



Andres Ayala

3D Modeler and Texture Artist

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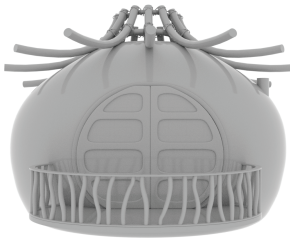


Roy

Texturing

Softwares: Maya, Zbrush, Substance Painter

Class assignment where we took an existing character model and made edits to make it a new character. The character originally had a built proof vest which I changed to be a leather vest, also added an earring, chain, and ponytail. Spent most time in substance to experiment and apply new textures.



Caya - Mom's House

Modeling

Softwares: Maya

First film that I was a part of and first time that I was in a lead position. Structure is the home of the main character's mother as the story was him remembering the magical experience of her making tea for him. Was given concept design for the house for the outside and inside.



Surface

Modeling

Softwares: Maya

Close up prop for Emergency Call that is used by the main character as their work computer. Model is to scale with an actual Surface Pro with working buttons and keyboard.



Trophy

Modeling

Softwares: Maya

Trophy that sits in the wall case of the Hallway environment for Pick Up. The case is filled with other trophies as they reference that the girl character is on the volleyball team.



Hallway

Modeling

Softwares: Maya

Main environment for the film Pick Up. Responsible for most of the models and creating the pipeline of the Maya file. Film is about a young boy working up the courage to ask out the girl he likes.