

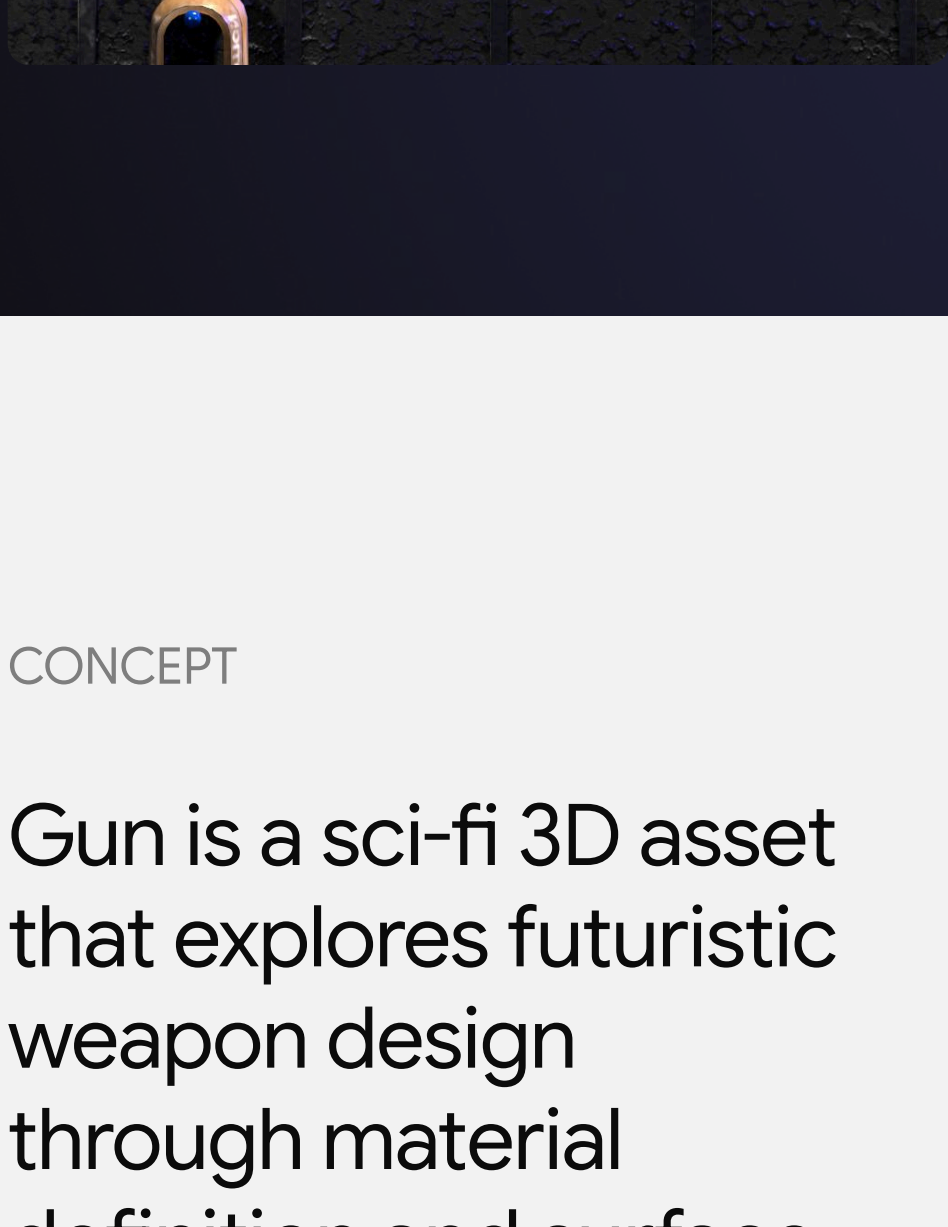
# Plasma Gun

## ROLE

3D Modeling  
Hard Surface Design  
Texturing  
Look Development  
Rendering

## SOFTWARE

Autodesk 3ds Max  
Adobe Substance 3D  
Painter  
Marmoset Toolbag

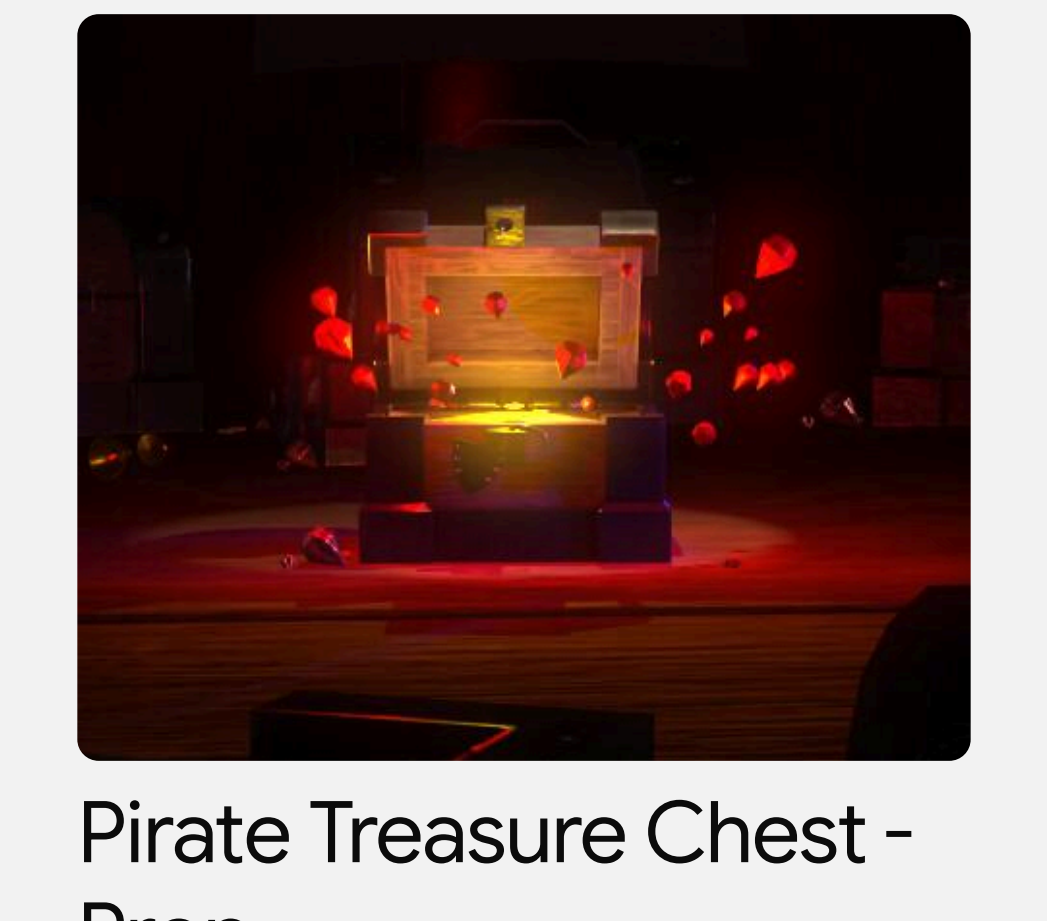
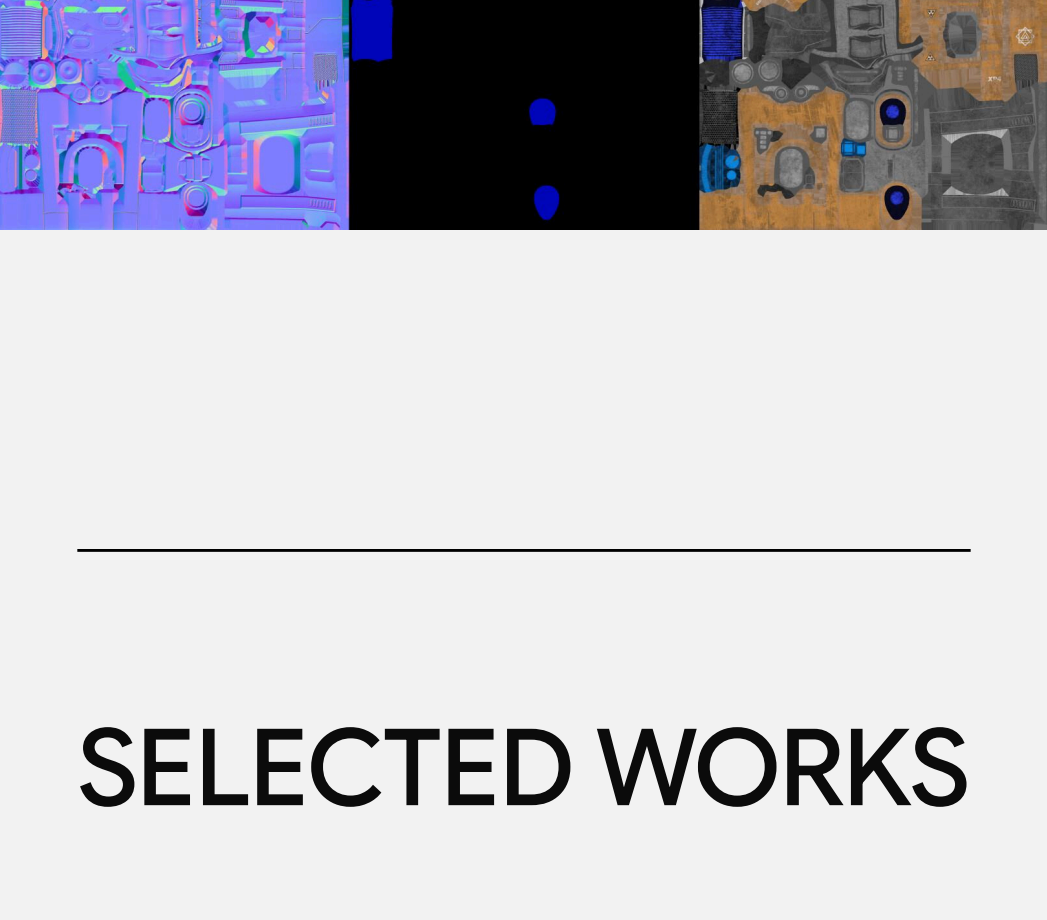
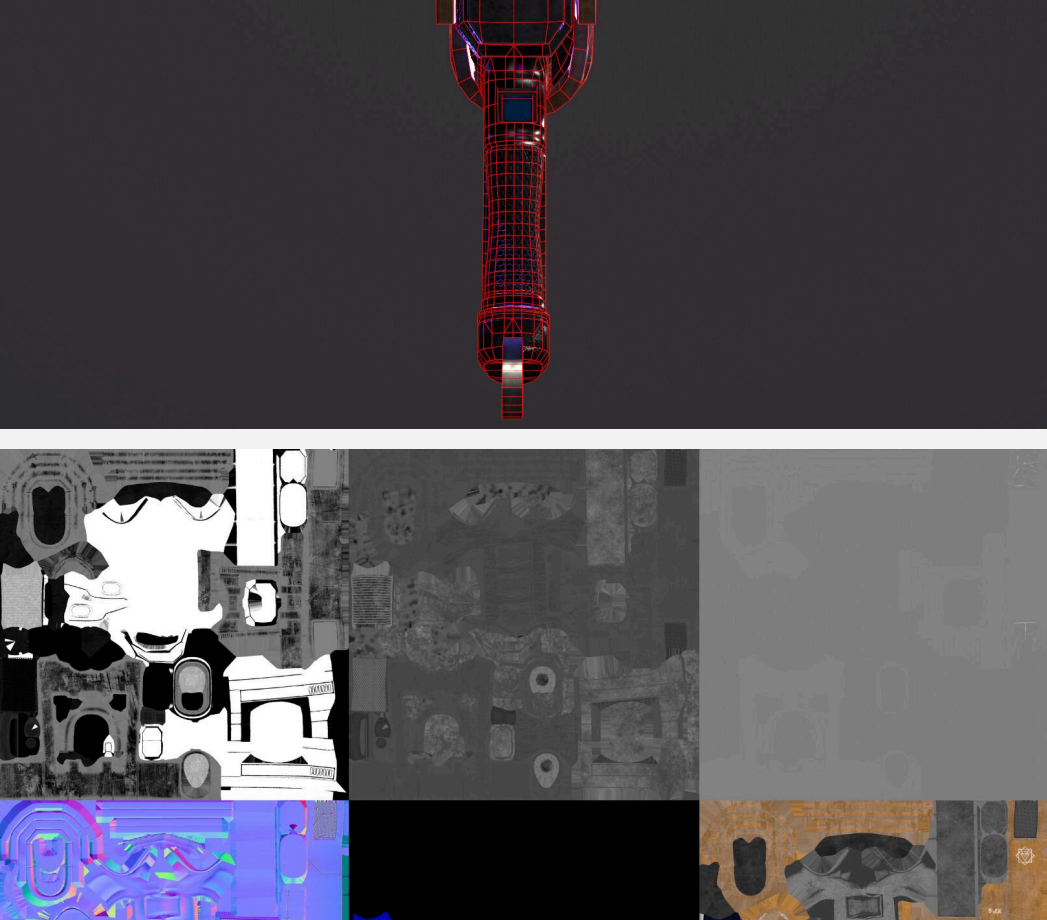
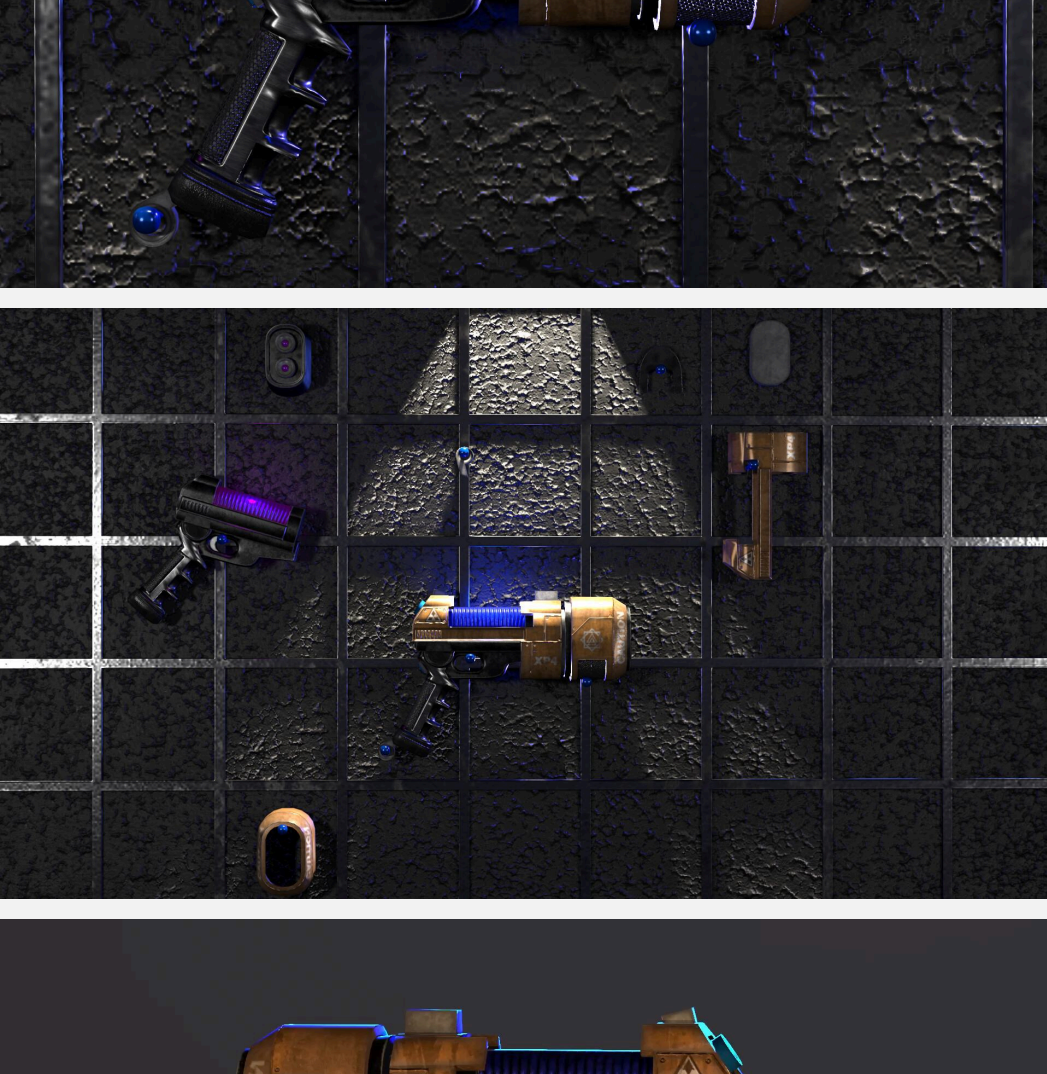


## CONCEPT

Gun is a sci-fi 3D asset that explores futuristic weapon design through material definition and surface detailing.

Based on a plasma-powered concept, the piece focuses on combining hard surface modeling with PBR texturing to achieve a balance between realism and stylisation. Elements such as worn metal, plastic components and emissive materials reinforce the functionality and visual identity of the object.

The project highlights how material contrast, lighting and detail can define the perception and believability of a futuristic prop.

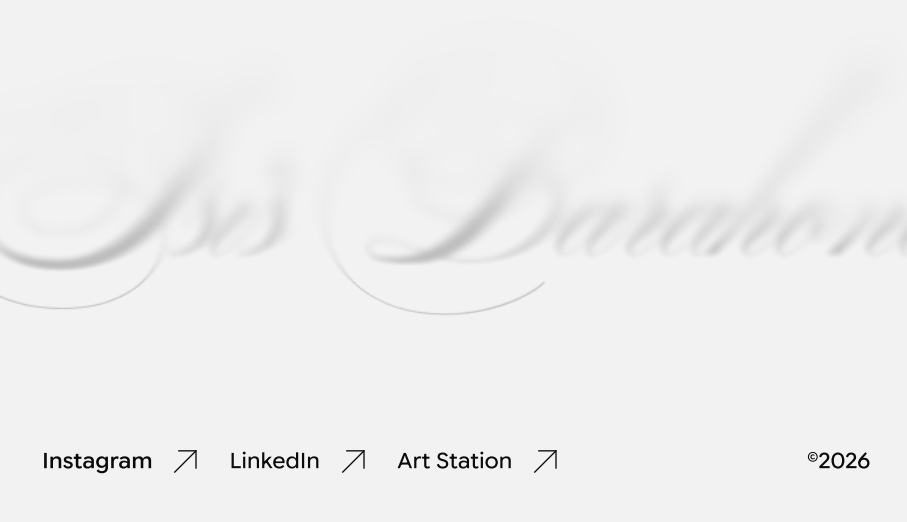


## SELECTED WORKS



### Pirate Treasure Chest - Prop

3D MODELING   GAME ASSET  
HARD SURFACE MODELING   VIDEO



### Milo Beyond the Adventure

VIDEOGAME   GAME DEVELOPMENT   3D ART

[View full portfolio →](#)

