

2019 Surfacing Portfolio Breakdown

Ailisha Sabalburo

TEL: 9618 3017

MOBILE: (614) 305 342 58

EMAIL: AilishaSabalburo@hotmail.com

WEBSITE: www.ailishasabalburo.com

Links	<ul style="list-style-type: none">Portfolio Link: https://www.ailishasabalburo.com/portfolioSurfacing Reel: https://vimeo.com/375231581
SOFTWARE	Zbrush, Xgen, Maya, Renderman, Substance Painter, Substance Designer, Houdini, Mari, R3DS, Unreal, Katana
0:05 - 0:22	<p>Project: Elise Year: 2019 Responsibilities: Model Alteration, Surfacing, Lighting</p> <p>Software: Houdini, Maya, Unreal, Mari, Zbrush</p> <p>A personal project on exploring digital humans in realtime. This is what we mainly do at work (Electric Lens Co) I wanted to explore digital humans in a sub level with her skin pores, subsurface details, make up layers, natural oils and roughness.</p> <p>The model is originally from 3DScanstore, I took this scan and cleaned it up in zbrush and used it as a template to create own version of a human with many references online. Shirt is done in Zbrush and all assets surfaced through Mari. The eyes and material setup are created through unreal.</p>
0:23 - 1:01	<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</p>

	<p>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>
<p>1:02 - 1:12</p>	<p>Project: Clock Year: 2019 Responsibilities: All Aspects</p> <p>Software: Maya, renderman, substance painter, zbrush</p> <p>This project is a continuation asset from Marie Antoinette. Following a Baroque style, the clock reflects the interior environment of Versailles. The photorealistic prop is rendered through Renderman and modelled through Zbrush. Retopology was completed in Maya.</p>
<p>1:13 - 1:26</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>1:27 -</p>	<p>Project: Blis Year: 2019 Responsibilities: Surfacing and Lighting</p> <p>Software: Maya, Unreal, Substance Painter, Substance Designer</p> <p>A client project done within Electric Lens Co, 'Blis' is a new oral probiotics. This advertisement was done in realtime to allow clients to come in the office and receive real time feedback.</p>

The characters through simple allowed us to explore micro details on another level. We wanted the surfacing to represent who the characters are - bacteria. The microdetails are created through substance designer and also applied throughout the world environment.

Credits:

Supervisor: Matt Hermans