



*Organic modelling with
Mudbox for high res sculpt,
Max for reduced poly model,
and Substance for normal projection.*

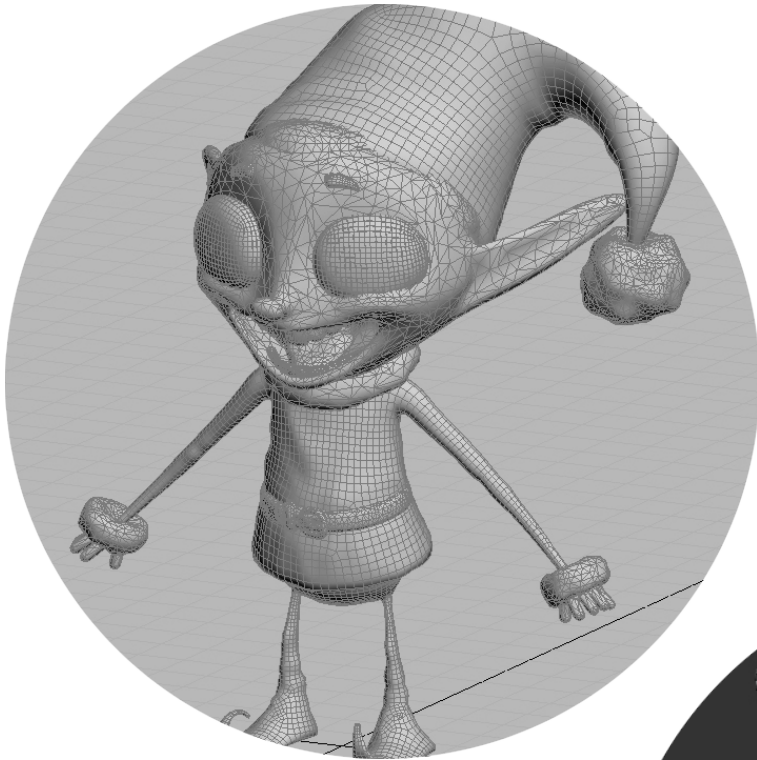


*Complex rigging of surface and interior
structures with Max for animation and
divergence interactivity that
deforms structure.*



Unity and Unreal Experience!

MIKE BAILEYLOVE MBAILEYLOVE@GMAIL.COM 512-632-3854



3D Modelling with Max, Maya

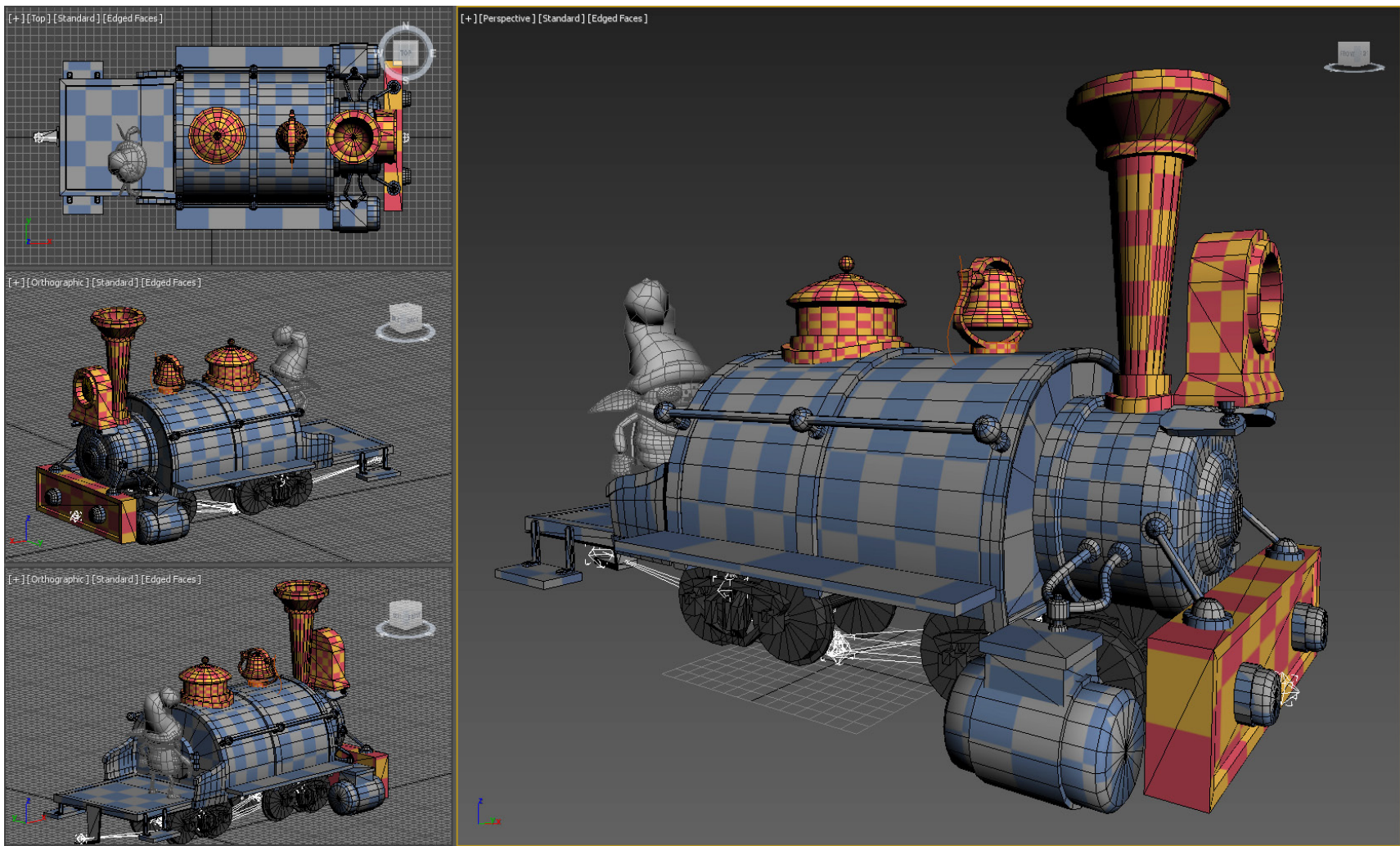


PBR materials in Substance



High Res normals in Mudbox





Hard Surface modelling with optimized UVs