Gramophone 3D Model and Render

Abstract

The images and video below showcase a 3D-modeled gramophone I designed as a render-ready asset. My goal for this project was to explore dynamic shapes and layered textures that would maintain visual appeal and realism. I focused on optimizing the model for performance while ensuring that the materials and textures created depth, capturing the worn yet intricate details of the gramophone to enhance its believability in a game setting.

Desert Composite Render

Abstract

Using Autodesk Maya and Substance Painter, I created a desert city scene with an emphasis on realistic environmental textures and atmospheric elements. The project explored techniques for rendering natural landscapes, focusing on the river, clouds, and the texture of the dunes.

Forest & Mountain Composite Render

Abstract

The goal of this project was to learn and apply visual compositing techniques, combining various elements such as a base ground mesh, procedurally generated trees, and volumetric fog to create a cohesive and immersive environment. Using MASH networks in Autodesk Maya, I created a dense, dynamic forest environment, incorporating layered volumetric fog to add depth and atmosphere to the scene. I also integrated a skybox, realistic cloud formations, and a mountainous backdrop (utilizing height maps) to further enhance the scene.