

3D Modeler

강철인

POLTFOLIO

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PORTFOLIO

1. 개요



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1999.02.03

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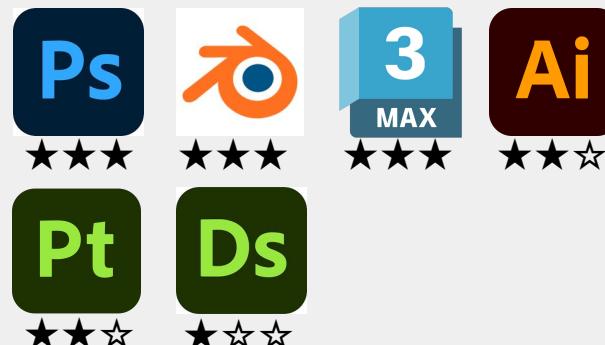
2021.12 한라대학교 기계공학 전공 중퇴

2024.02 계원예술대학교 게임미디어디자인 전공 졸업예정

License

GTQ 2급	2015.06
컴퓨터그래픽스운용기능사	2016.06
운전면허 1종 보통	2017.02

Skill



PORTFOLIO

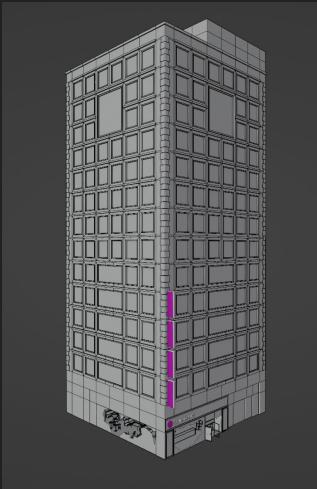
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인게임 장면

수타벅스 건물

105000 Poly

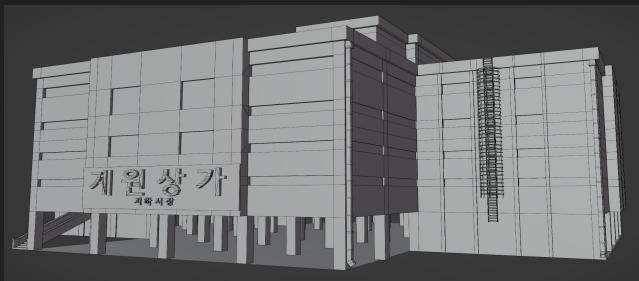


2. 건물_근경 건물



인게임 장면

계원상가
22600 Poly



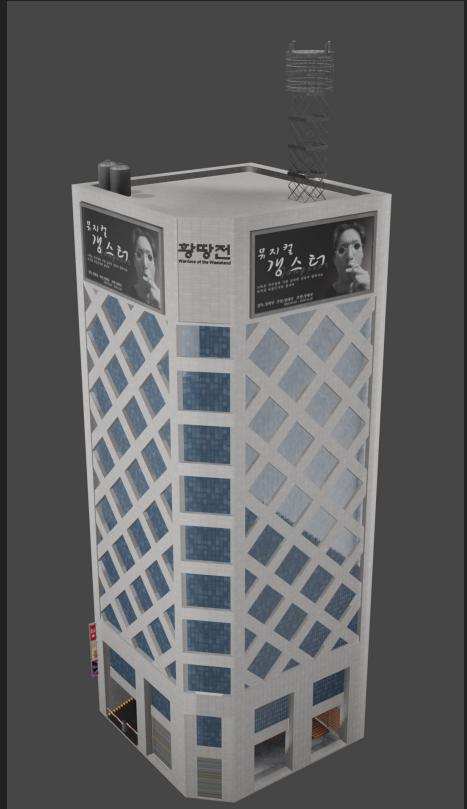
내부모습



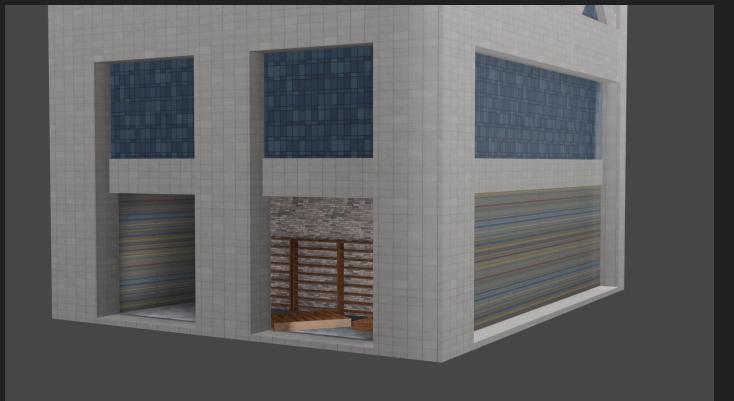
2. 건물_근경 건물



황땅전 타워
23500 Poly



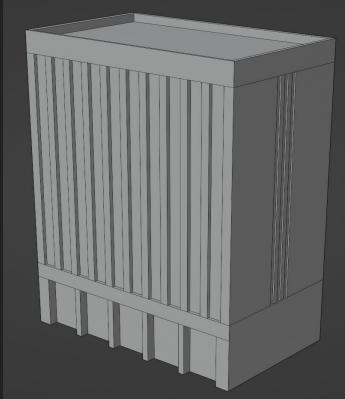
인게임 장면



2. 건물_환경 건물



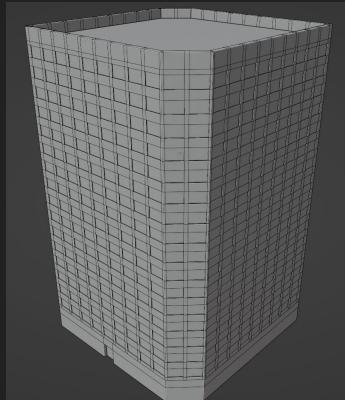
150 Poly



3200 Poly



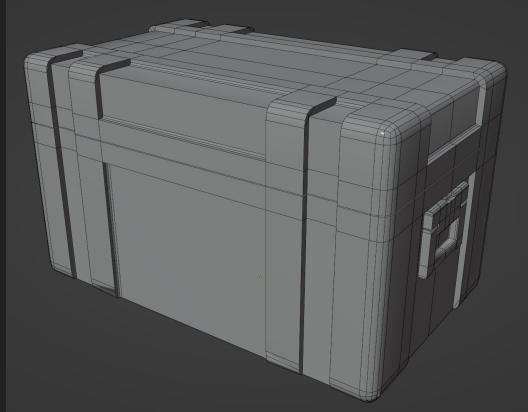
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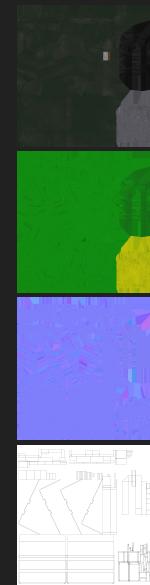
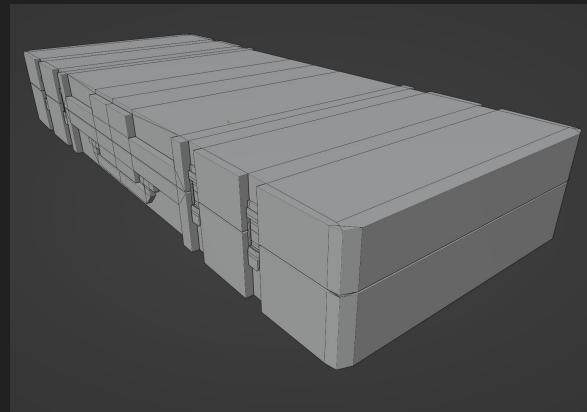
3. 오브젝트 모델링



군용 보급함 A
610 Poly



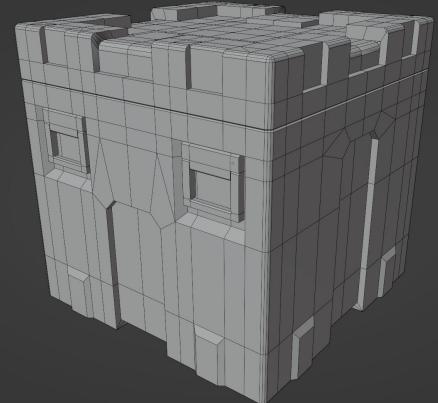
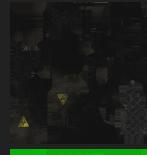
군용 보급함 B
620 Poly



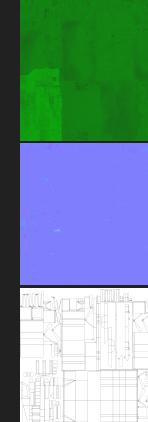
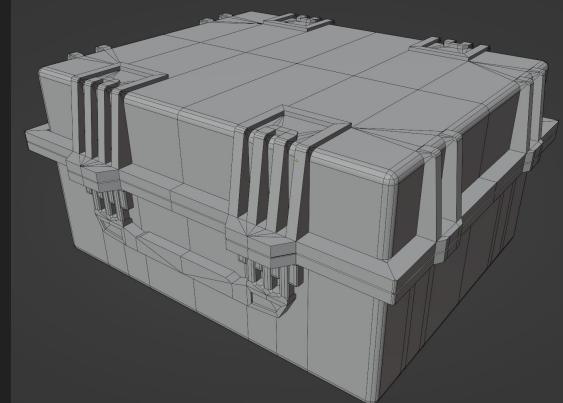
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군용 보급함 C
330 Poly



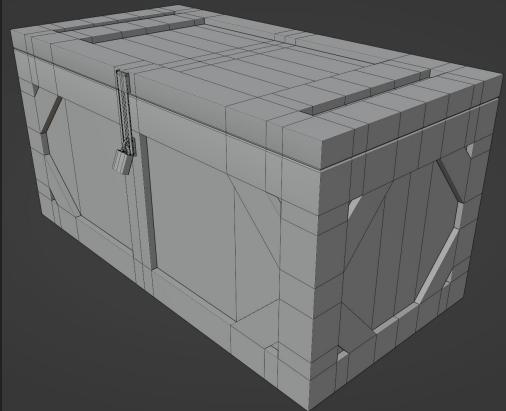
군용 보급함 D
800 Poly



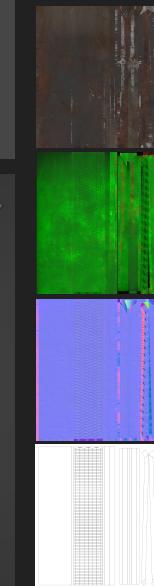
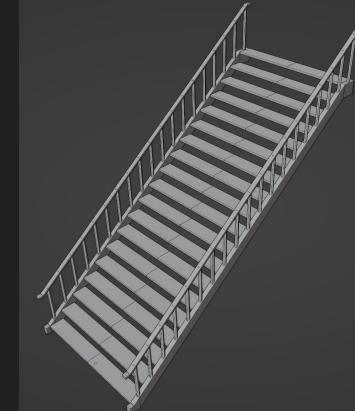
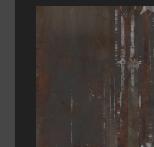
3. 오브젝트 모델링



군용 보급함 E
470 Poly



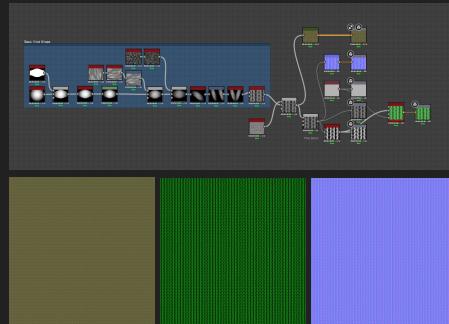
철계단
444 Poly



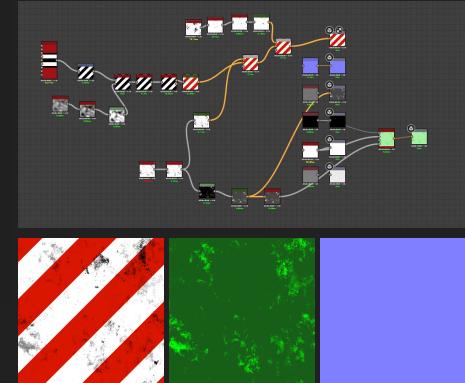
4. 타일맵 텍스쳐



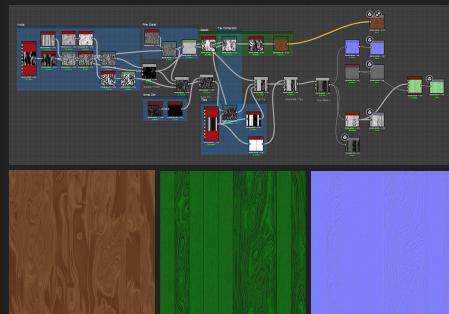
천 재질 _수타벽스 건물 활용



바리게이트 _황땅전 타워 활용



나무 재질 _수타벽스 건물 활용

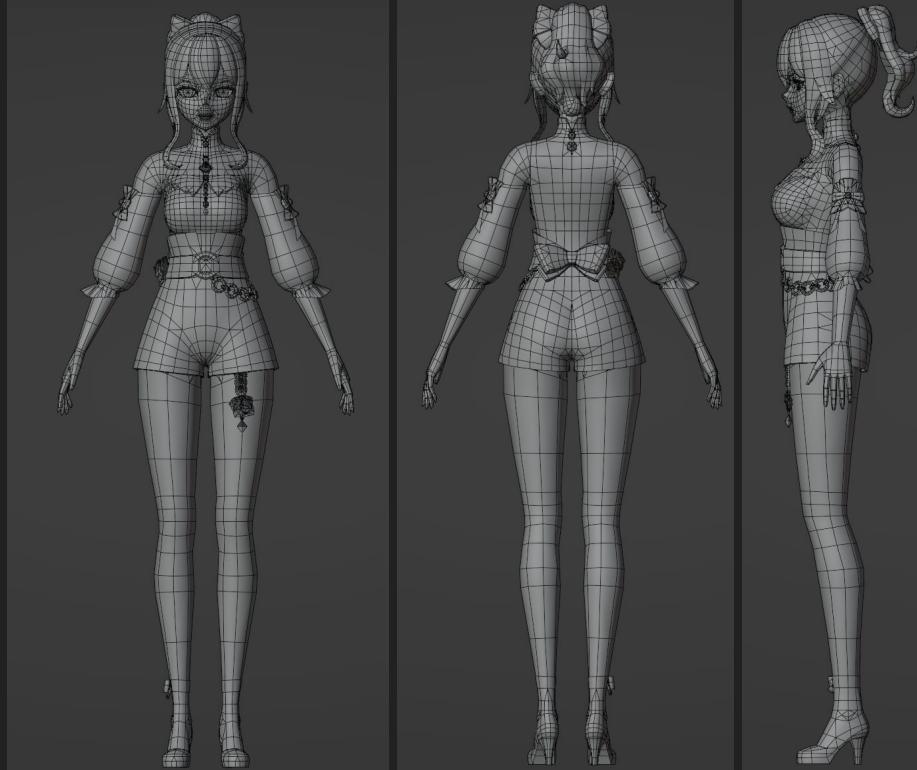
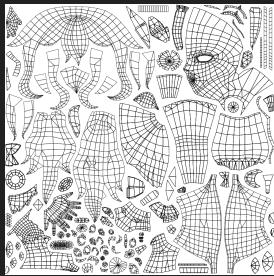


5. 캐릭터 모델링



원신 진 모델링

7700 Poly



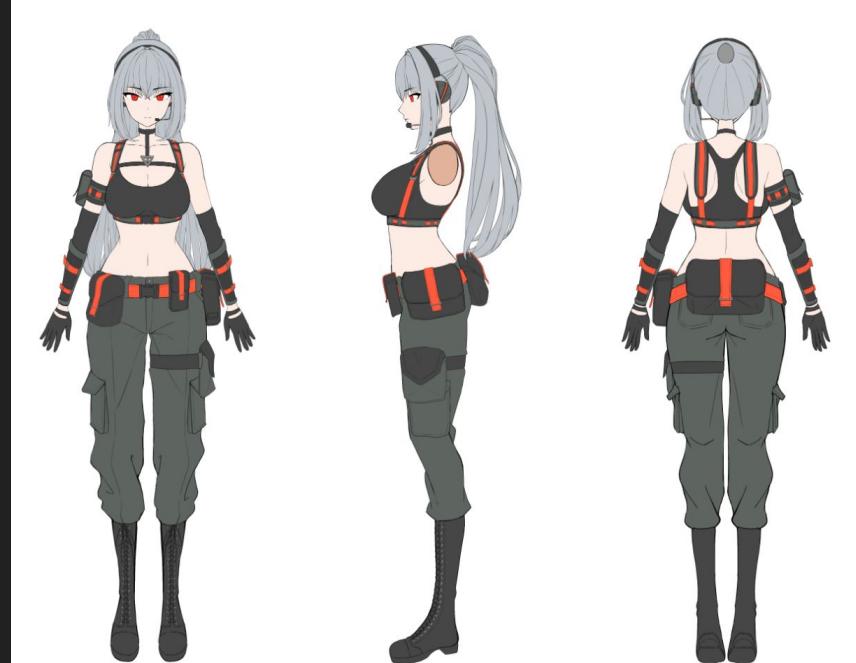


6. 캐릭터 원화

3. 어반/현대판타지(블루아카이브,니케) / 스ナイ퍼 / 성별자유 / 소속그룹요소를 포함시킬것 / 나이제한 없음



삼면도



봐주셔서 감사합니다.