

2018 Surfacing Portfolio Breakdown

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Links	<ul style="list-style-type: none">● Portfolio Link: https://www.ailishasabalburo.com/portfolio● Surfacing Reel: https://vimeo.com/301578497
SOFTWARE	Maya, Renderman, Mental Ray, Photoshop, Substance Painter, Substance Designer, Katana, Shotgun, RV
0:04 - 0:58	<p>Project: Colour Thief Year: 2018 Responsibilities: 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>Shot Description</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>
0:59 - 1:02	<p>Project: Marie Antoinette Year: 2017 Responsibilities: All Assets</p> <p>Software: 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>1:03 - 1:16</p>	<p>Project: Fireplace Year: 2018 Responsibilities: All Assets</p> <p>Software: 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>1:17 - 1:25</p>	<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>