

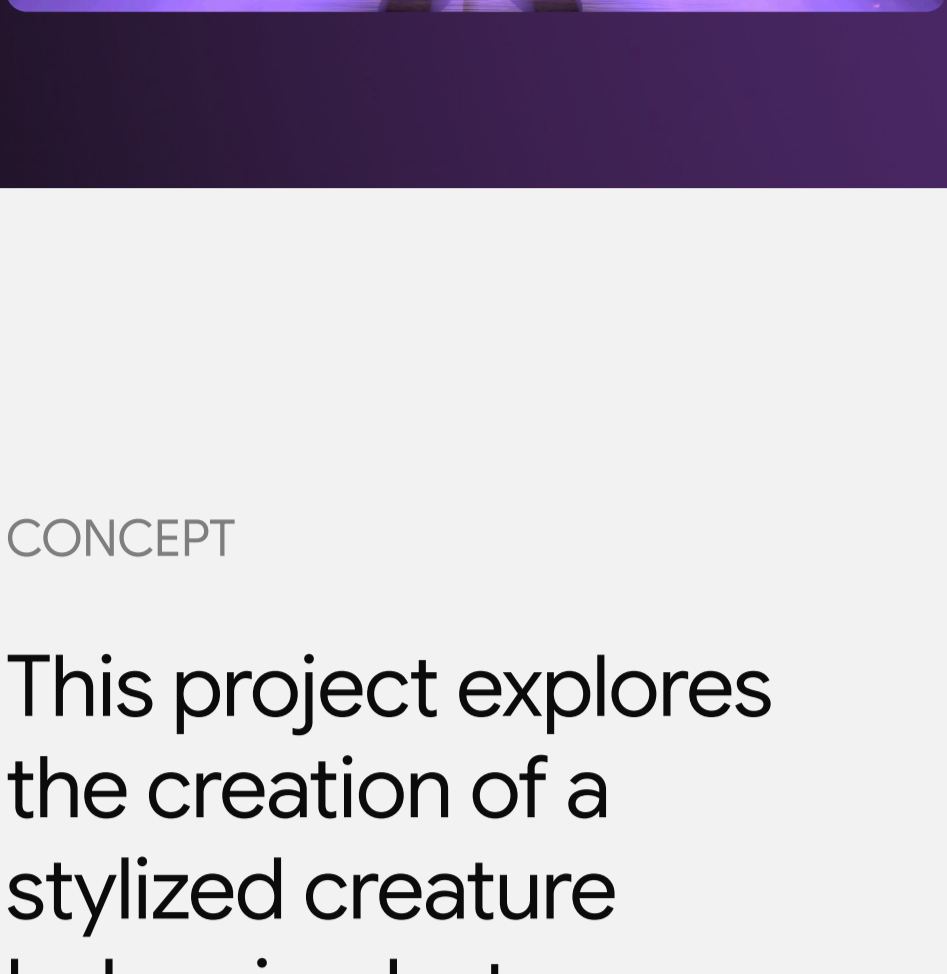
Troll - Character

ROLE

Character Design
3D Sculpting
Modeling
Texturing
Look Development
Rendering

SOFTWARE

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

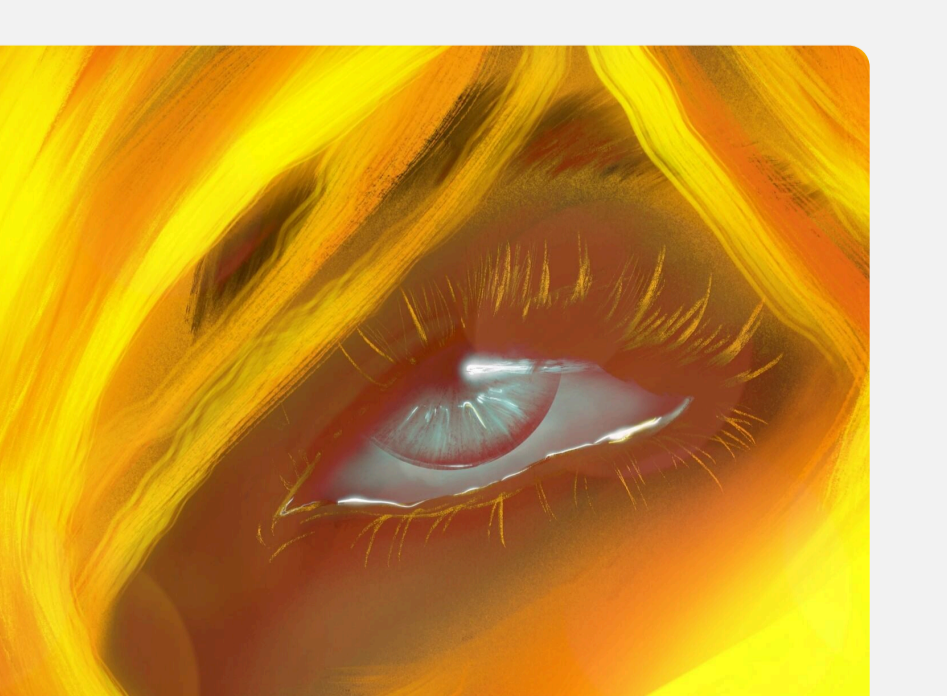
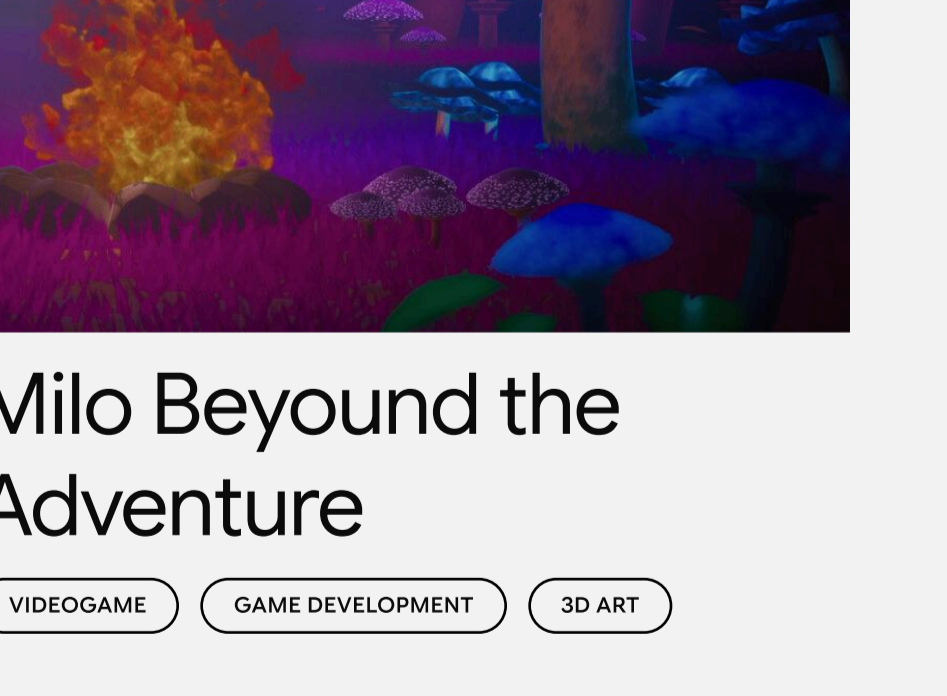
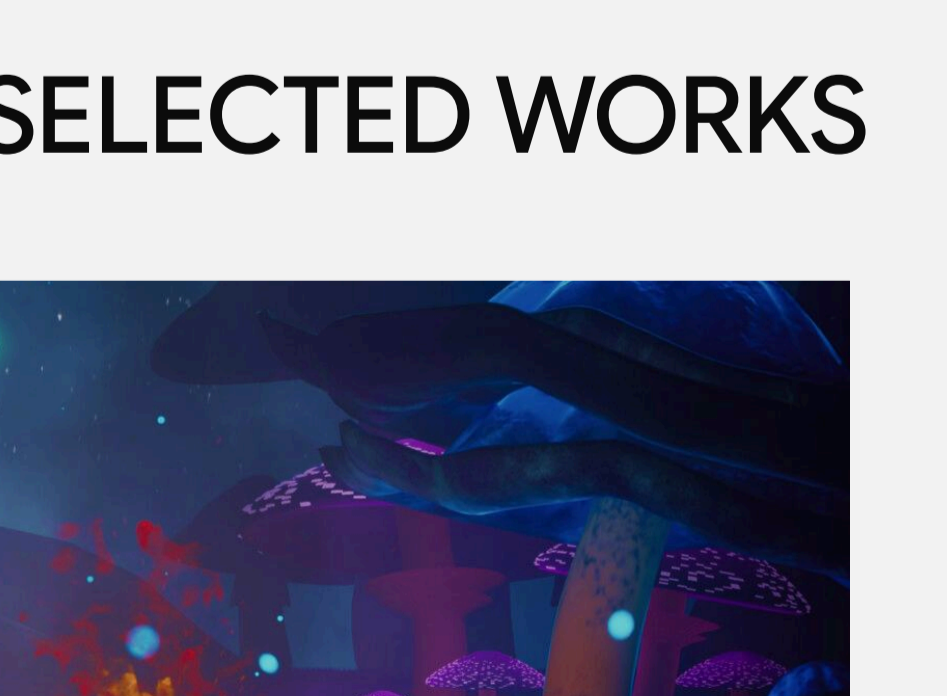
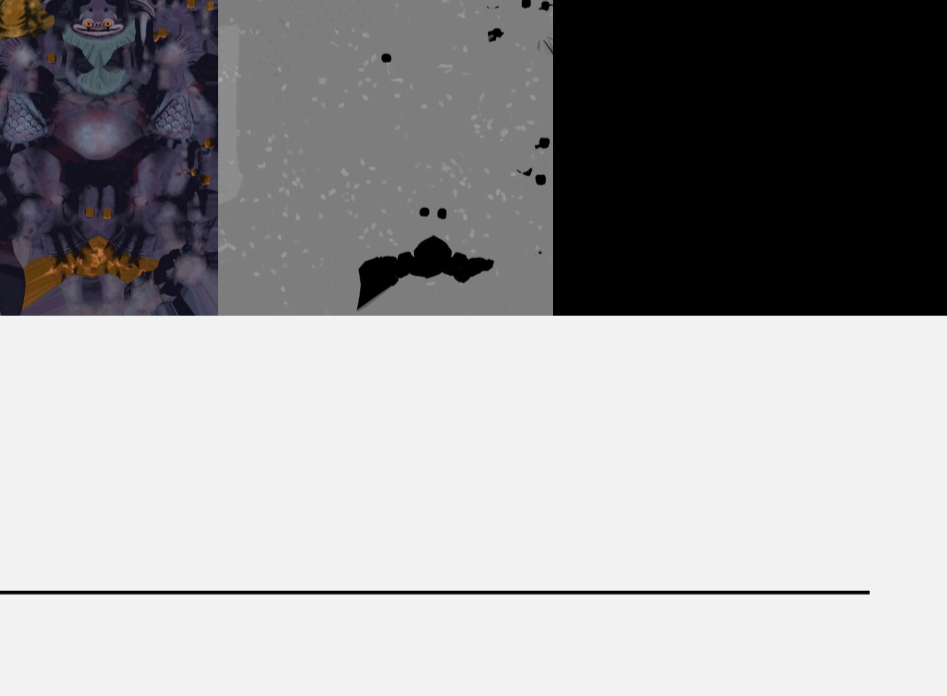
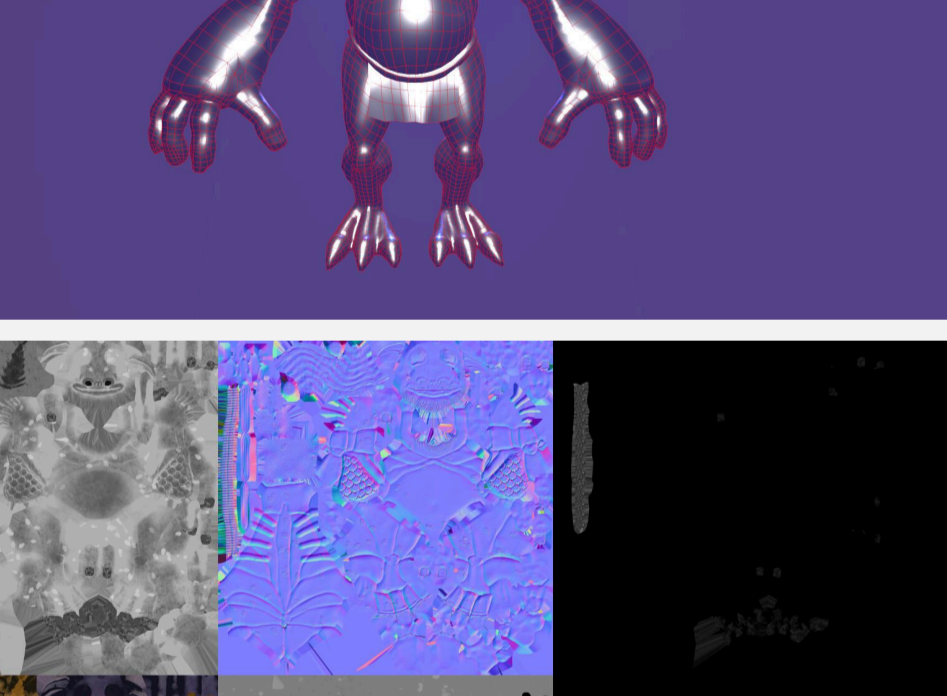
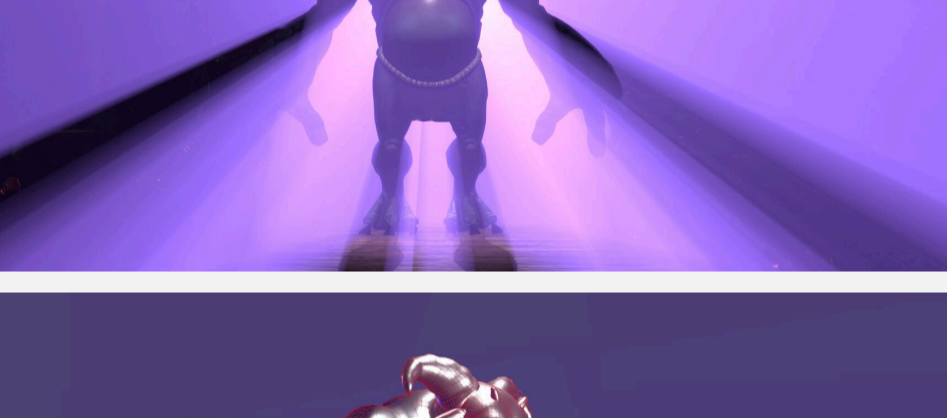


CONCEPT

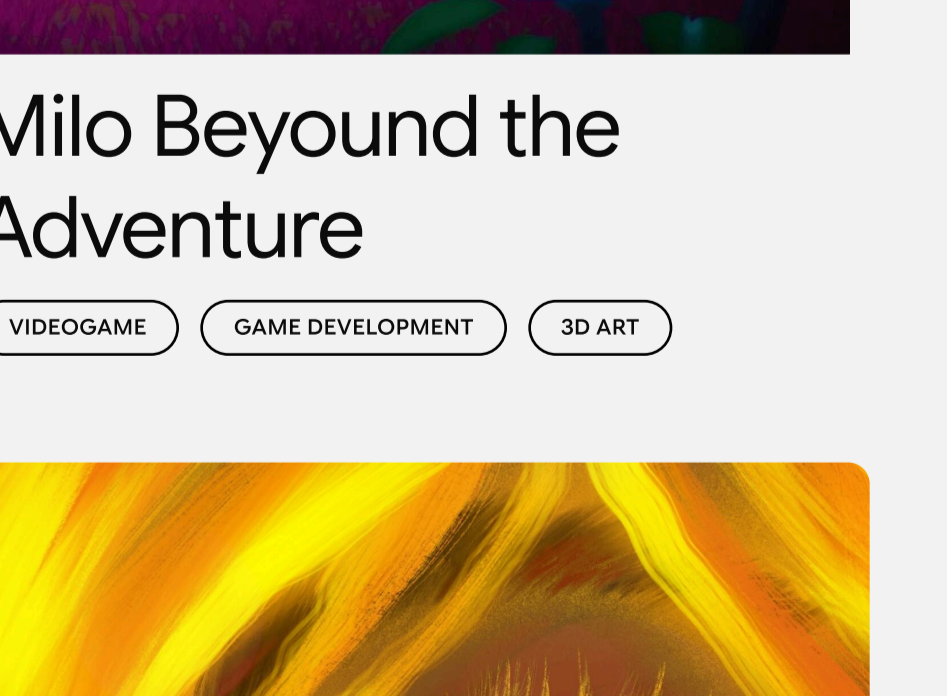
This project explores the creation of a stylized creature balancing between cartoon and realism.

The goal was to design a character that feels expressive and slightly “cute” while maintaining believable anatomical structure and surface detail. The design draws from fantasy creatures and classic references, combining exaggerated proportions with controlled realism.

Special attention was given to anatomy, silhouette and facial expression to achieve a strong personality, while textures and materials reinforce the hybrid aesthetic between stylized and realistic finishes.



SELECTED WORKS

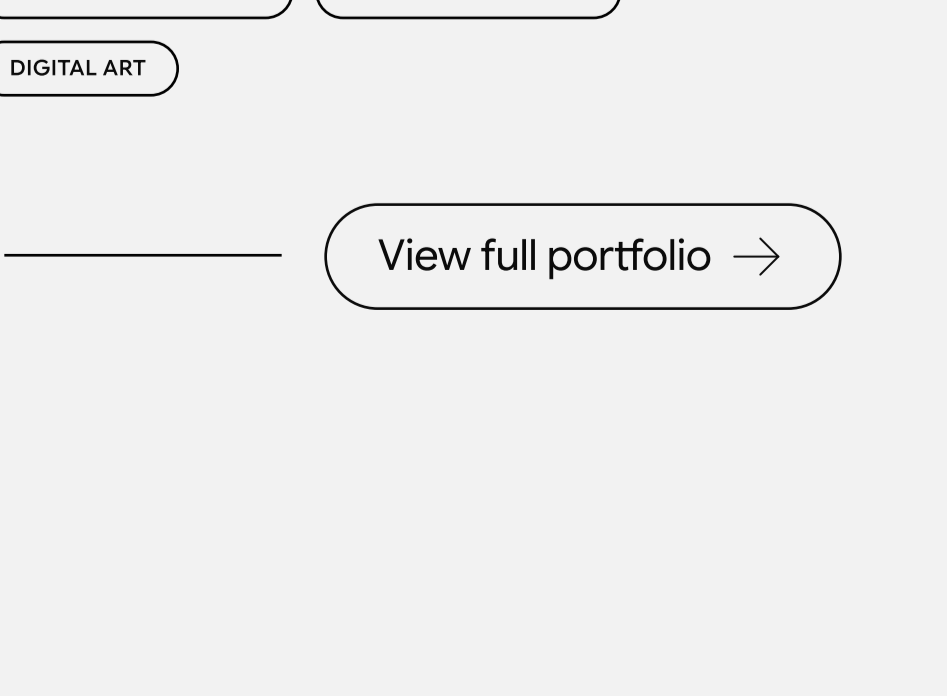


Milo Beyond the Adventure

VIDEOGAME

GAME DEVELOPMENT

3D ART



Burning Gaze

DIGITAL ILLUSTRATION

VISUAL EXPLORATION

DIGITAL ART

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