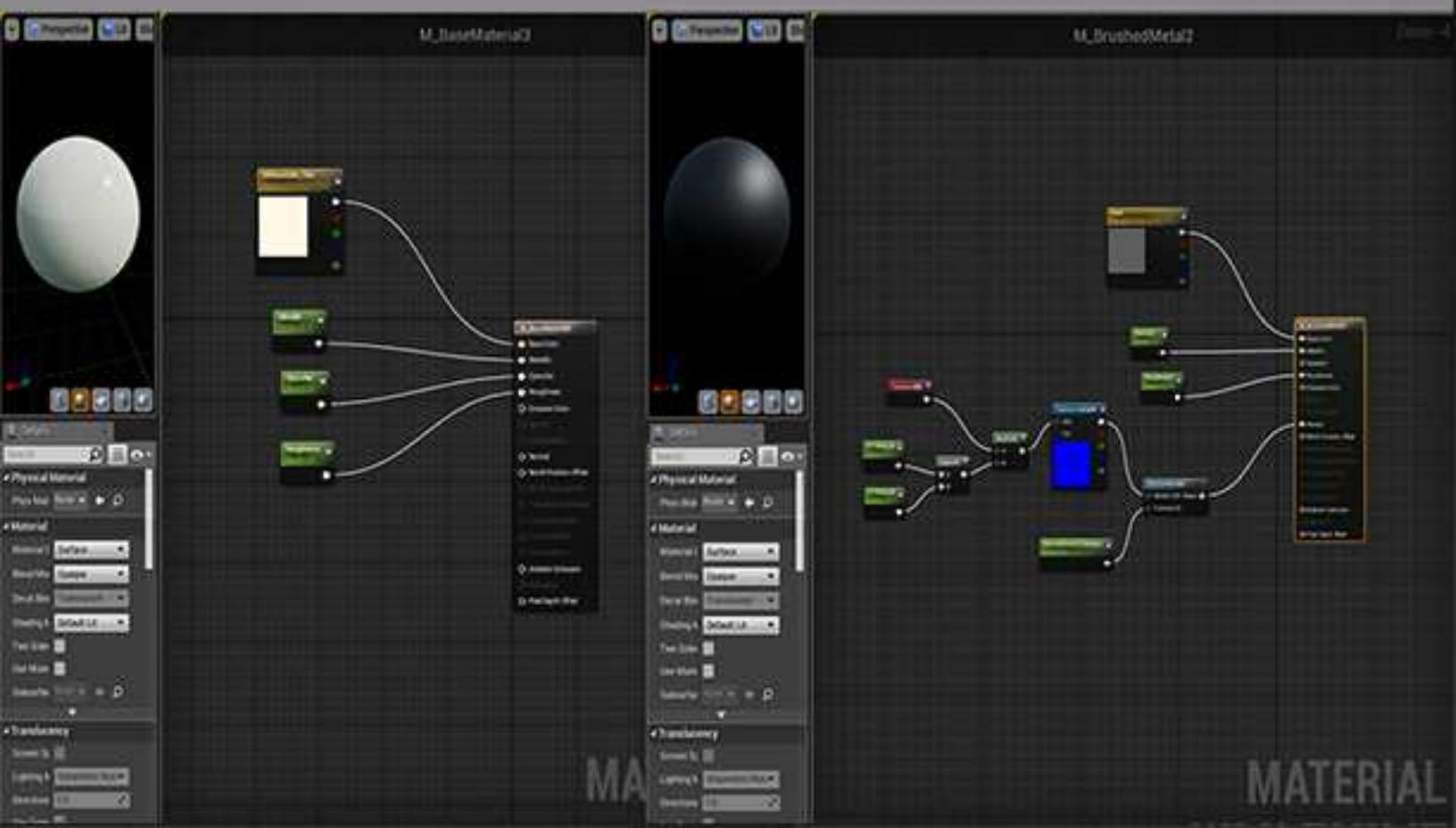
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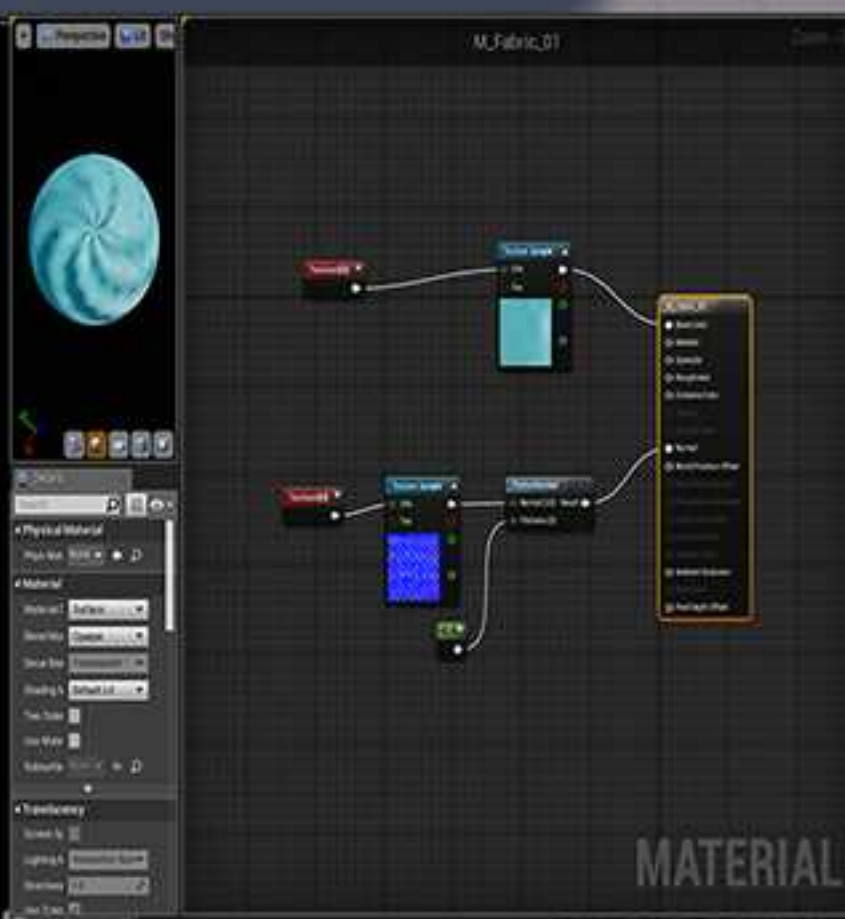
2.000k - 3













Windows: Properties, Outliner, Timeline, Console, Hierarchy, Properties, Shader Editor, Material Editor

M_Wood_P

Windows: Properties, Outliner, Timeline, Console, Hierarchy, Properties, Shader Editor, Material Editor

M_Noise_Metal_Dark

Material Editor: Base Color, Normal, Metallic, Roughness, Emissive, Opacity, Refraction, Refraction Index, Blend Mode, Blend Weight, Blend Falloff, Blend Weight Falloff, Blend Weight Falloff Falloff, Blend Weight Falloff Falloff Falloff

Material Editor: Base Color: #8B4513, Normal: #000000, Metallic: 0.0, Roughness: 0.5, Emissive: 0.0, Opacity: 1.0, Refraction: 1.5, Refraction Index: 1.5, Blend Mode: Multiply, Blend Weight: 1.0, Blend Falloff: 0.0, Blend Weight Falloff: 0.0, Blend Weight Falloff Falloff: 0.0, Blend Weight Falloff Falloff Falloff: 0.0

Material Editor: Base Color: #2E2E2E, Normal: #000000, Metallic: 0.8, Roughness: 0.3, Emissive: 0.0, Opacity: 1.0, Refraction: 1.5, Refraction Index: 1.5, Blend Mode: Multiply, Blend Weight: 1.0, Blend Falloff: 0.0, Blend Weight Falloff: 0.0, Blend Weight Falloff Falloff: 0.0, Blend Weight Falloff Falloff Falloff: 0.0

Material Editor: Base Color: #2E2E2E, Normal: #000000, Metallic: 0.8, Roughness: 0.3, Emissive: 0.0, Opacity: 1.0, Refraction: 1.5, Refraction Index: 1.5, Blend Mode: Multiply, Blend Weight: 1.0, Blend Falloff: 0.0, Blend Weight Falloff: 0.0, Blend Weight Falloff Falloff: 0.0, Blend Weight Falloff Falloff Falloff: 0.0

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