

2019 Character Modelling Portfolio

Breakdown

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Links	<ul style="list-style-type: none">• Portfolio Link: https://www.ailishasabalbuero.com/portfolio• Character Model Reel: https://vimeo.com/309806683
SOFTWARE	Zbrush, Xgen, Maya, Renderman, Substance Painter, Substance Designer
0:05 - 0:38	<p>Project: Galaxies Year: 2018 Responsibilities: All Assets</p> <p>Software: Maya, renderman, zbrush</p> <p>A student project that was initially created for CGMA's 'Zbrush concept and iteration' course. I wanted to challenge myself in Zbrush and create a stylised and complex character where I can learn the character production pipeline. The heroine was sculpted in Zbrush and retopologize in Maya.</p>
0:39 - 0:58	<p>Project: Hometown Year: 2017 Responsibilities: All Assets</p> <p>Software: Maya, renderman</p> <p>This project was created for my application for the Walt Disney 3D Modelling Trainee. Once I heard the application was opened. I decided to spend some time modelling a set environment with characters.</p> <p>Characters retrieved from (http://photo.blog.sina.com.cn/list/blogpic.php?pid=6af0faafta4f642c9252c&bid=6af0faaf0100wq6x&uid=17941777)</p>

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0:59 - 1:30	<p>Project: Xploro Year: 2018 Responsibilities: Modelling and surfacing characters. Concept art by Alexis O'Connor, Concept sculpting of Zeus by Phillip Billones, Concept sculpting of Hel by Alexis O'Connor. Posing of characters by Mathilde de Bretteville.</p> <p>Software: Maya, Zbrush, Renderman, Substance Painter</p> <p>A master project completed within 17 weeks of production. This included 27 artists working together to create a mixed reality app. Currently available on the app store, this is an educational app targeting 8 - 12 year olds in Australia, who current curriculum doesn't allow them to explore world history.</p> <p>My responsibility was creating the hero characters representing the AR users. These characters had to be low poly to work efficiently within Unreal Engine. They were first modelled in Zbrush then taken to Maya to be retopologized and UV'd.</p>
1:31 - 1:40	<p>Project: Loish Year: 2018 Responsibilities: All Assets</p> <p>Software: Maya, renderman, substance painter, zbrush, Xgen</p> <p>This project is personal project to help practice Xgen hair. Following the character design of Loish (https://www.instagram.com/p/BiRsQ0MlexF/?takenby=loisvb) Though it's a stylised character, I tried to keep the hair stylized as possible but still realistic through it textures and xgen hair. Modelled in Zbrush, retopologised in Maya, rendered through Renderman. Surfaced through Substance painter</p>