

# 2018 Environment Modelling Portfolio

## Breakdown

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<b>Links</b>	<ul style="list-style-type: none"><li>Portfolio Link: <a href="https://www.ailishasabalbuero.com/portfolio">https://www.ailishasabalbuero.com/portfolio</a></li><li>Environment Model Reel: <a href="https://vimeo.com/304594447">https://vimeo.com/304594447</a></li></ul>
<b>SOFTWARE</b>	Mudbox, Maya, Mental Ray
<b>0:06 - 0:11</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>
<b>0:12 - 0:30</b>	<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>0:31 - 0:50</b></p>	<p><b>Project:</b> Hometown  <b>Year:</b> 2017  <b>Responsibilities:</b> All Assets, excluding concept design. Concept design 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>  <b>Software:</b> Maya, renderman</p> <p>The house was modelled all in Maya and rendered through renderman. This project was to test out modelling hard surfaced exterior buildings.</p>
<p><b>0:51 - 0:58</b></p>	<p><b>Project:</b> Abandoned  <b>Year:</b> 2017  <b>Responsibilities:</b> All Assets</p> <p><b>Software:</b> Maya, renderman, substance painter, substance designer</p> <p>A student project that I was initially created for CGMA's 'Intro to Environment Art'. Here I learned and explored substance painter and designer. All aspects were modelled and UV in Maya. It was then imported into substance designer or painted to add normal or displacement map.</p>
<p><b>0:59 - 1:07</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 aspects were modelled in Maya, and a few objects were fine tuned in Zbrush for displacement or normal map extraction.</p>