BIOKINET (RPG: DEGENESIS)

sculpting, texturing, rendering
DESIGN: SIXMOREVODKA

SOFTWARE: Maya, Zbrush

ANATIMICAL STUDIES
(Digital Sculpture Course by Scott Eaton)

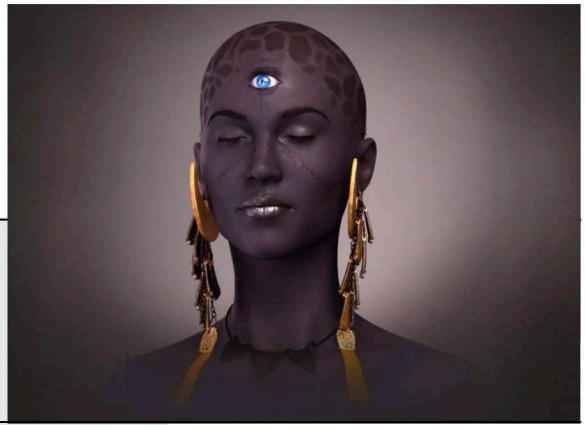
sculpting, rendering

SOFTWARE: Zbrush, Maya

GUARDIAN

modelling, texturing, rendering

SOFTWARE: Maya, Zbrush, UVLayout,
Mari, DDO, Houdini FX



BIOKINETICS HEAD (RPG: DEGENESIS)

sculpting, texturing, rendering
DESIGN: SIXMOREVODKA

SOFTWARE: Maya, Zbrush, Unfold3D, Mari

DRAGON CAT
(Creature Sculpting Course by BryanWynia)

design, sculpting, rendering

SOFTWARE: Zbrush, Maya

YETI
(Creature Sculpting Course by BryanWynia)

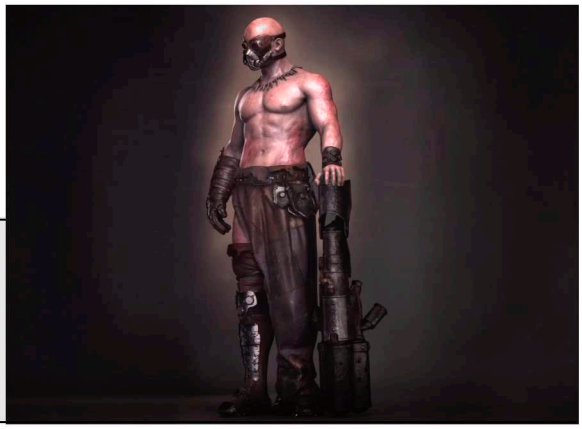
design, sculpting, rendering

SOFTWARE: Zbrush, Maya

PNEUMOHAMMER (RPG: DEGENESIS)

sculpting, texturing,
rendering, compositing
DESIGN: SIXMOREVODKA

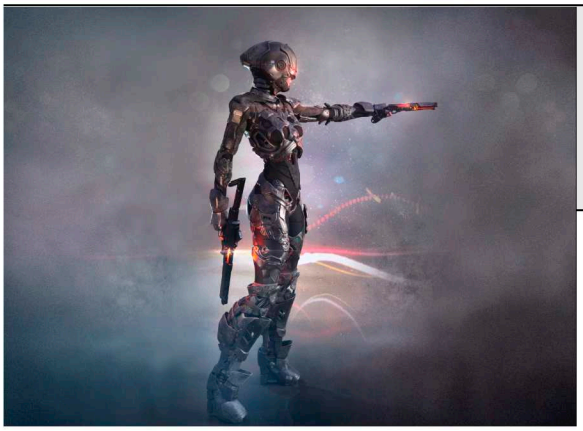
SOFTWARE: Maya, Mari, After Effects



PNEUMANT (RPG: DEGENESIS)

sculpting, texturing, rendering
DESIGN: SIXMOREVODKA

SOFTWARE: Maya, Zbrush, Mari



COP_BOT (Personal Project)

design, sculpting, texturing, rendering

SOFTWARE: Zbrush, Unfold3D, Keyshot

PARACHUTE SHOT (Mission: Impossible 5)

modelled parachute and parts of the cargo

SOFTWARE: Maya, Zbrush

AIRBUS SHOT (Mission: Impossible 5)

modelled propellers

SOFTWARE: Maya

HIGHWAY LONG SHOT
(Mission: Impossible 5)

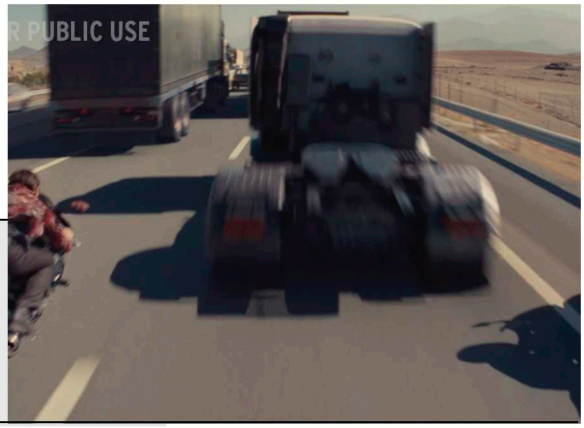
modelled some of the cars

SOFTWARE: Maya

HIGHWAY CRASH SHOT 1
(Mission: Impossible 5)

modelled cars and sculpted subtile damages

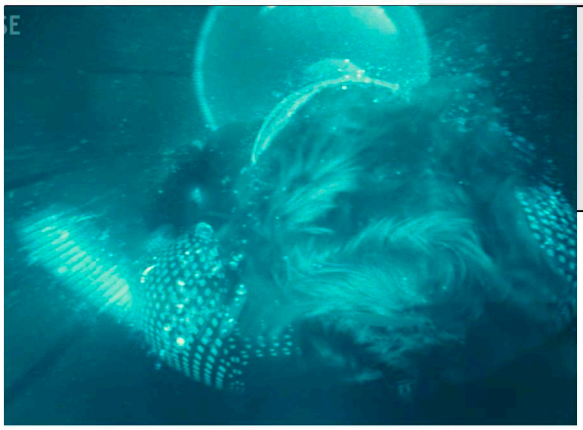
SOFTWARE: Maya, Zbrush



HIGHWAY TRUCK SHOT
(Mission: Impossible 5)

modelled truck elements and details

SOFTWARE: Maya



TORUS TUNNEL SHOTS

designed and modelled torus tunnel, modelled parts of torus entrance

SOFTWARE: Maya, UVLayout, Zbrush

MERC SHOT 1

modelled, sculpted character (merc)

SOFTWARE: Maya, Zbrush

IFID BUILDING SHOT

modelled:
- background buildings
- proxy model main building

SOFTWARE: Maya

SCARLET WITCH SHOTS

modelled, sculpted character (scarlet witch)

SOFTWARE: Zbrush, Maya

MERC SHOT 2

modelled character (merc)

SOFTWARE: Maya, Zbrush

MERC SHOT 3

modelled character (merc)

SOFTWARE: Maya, Zbrush

BUILDING EXPLOSION SHOT

modelled destroyed parts

SOFTWARE: Maya

STICKY BOMB SHOT

modelled, textured, shaded grenade

SOFTWARE: Maya, Zbrush, Mari, Houdini