

Pirate Treasure Chest

ROLE

3D Modeling
Sculpting
Retopology
Texturing
Look Development
Rendering

DELIVERABLES

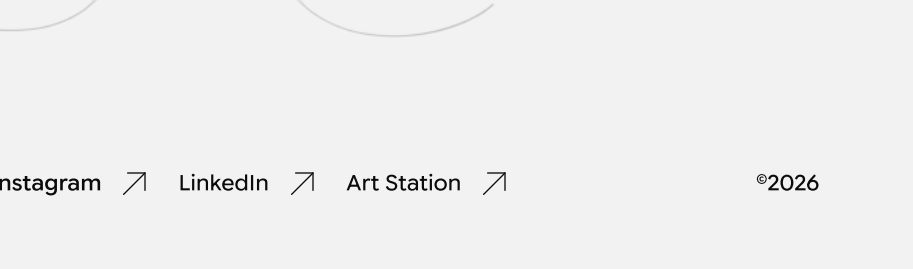
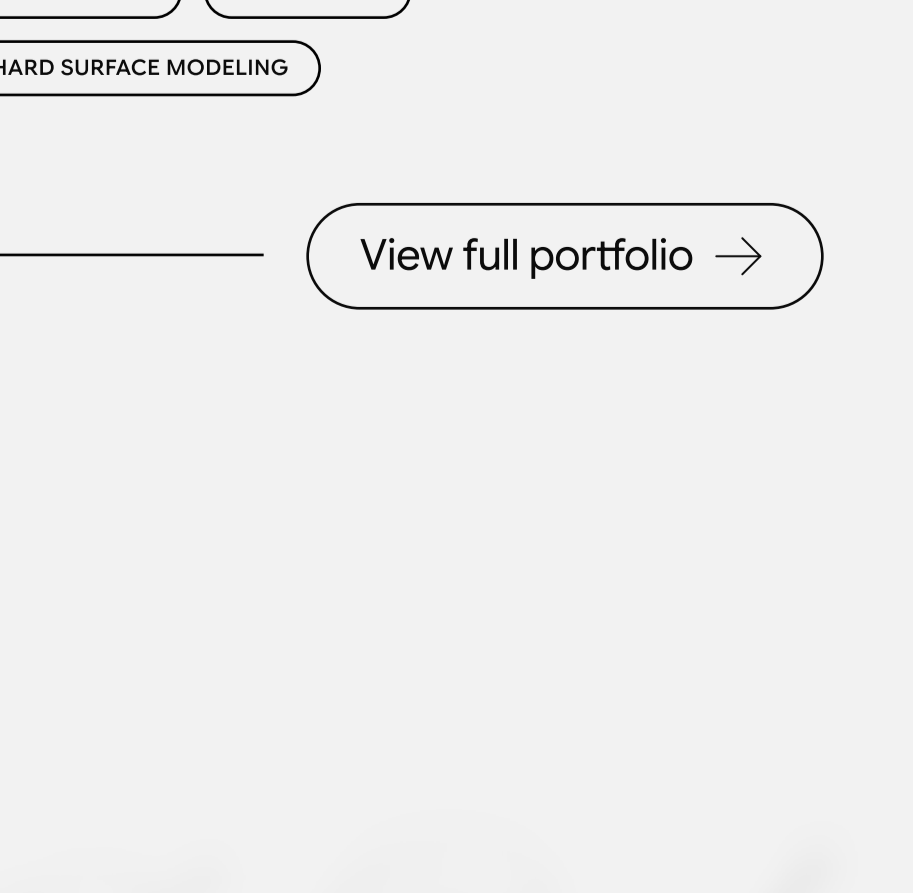
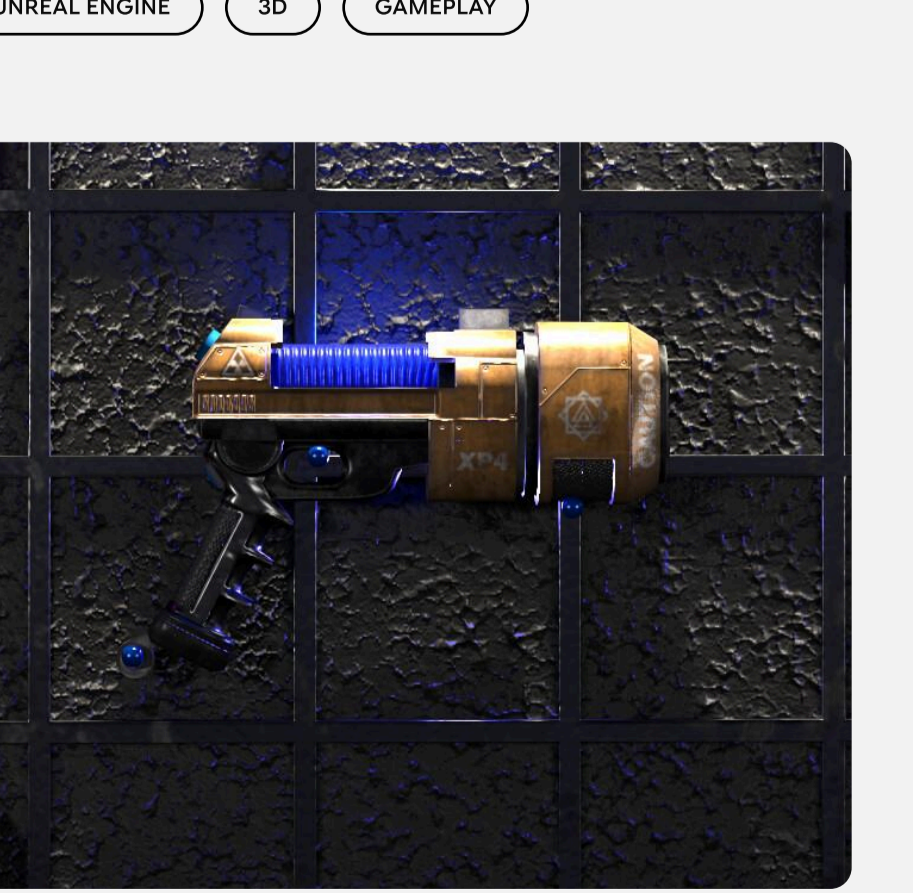
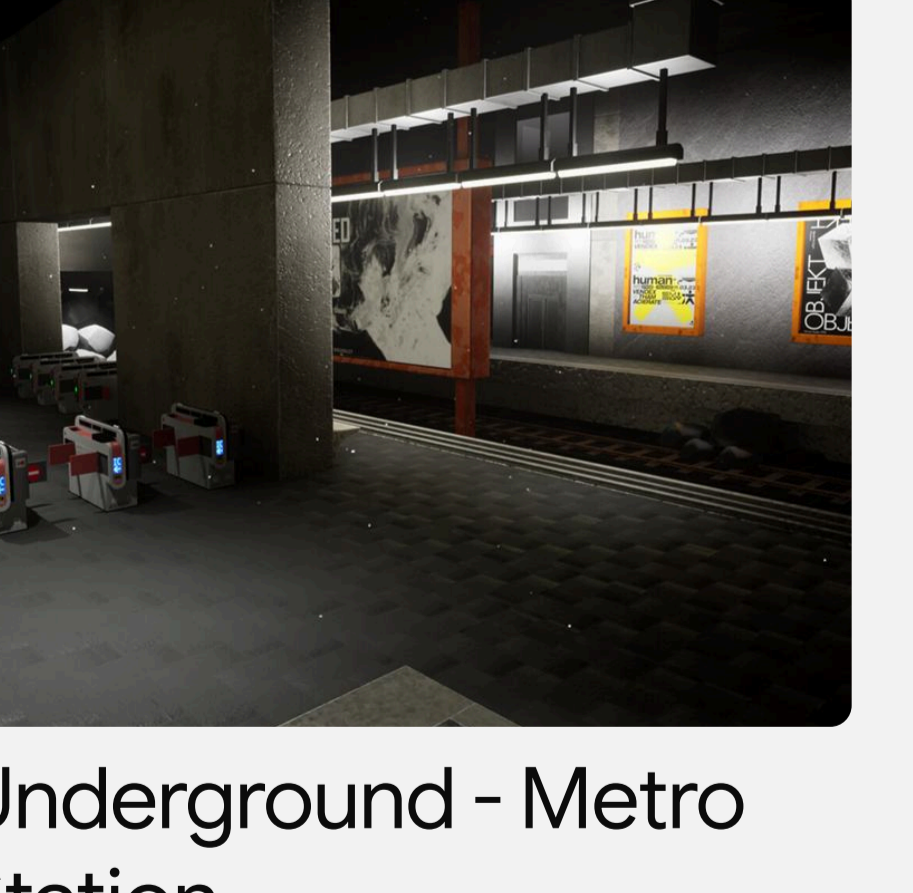
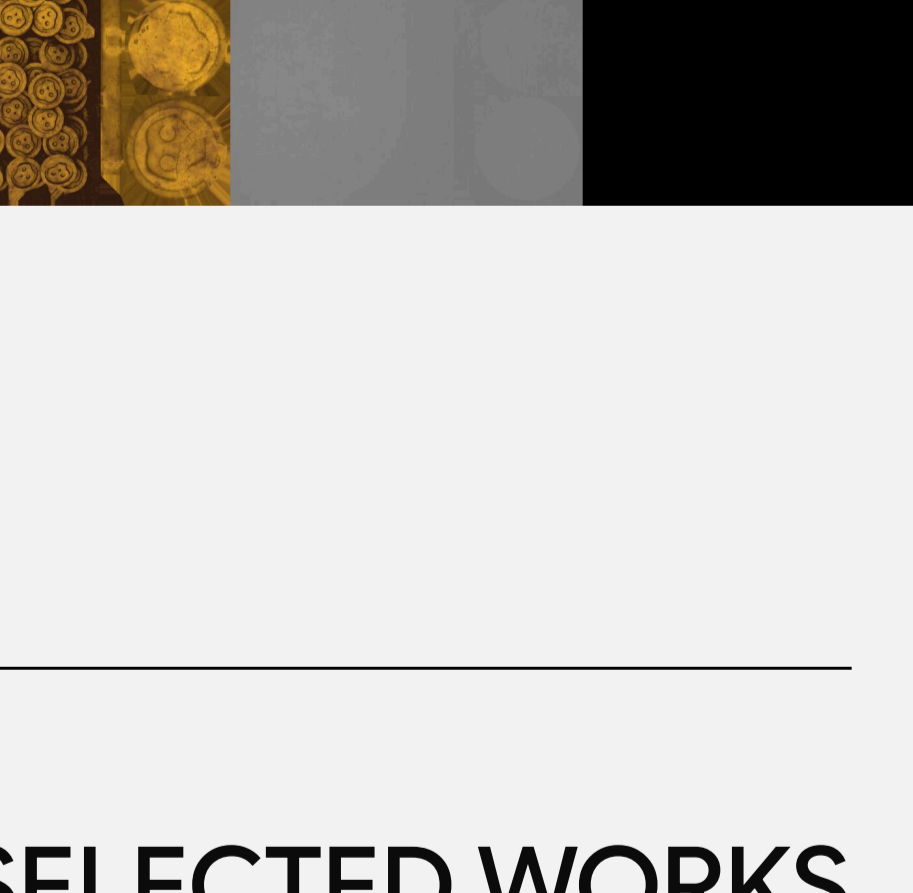
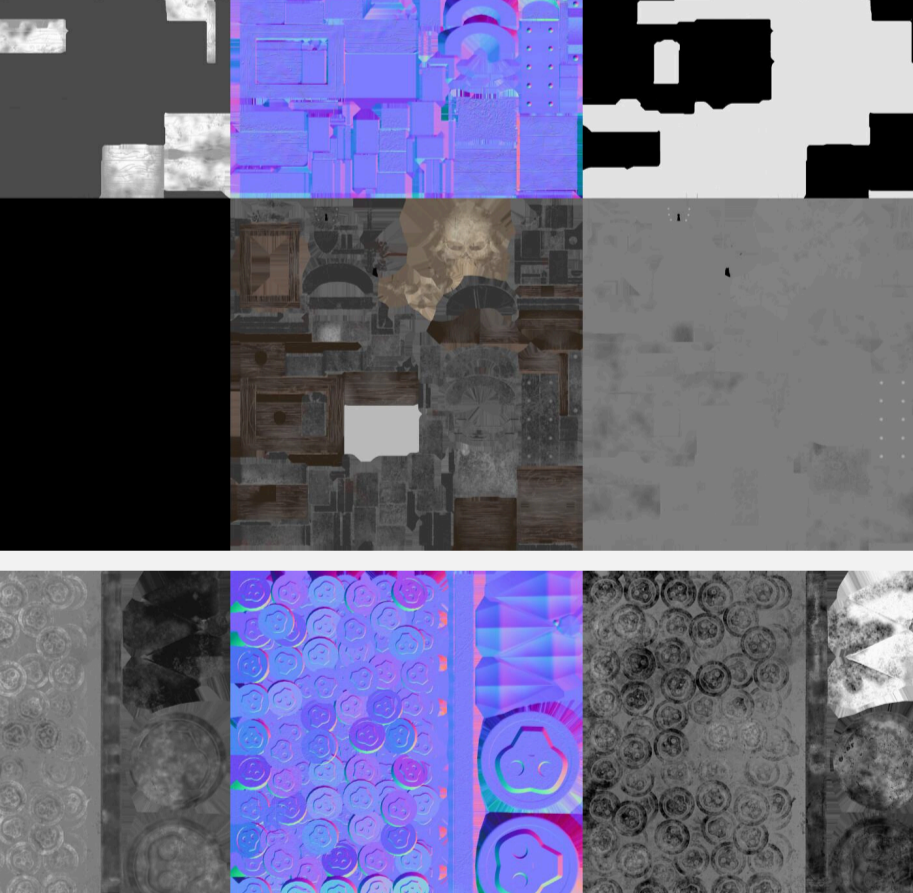
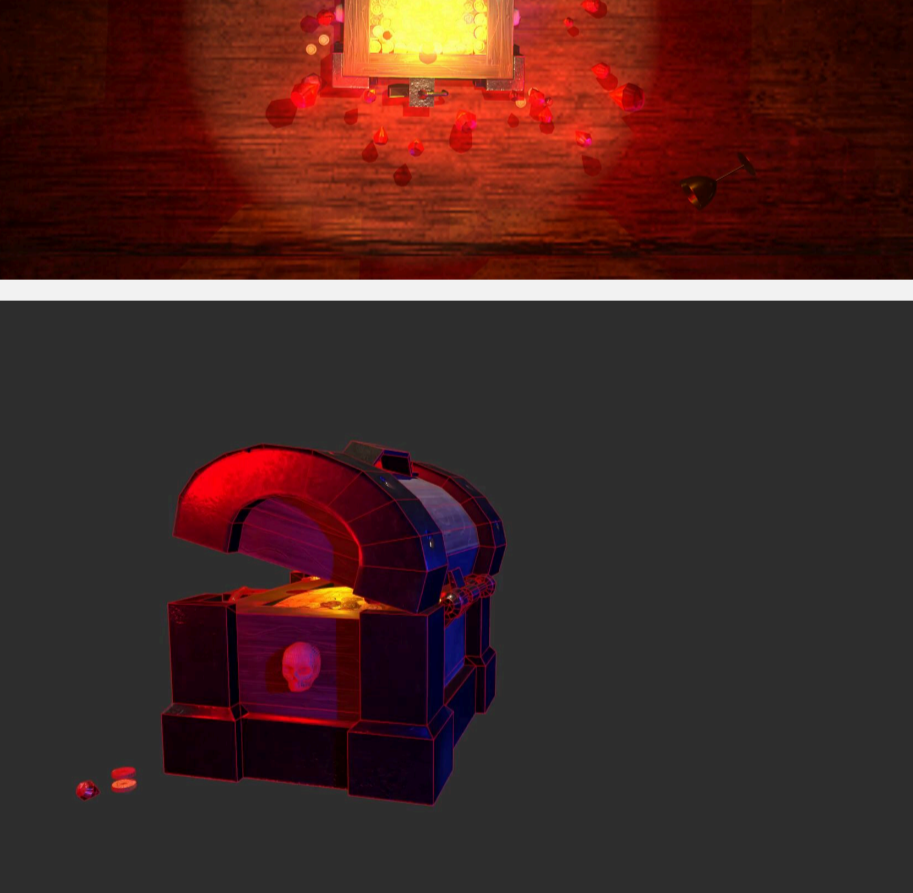
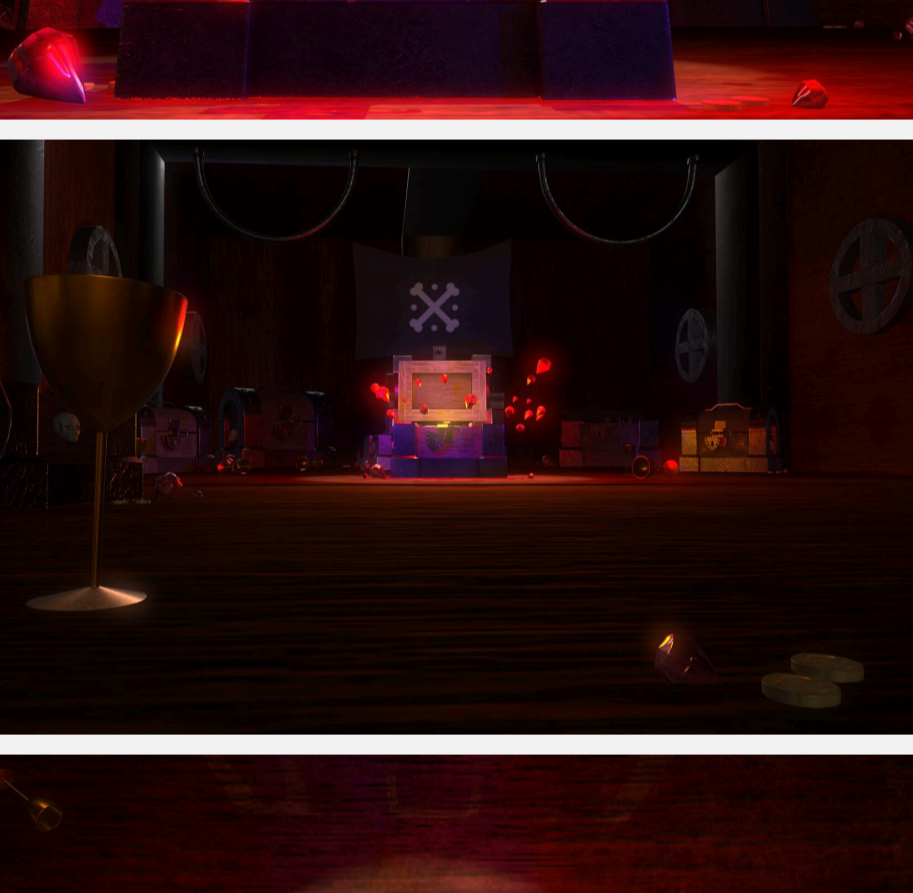
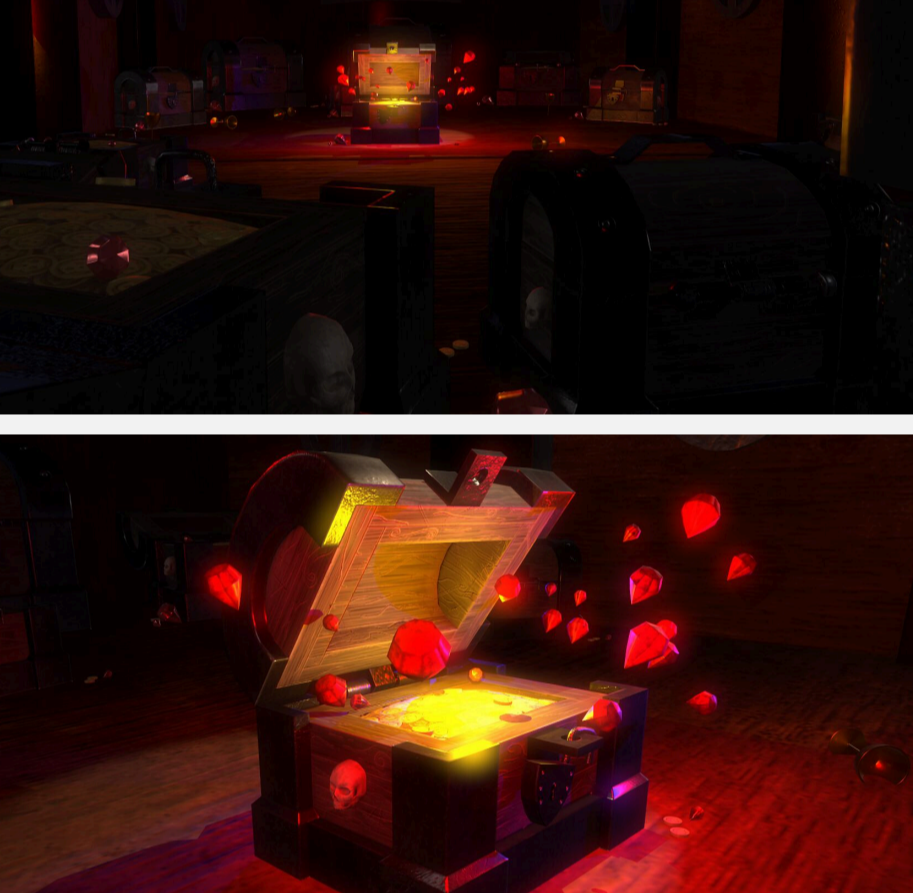
Autodesk 3ds Max
ZBrush
Adobe Substance 3D
Painter
Marmoset Toolbag

CONCEPT

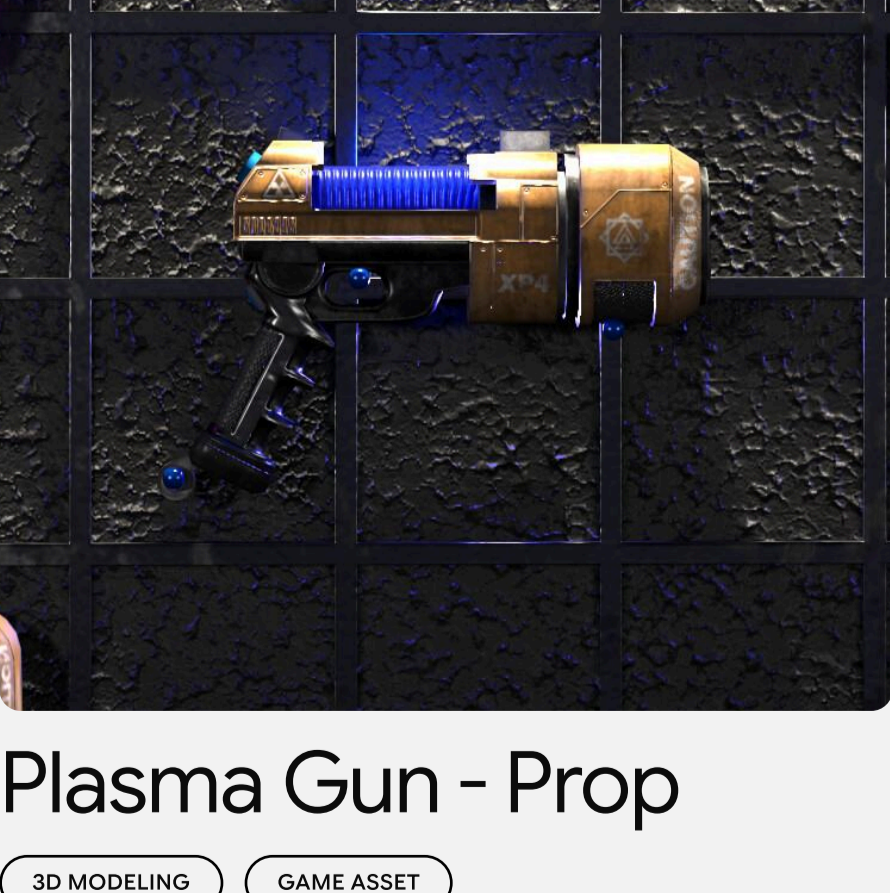
Chest is a stylised 3D asset that explores the balance between cartoon aesthetics and realistic material definition.

Inspired by classic pirate imagery, the piece focuses on detailed modeling and surface treatment to bring personality and narrative into a single object. Elements such as the sculpted skull and aged materials reinforce the idea of a worn treasure chest, hinting at hidden stories and exploration.

The project highlights how form, texture and lighting can work together to create a visually rich and cohesive game-ready asset.

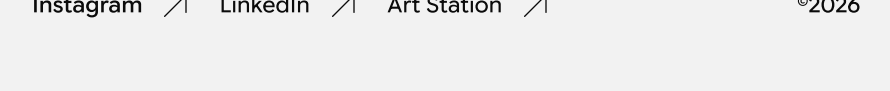


SELECTED WORKS



Underground - Metro Station

- LEVEL DESIGN
- GAME DEVELOPMENT
- UNREAL ENGINE
- 3D
- GAMEPLAY



Plasma Gun - Prop

- 3D MODELING
- GAME ASSET
- HARD SURFACE MODELING

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See Sarah's work