Stefani Kuon

3D *Game Concept & Modeler*

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3D Environment

Character Room Environment created in Blender.
(Personal Project)

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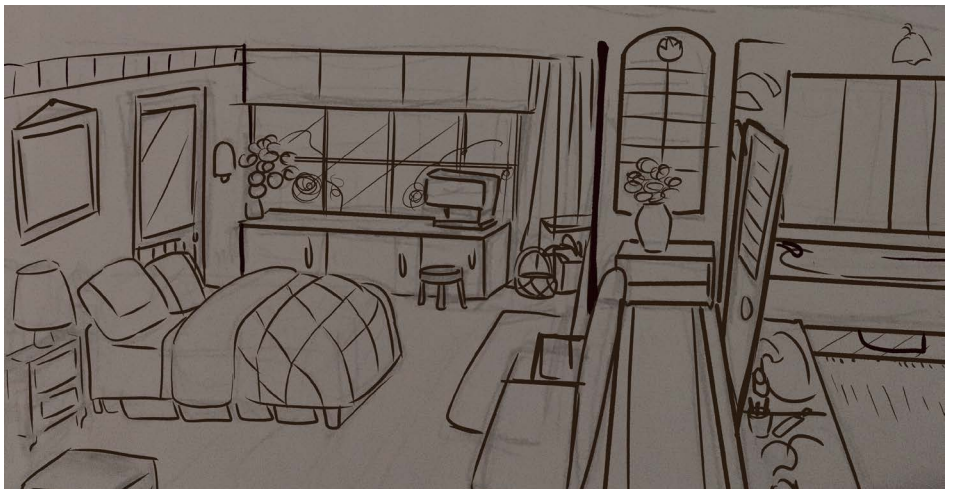
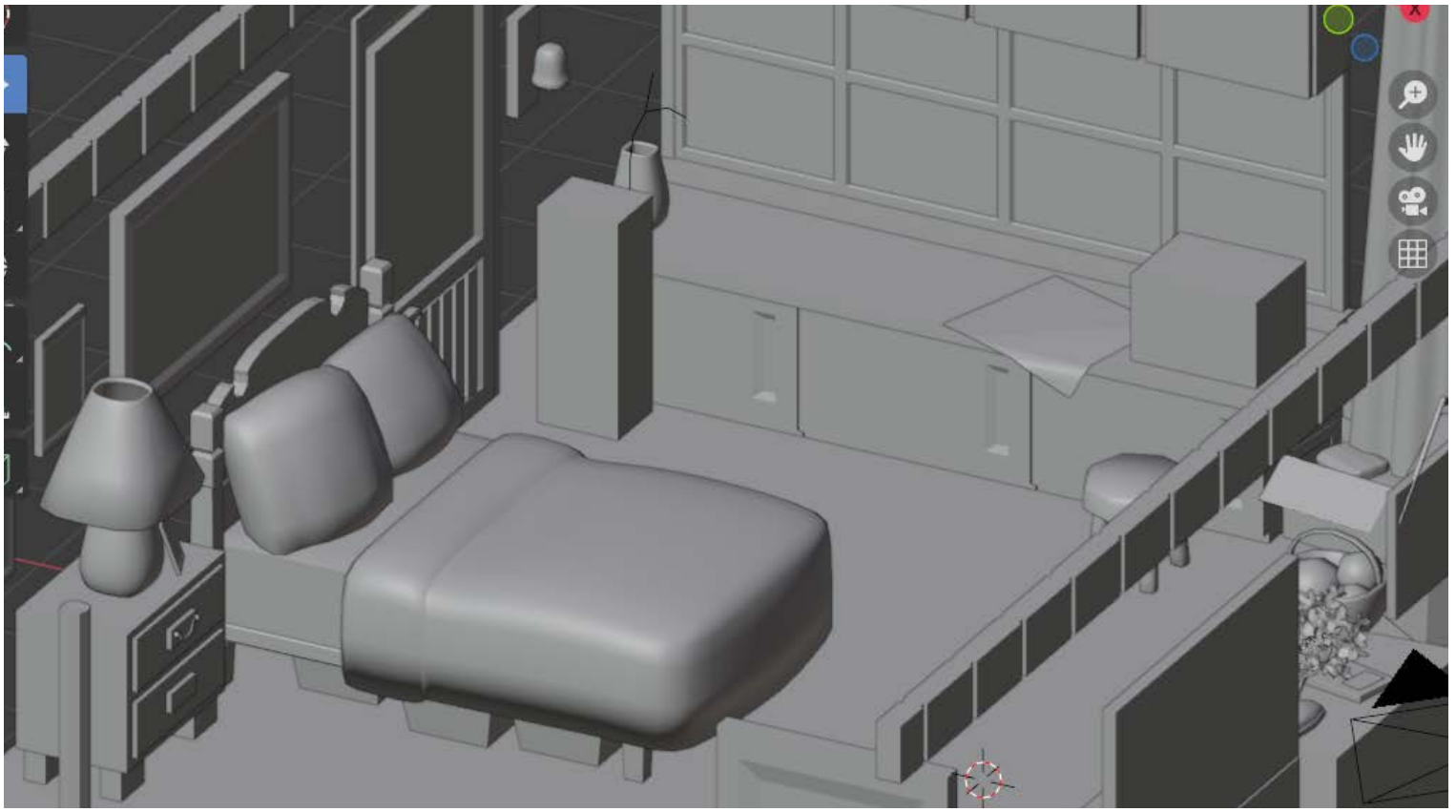
3D Environment Room

Process:

1. Sketch
2. Block out
3. Paint Over on the Block Out
4. Full Modeling/UV/Texturing
5. Lighting





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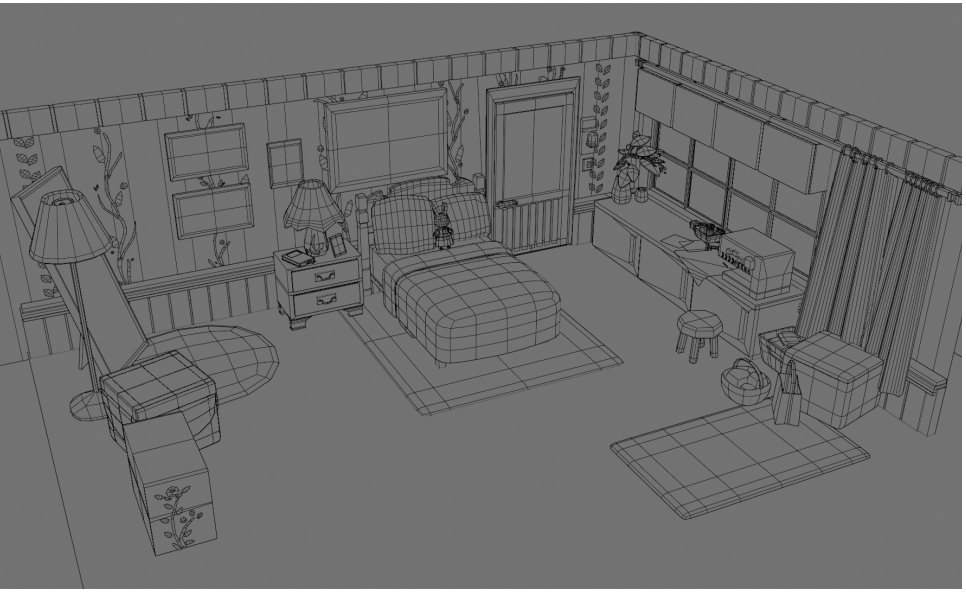
Process pictures:
- Colour block in/Texturing
- Wireframe
- Lighting



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3D Office Room

Environment and Assets
modeled and lit in Blender.

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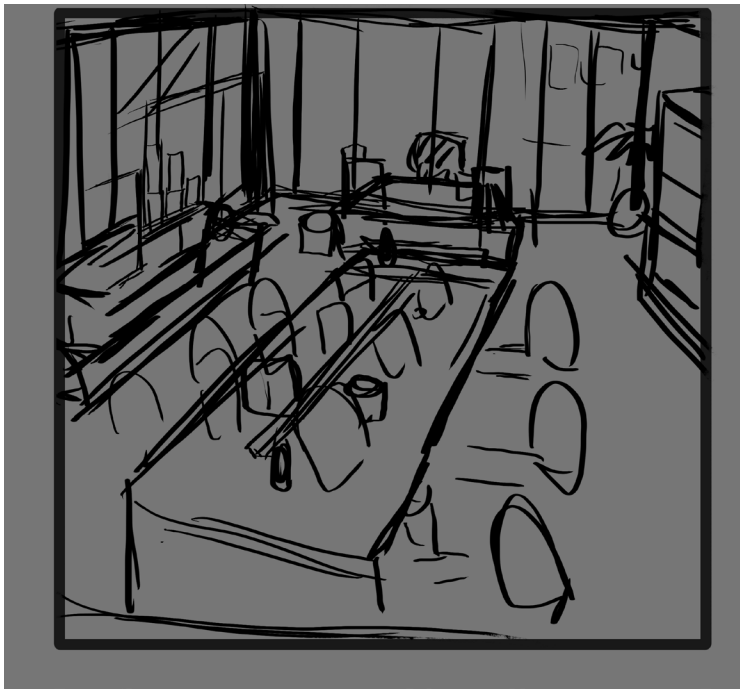
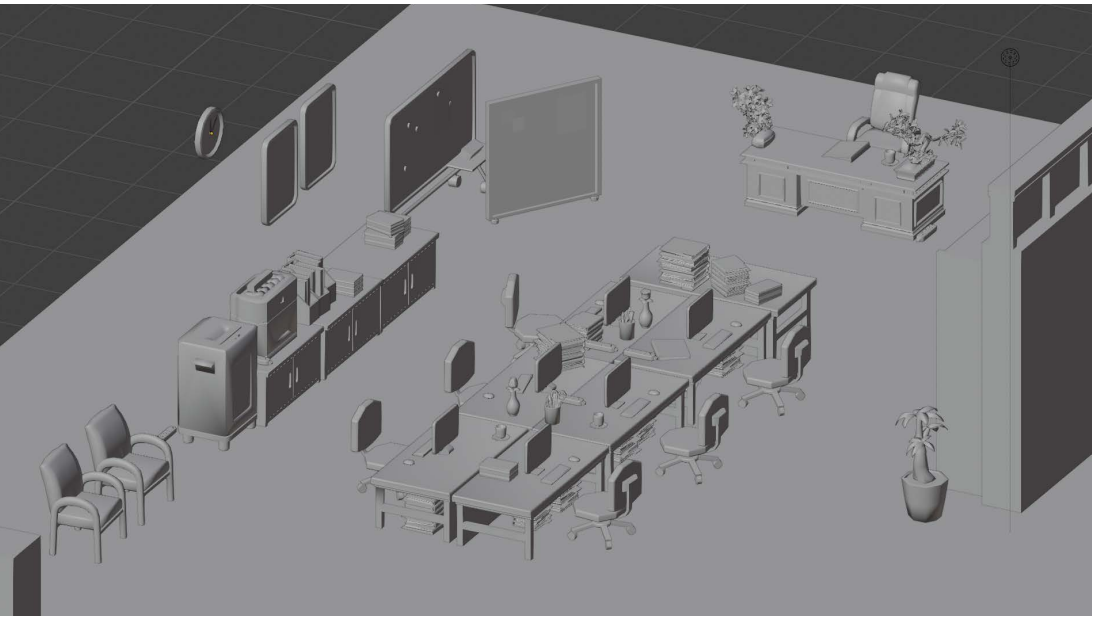
3D Environmental Room

Process:

1. Model each individual object
2. UV and colours (using colour atlas)
3. Thumbnail Sketch
4. Blockout Room in 3d
5. Assembly and Details
6. Lighting





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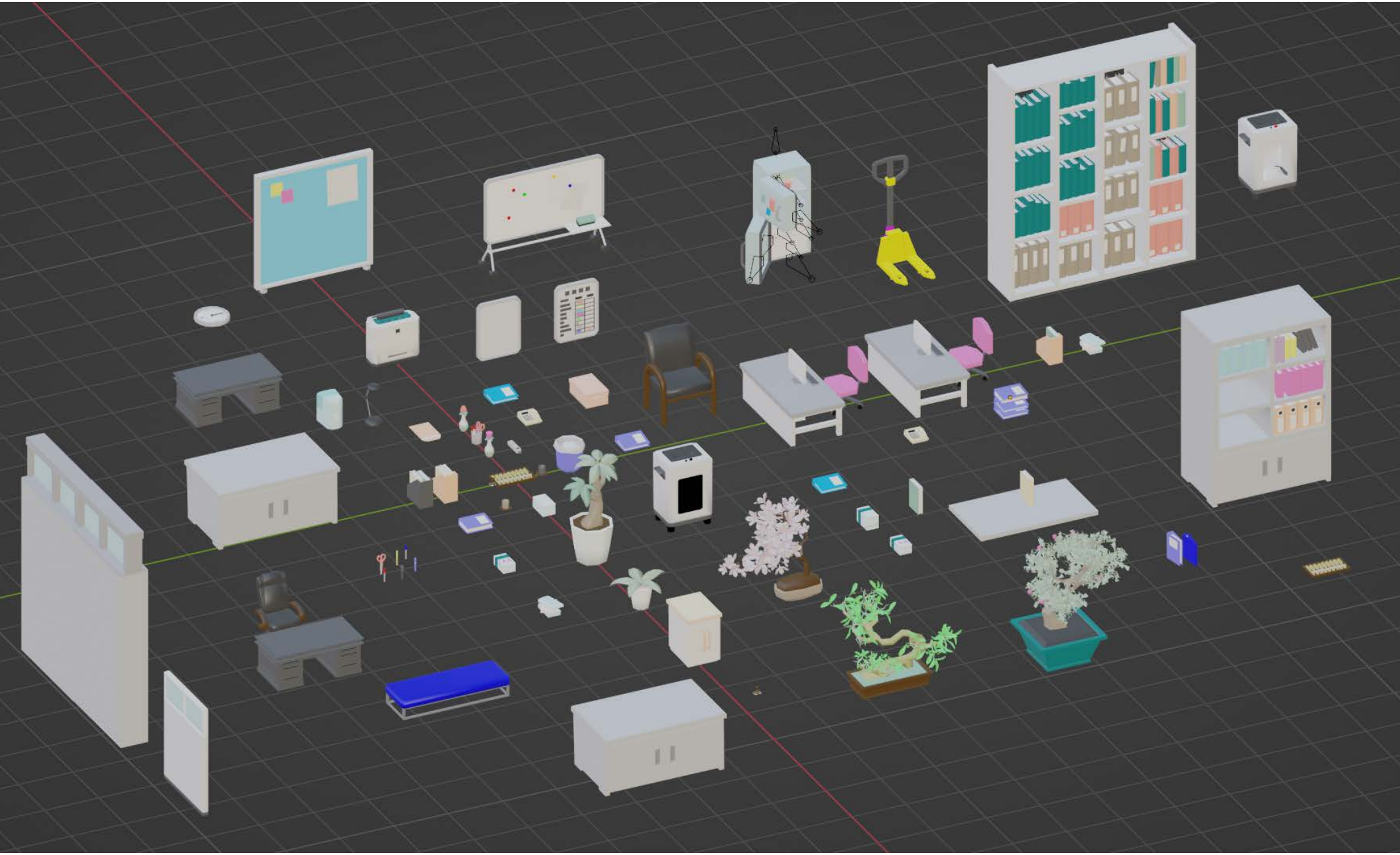

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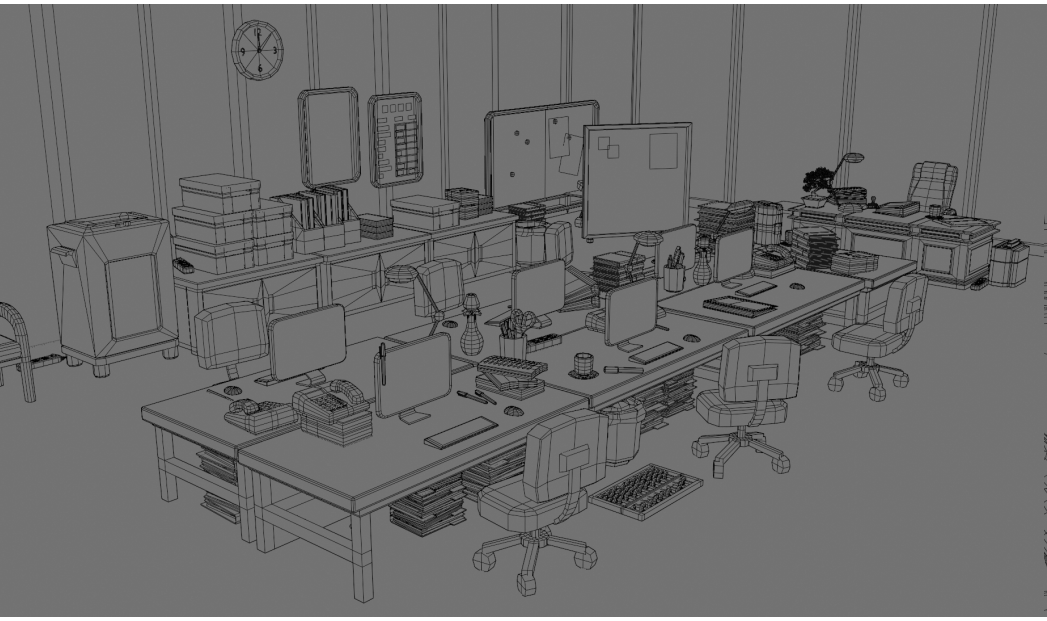

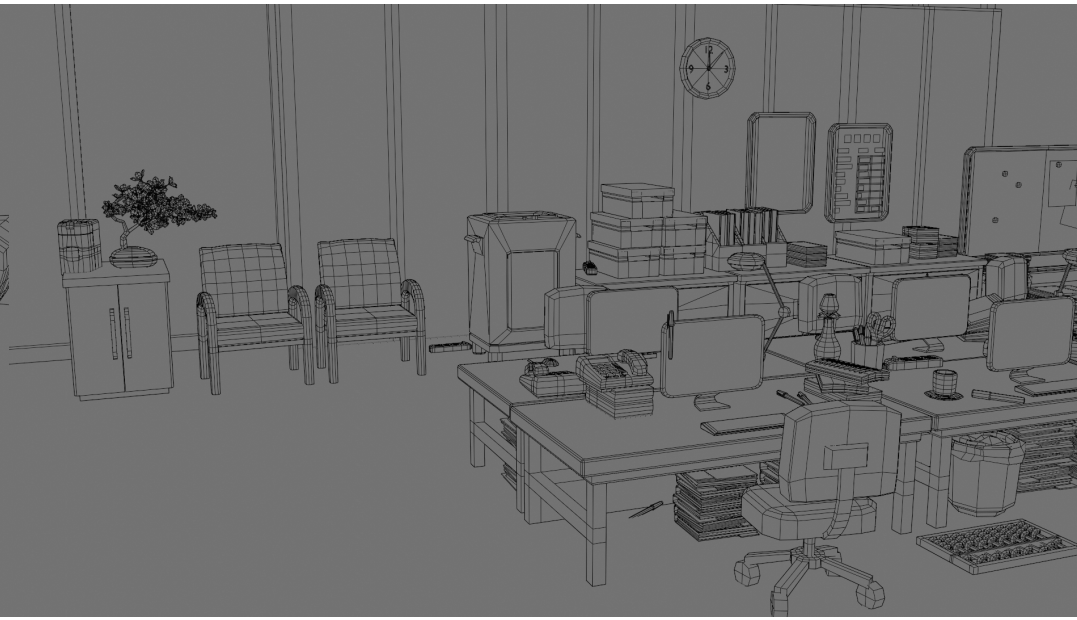

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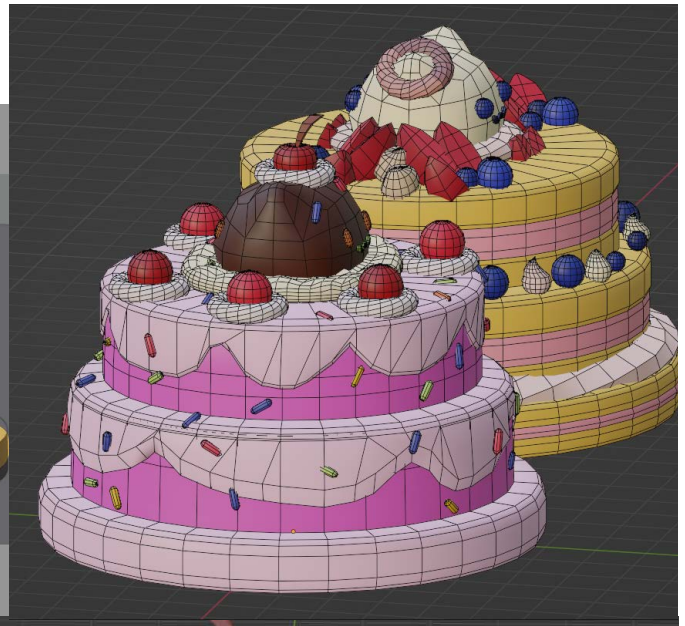
3D Prop Modeling

2d Concepts created in Photoshop, and then modeled in 3d with Blender.



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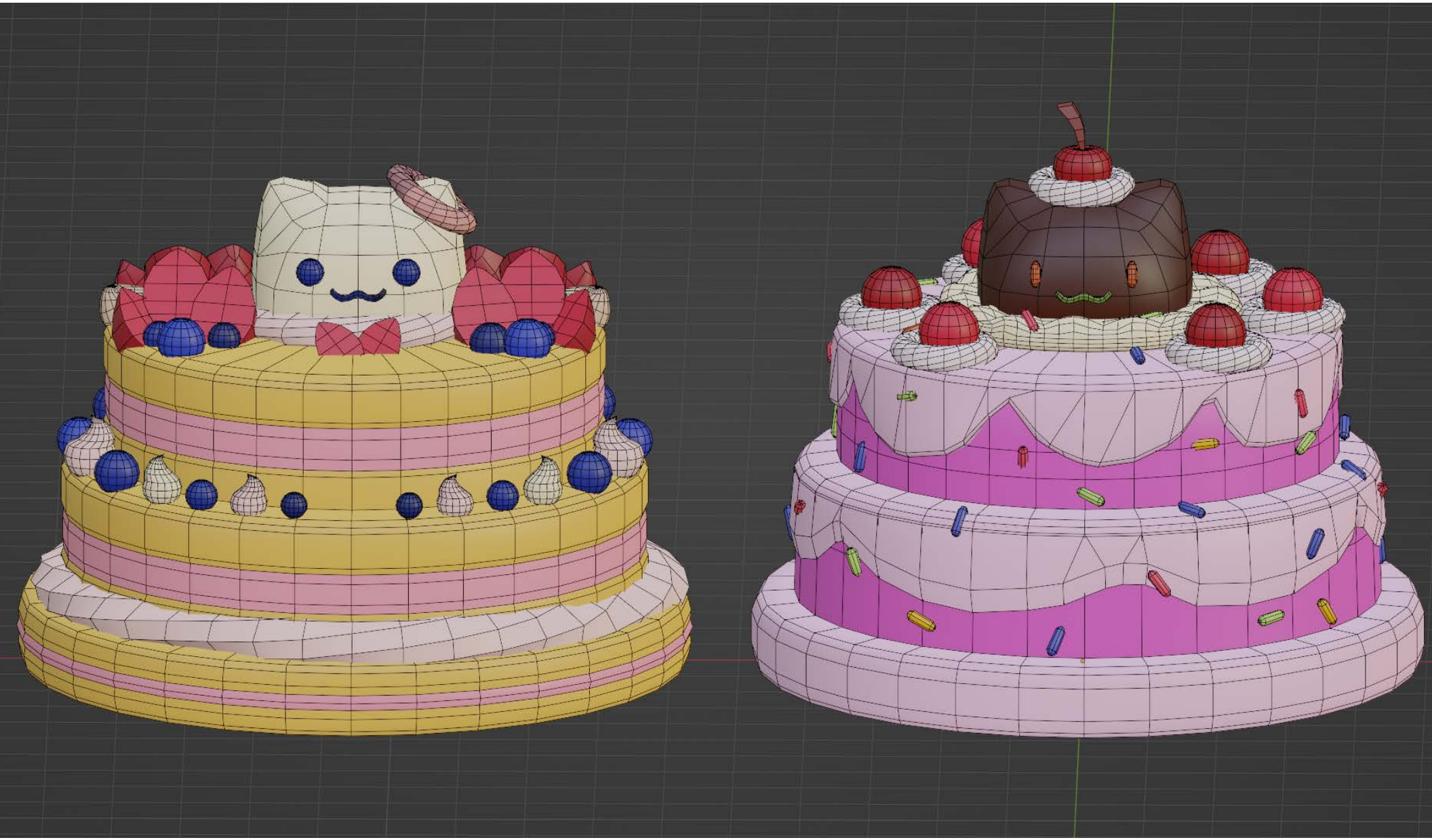

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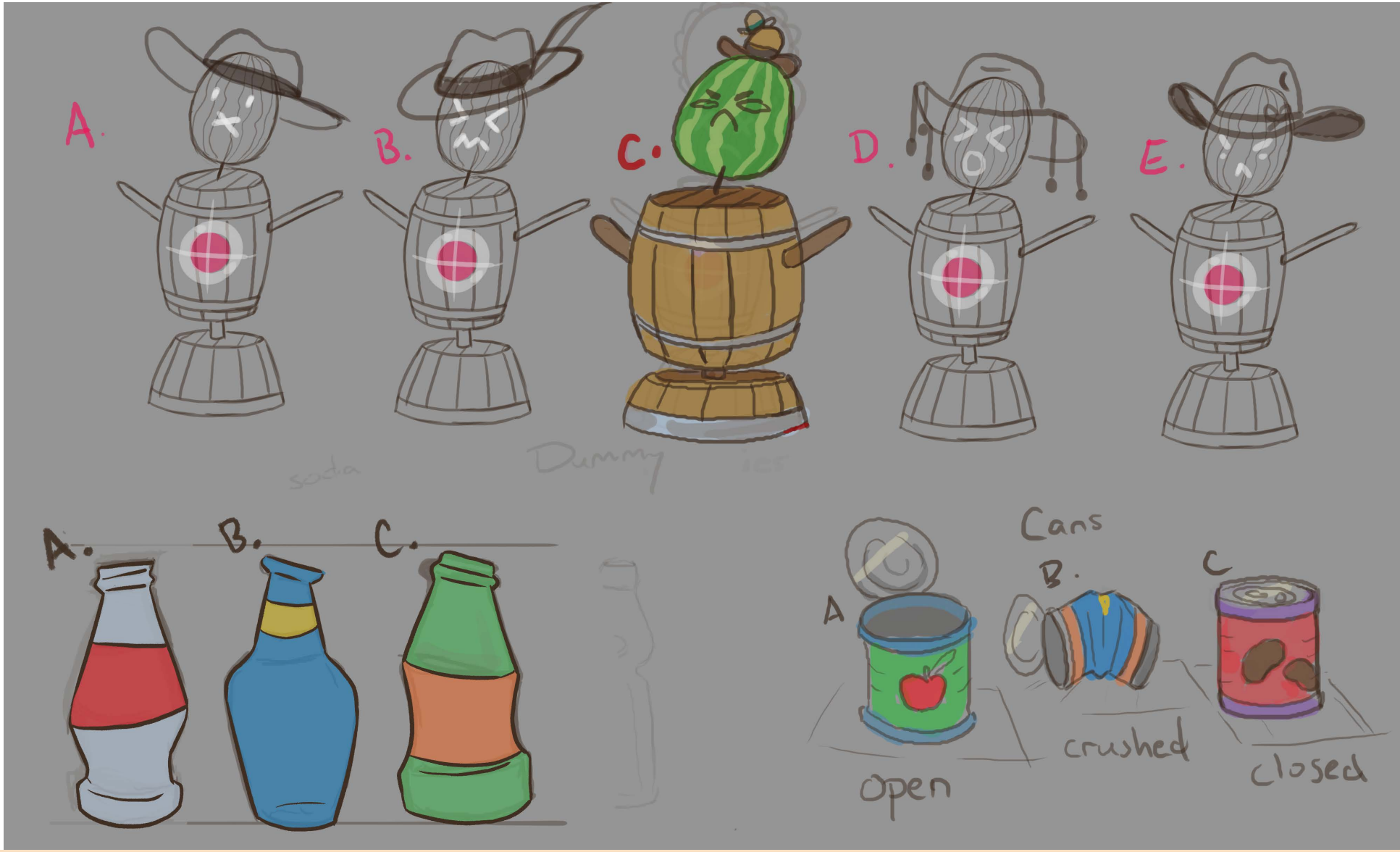
3D Prop Modeling



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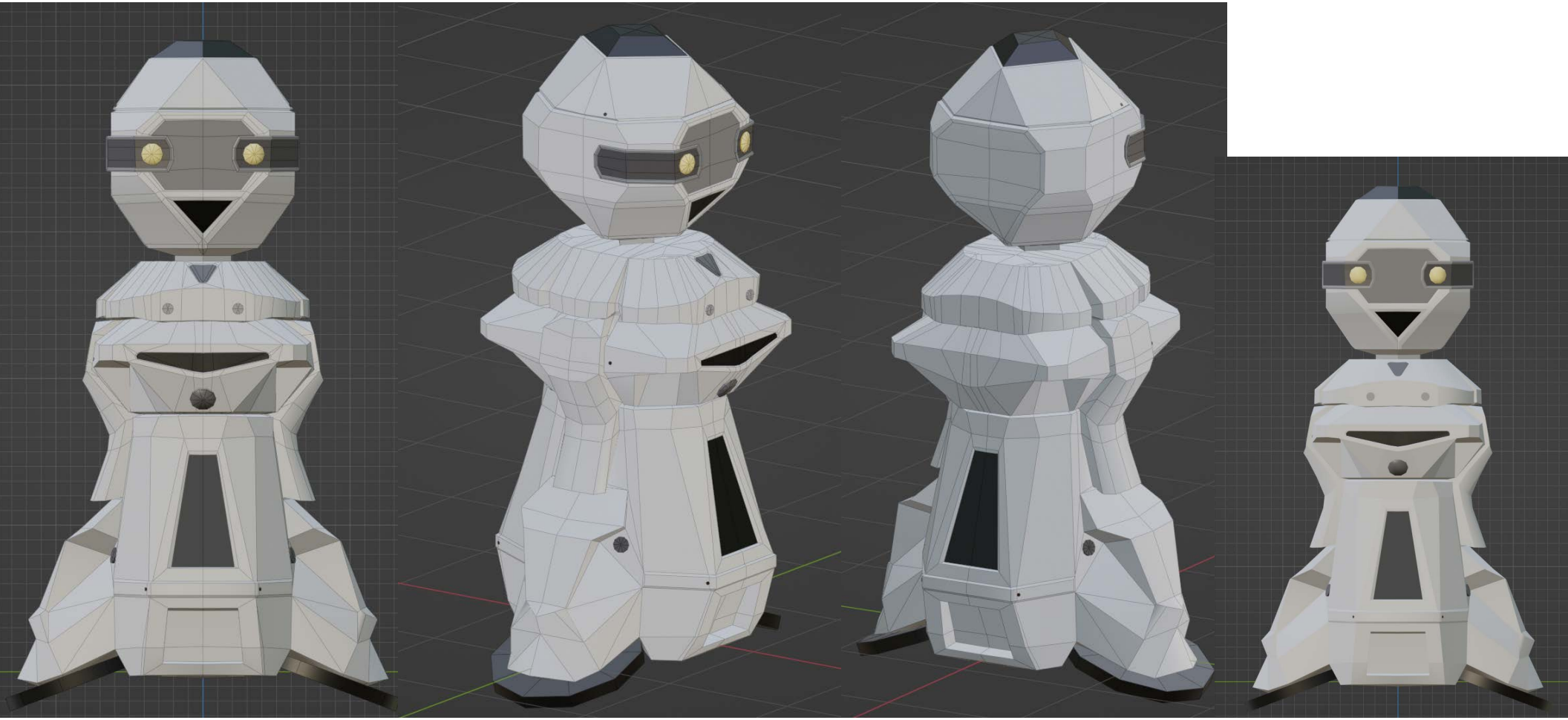
3D Prop Modeling

3D props modeling and exploring different 3D styles.



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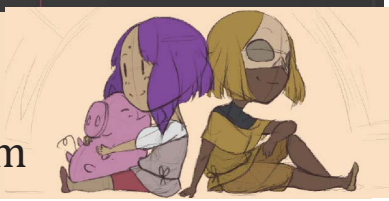

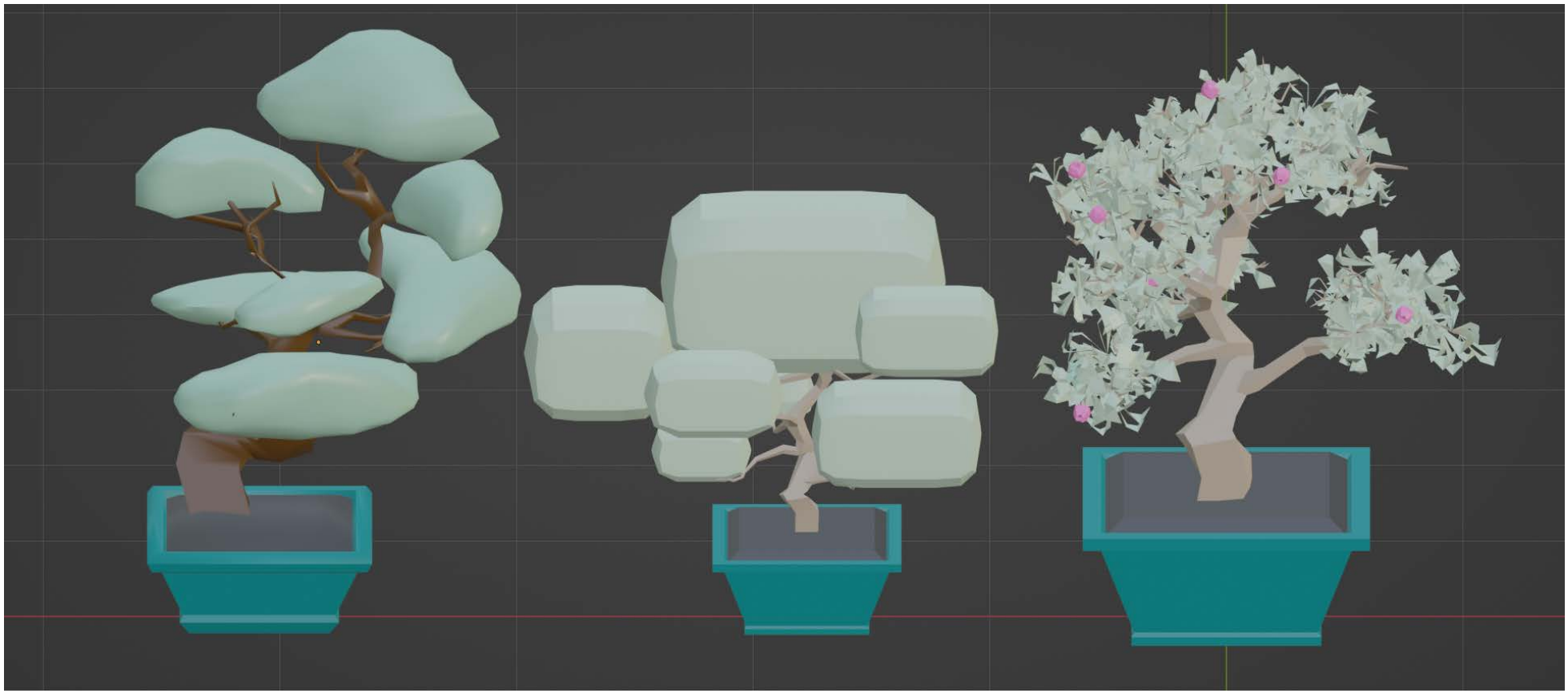

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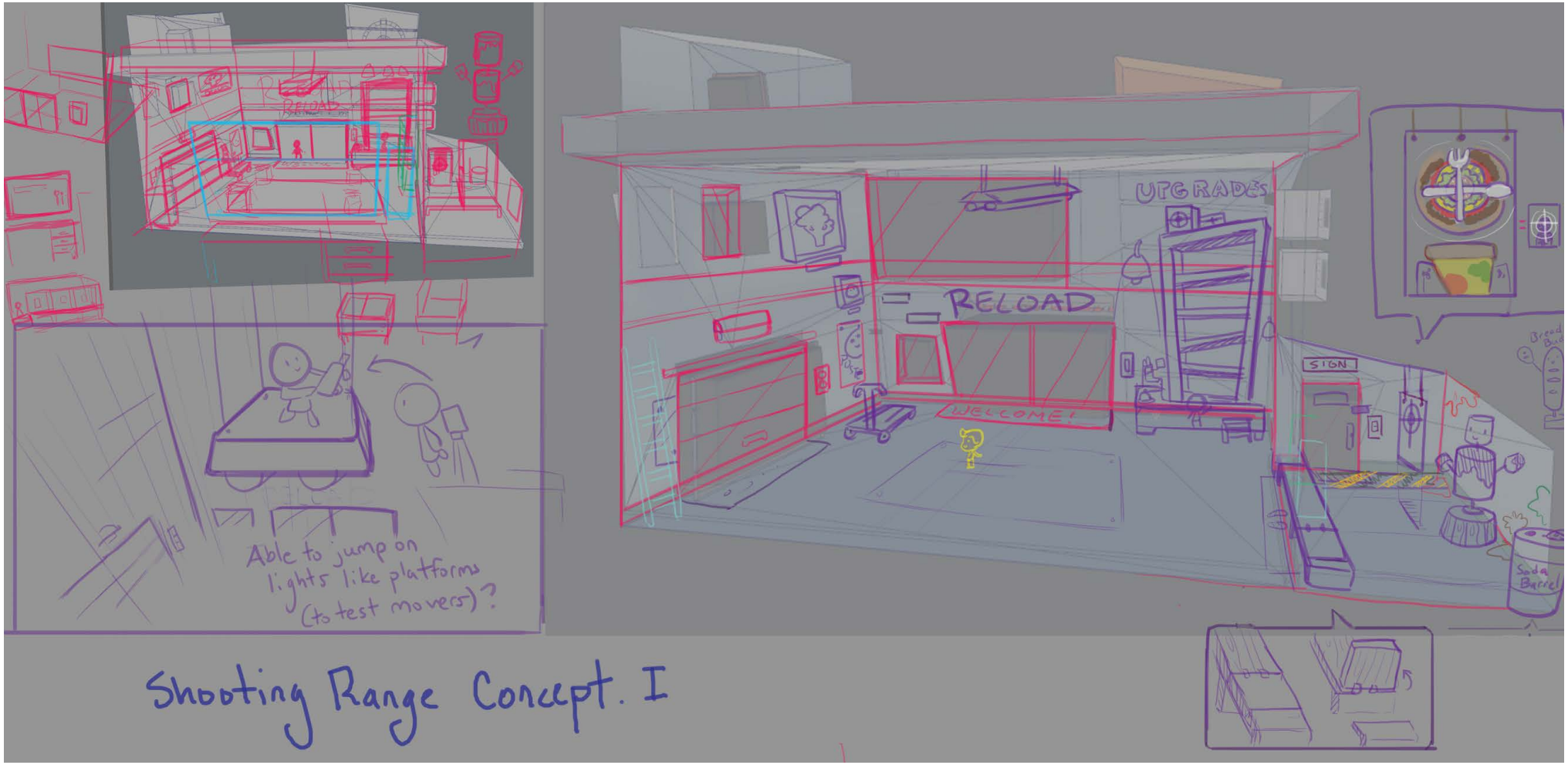
2D Environment Concepts

1st pass concept of Shooting Range.



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2nd pass concept of Shooting Range.

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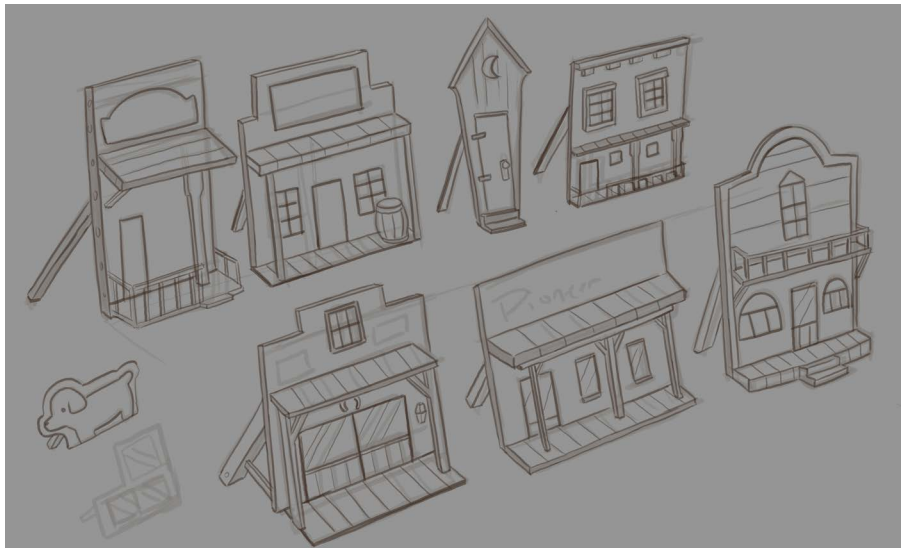
2D Environment Concepts

2D Concepts created in Photoshop, before modeling in Blender.

Explorations of concepts, such as shooting range (first pass/second pass).

Testing various shapes/colours of environmental buildings before modeling.

Concept sketches for the purpose of showcasing ideas, revisions, and to incorporate feedback from others.



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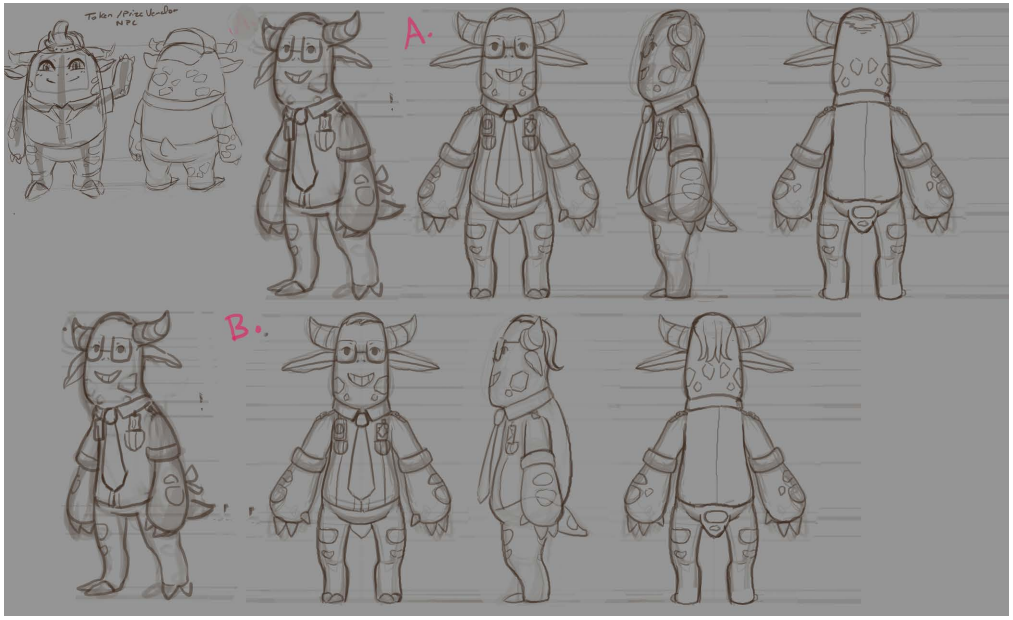

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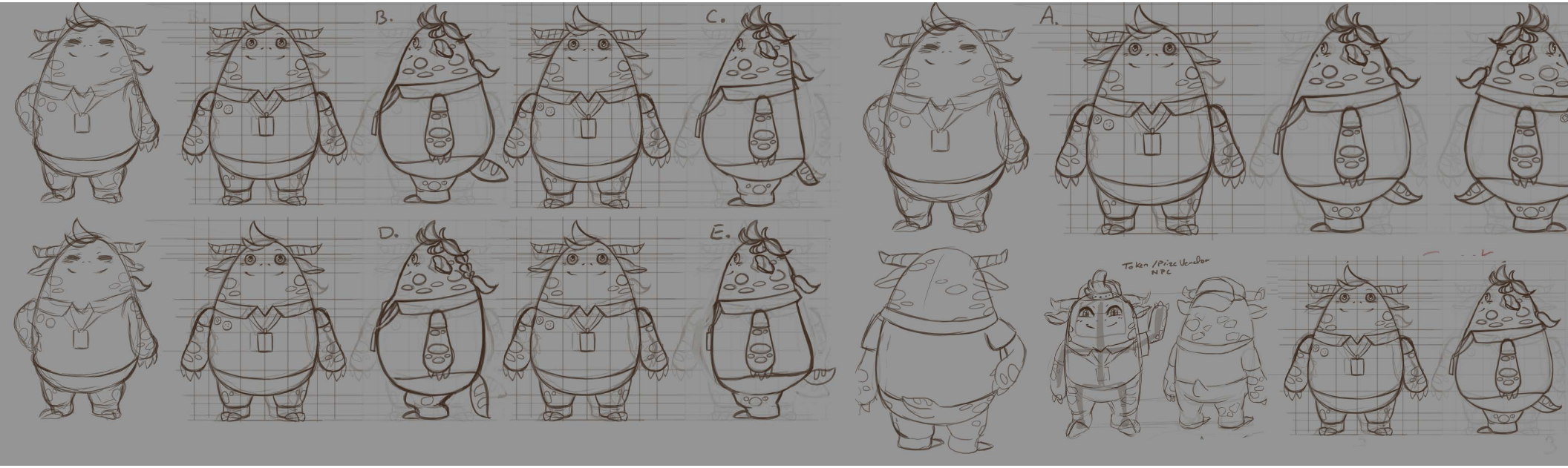

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