Themescape

Abstract

This project was developed to create a visual "stream of consciousness" piece, evoking nostalgia in regards to early digital culture within computer technology. Created in Autodesk Maya, I used Adobe Mixamo for motion capture and textured models with Substance Painter to achieve a cohesive, retro-futuristic look that blends technology and art, immersing viewers in a stylized digital world.

Themescape.mp4 (:46)

Acropolis 3D Model and Render

Abstract

This image features an Acropolis 3D Model. I created this model to delve deeper into NURBS techniques and explore how lofting curves can generate complex geometric forms.