

# 2019 3D Generalist Portfolio Breakdown

Ailisha Sabalburo

TEL: 9618 3017

MOBILE: (614) 305 342 58

EMAIL: [AilishaSabalburo@hotmail.com](mailto:AilishaSabalburo@hotmail.com)

WEBSITE: [www.ailishasabalburo.com](http://www.ailishasabalburo.com)

<b>Links</b>	<ul style="list-style-type: none"><li>● Portfolio Link: <a href="https://www.ailishasabalburo.com/portfolio">https://www.ailishasabalburo.com/portfolio</a></li><li>● 3D Generalist Reel Reel: <a href="https://vimeo.com/309720285">https://vimeo.com/309720285</a></li></ul>
<b>SOFTWARE</b>	Maya, Zbrush, Katana, Substance Painter, Substance Designer, Mental Ray, Renderman, Shotgun, RV
<b>0:06 - 0:26</b>	<p><b>Project:</b> Colour Thief <b>Year:</b> 2018 <b>Responsibilities:</b> Surfacing Lead</p> <p>This was a year long ongoing master project created at the Animal Logic Academy. It had involved students being split into different departments based on their skills. As surfacing lead I was responsible for delivering high quality assets in an efficient manner and managing the texture team. There were altogether 194 assets to surface with two variations. The overall process included firstly researching art styles and testing out workflows to be efficient and effective with time. Texturing was done through substance painter with a PBR template to ensure the assets are realistic and working well with the custom HDR. The texture maps exported are then rendered through renderman in Katana as a turntable.</p> <p><b>Shot Description</b></p> <p>Lighting: Jemima Blackman Comping: Jemima Blackman Main Character Modeller: Jessica Lubbe Cathedral Modeller: Muhammad Muzammil Building Modeller: Muhammad Muzammil Technical Lead: Daniel Flood</p>
<b>0:27 - 0:33</b>	<p><b>Project:</b> Marie Antoinette <b>Year:</b> 2017 <b>Responsibilities:</b> All Assets</p>

	<p><b>Software:</b> Maya, mudbox, photoshop, mental ray</p> <p>This was a student project that I had created for my honours year. I have a very keen interest in detailed modelling, therefore I had chosen to create a set environment based on Marie Antoinette lavish lifestyle. The props represented the scandals in her lifestyle. This project was intended for me to learn both modelling and surfacing skills to achieve that photorealistic look. I had modelled everything in Maya and extracted higher details from Mudbox. All surfacing elements were done through Mental Ray. Textures were done in Photoshop</p>
<p><b>0:34 - 0:48</b></p>	<p><b>Project:</b> Fireplace  <b>Year:</b> 2018  <b>Responsibilities:</b> All Assets</p> <p><b>Software:</b> Maya, renderman, substance painter, zbrush</p> <p>This project is a continuation asset from Marie Antoinette. Following a Baroque style, the fireplace reflects the interior environment of Versailles. The photorealistic prop is rendered through Renderman and modelled through Zbrush. Retopology was completed in Maya.</p>
<p><b>0:49 - 1:17</b></p>	<p><b>Project:</b> Galaxies  <b>Year:</b> 2018  <b>Responsibilities:</b> All Assets</p> <p><b>Software:</b> 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>
<p><b>1:18 - 1:35</b></p>	<p><b>Project:</b> Hometown  <b>Year:</b> 2017  <b>Responsibilities:</b> All Assets</p> <p><b>Software:</b> 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</p>

	<p>characters.</p> <p>The house was a concept created by KKS~ (  <a href="https://www.artstation.com/artwork/-780a3a3d-7665-43ba-b91e-344b3e1df05e">https://www.artstation.com/artwork/-780a3a3d-7665-43ba-b91e-344b3e1df05e</a>)  Characters retrieved from  (<a href="http://photo.blog.sina.com.cn/list/blogpic.php?pid=6af0faafta4f642c9252c&amp;bid=6af0faaf0100wq6x&amp;uid=1794177711">http://photo.blog.sina.com.cn/list/blogpic.php?pid=6af0faafta4f642c9252c&amp;bid=6af0faaf0100wq6x&amp;uid=1794177711</a>)</p> <p>The house was modelled all in Maya and the characters were created through Zbrush and retopologize in Maya. The characters were first shaped in Zbrush with Dynamesh and cleaned in Maya with Quad Draw. UV's were done through brush</p>
<p><b>1:36 - 1:45</b></p>	<p><b>Project:</b> 3D version of “The Camp of the Hippies”  <b>Year:</b> 2017  <b>Responsibilities:</b> All Assets, excluding concept art. Concept art designed by Egor Belavsky</p> <p><b>Software:</b> Maya, renderman, zbrush</p> <p>A project created to practice hard modelling skills, especially vehicle design. All aspected were modelled in Maya, and a few objects were fine tuned in Zbrush for displacement or normal map extraction.</p>
<p><b>1:46 - 1:52</b></p>	<p><b>Project:</b> Loish  <b>Year:</b> 2018  <b>Responsibilities:</b> All Assets</p> <p><b>Software:</b> Maya, renderman, substance painter, zbrush, Xgen</p> <p>This project is personal project to help practice Xgen hair. Following the character design of Loish (  <a href="https://www.instagram.com/p/BiRsQ0MlexF/?takenby=loisvb">https://www.instagram.com/p/BiRsQ0MlexF/?takenby=loisvb</a> )  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>