

3D Environments / Props / Texture Artist



KIC 10001893
Orbital Brightness
440.78130[±]0.00563

BOOK 2017

MENIGOZ Laura
www.the-cubic-cat.com



GRADUATION PROJECT (2017)

PROJECT: BEHEMOTH

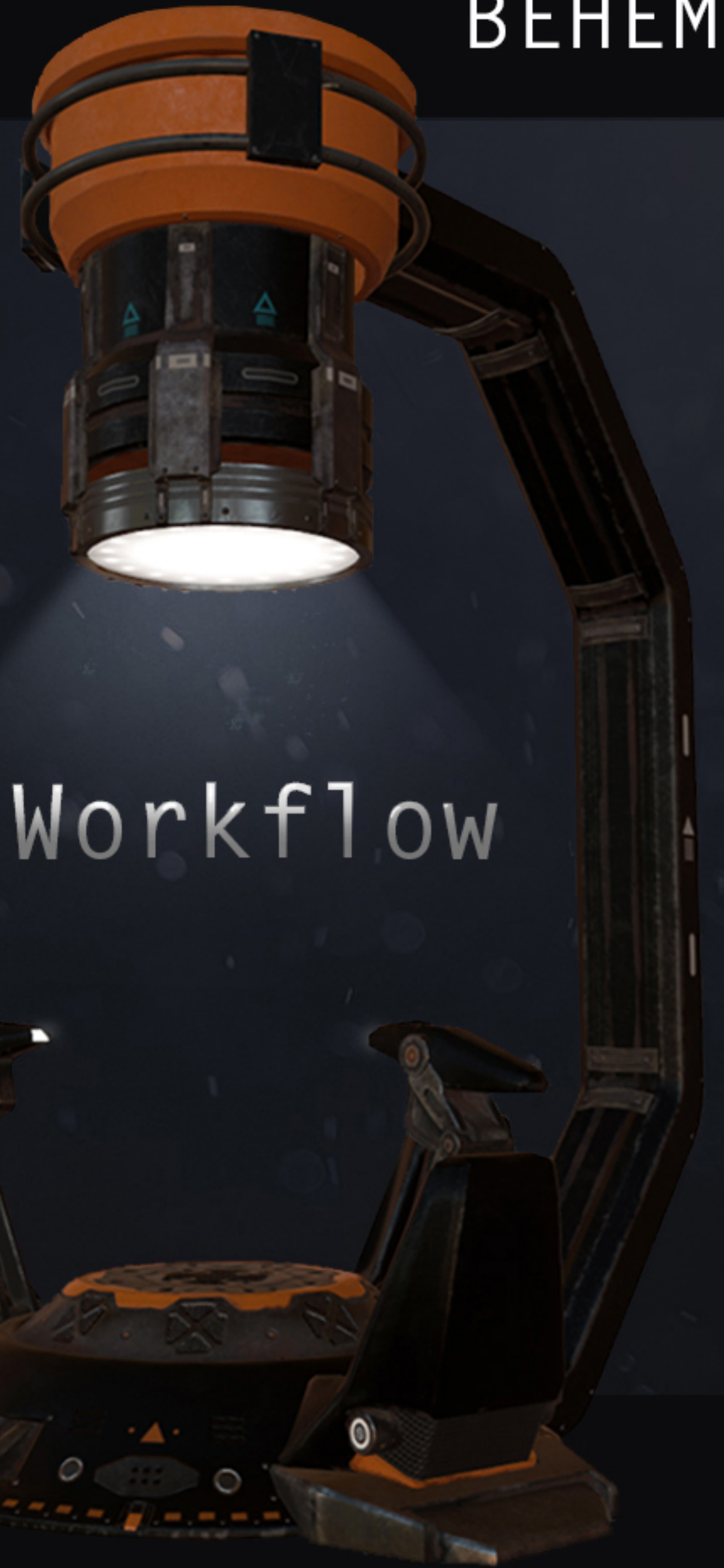
TASK: MODELISATION, TEXTURES, SHADING,
INTEGRATION, LIGHTING, RENDERING



GRADUATION PROJECT (2017)

PROJECT: BEHEMOTH

TASK: MODELISATION, TEXTURES, SHADING,
INTEGRATION, LIGHTING, RENDERING

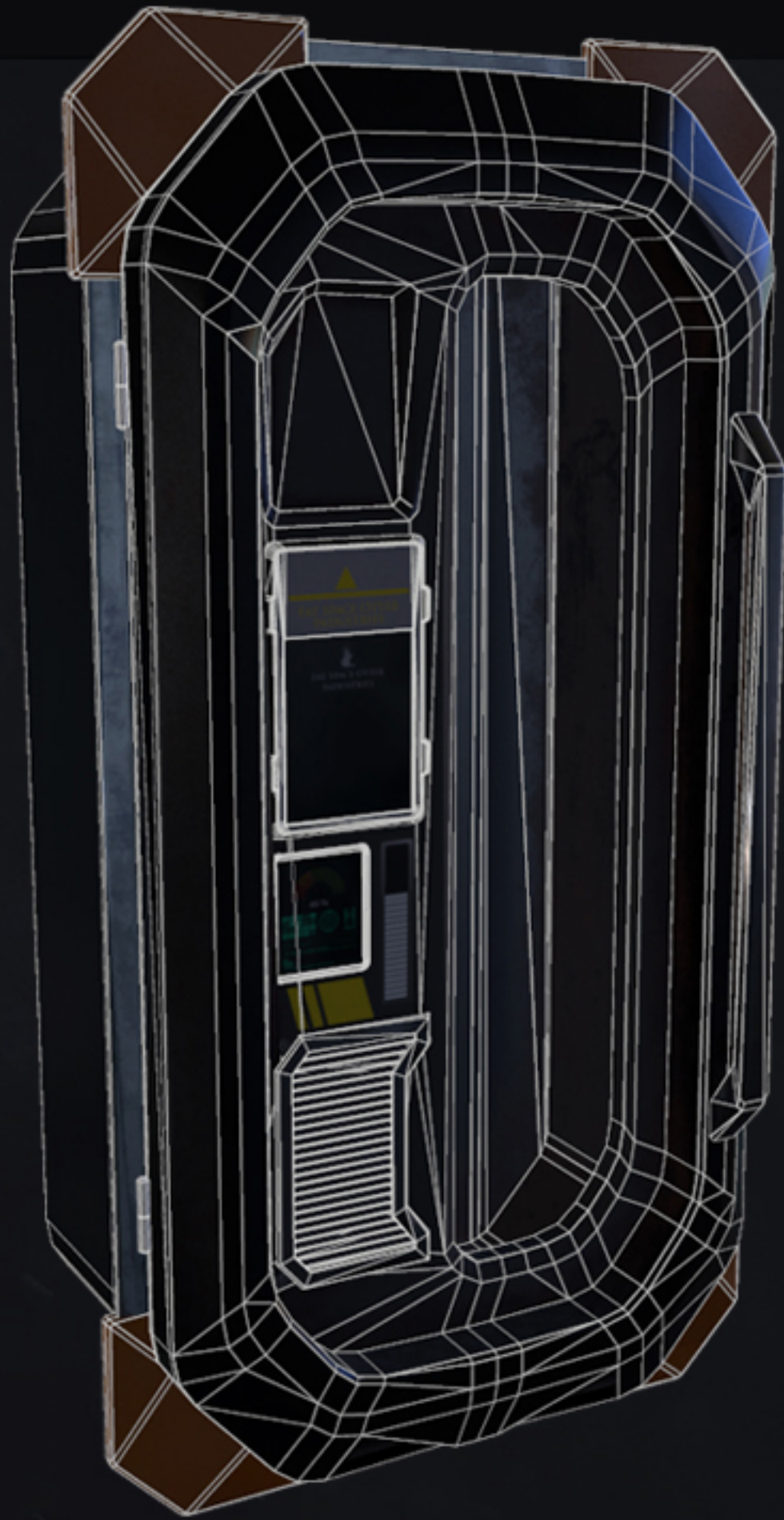


PBR Workflow

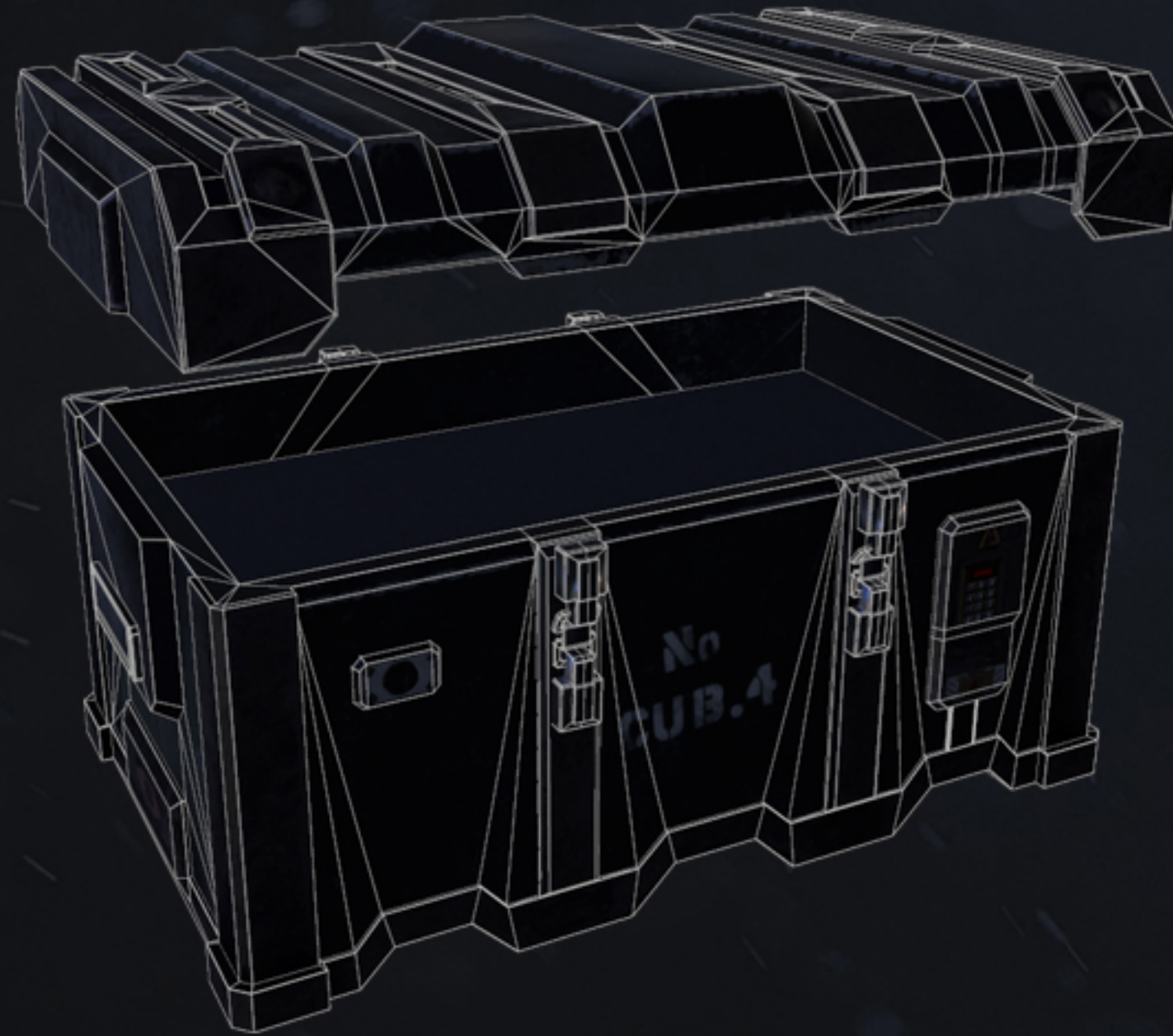




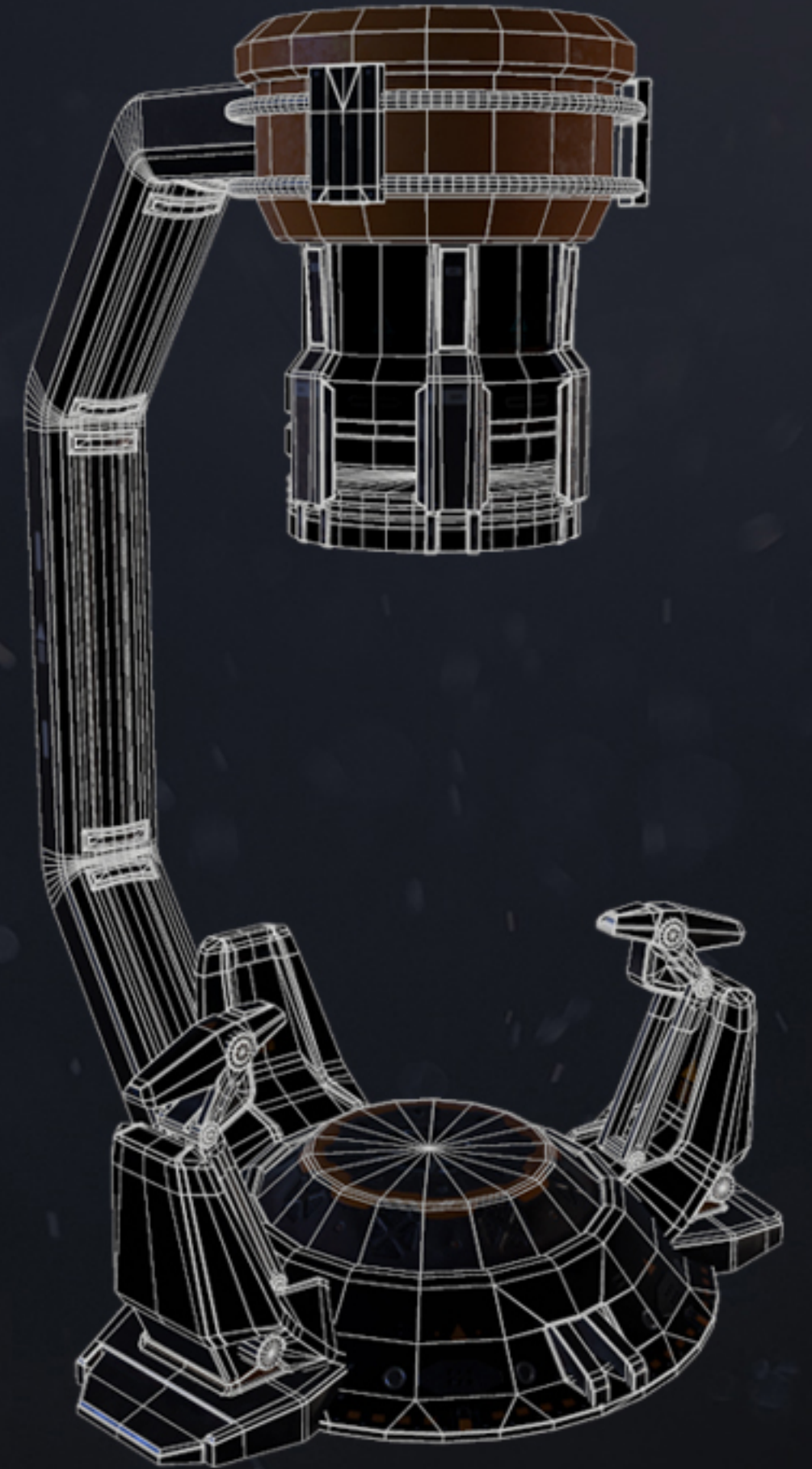
827 polys



1906 polys

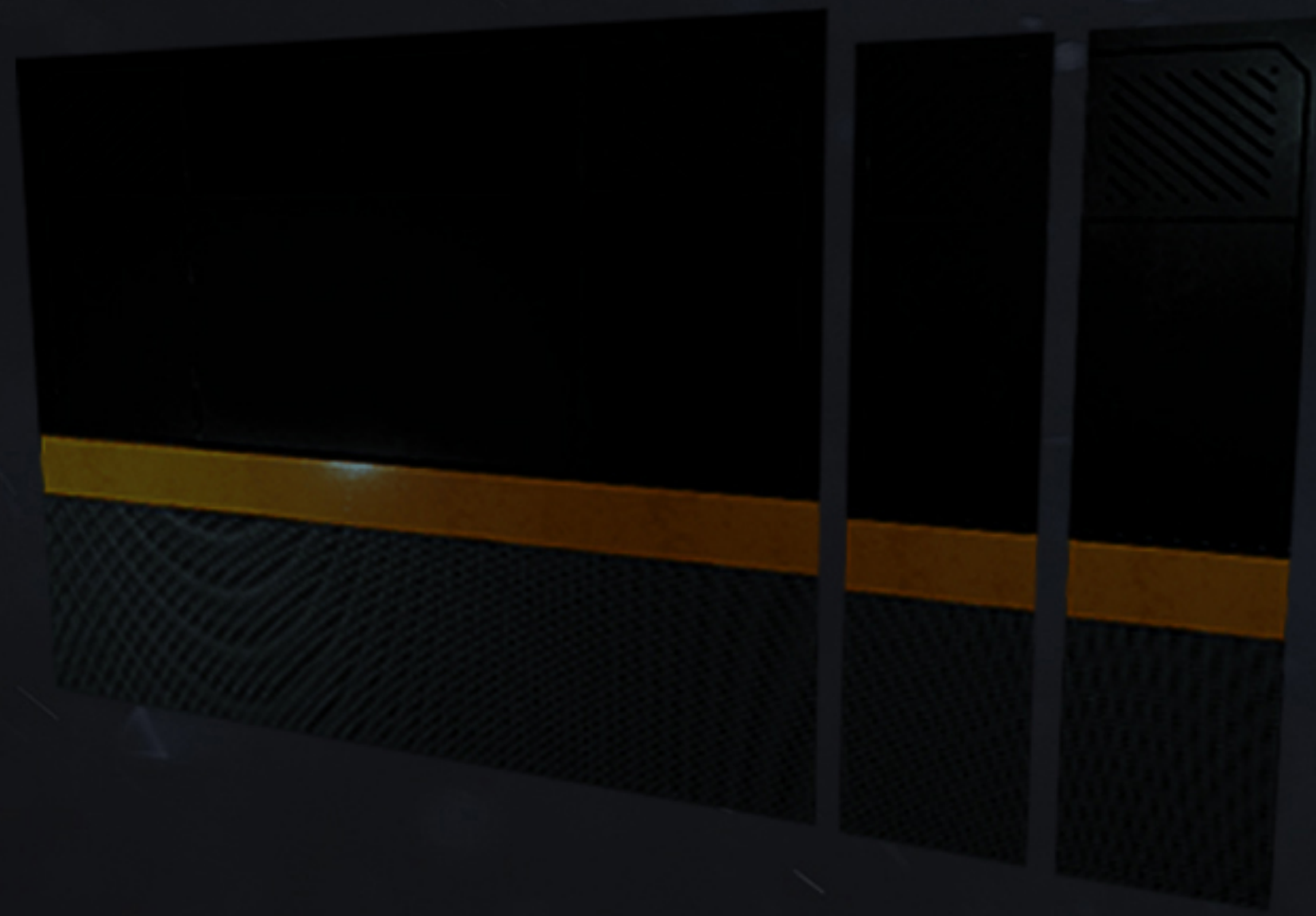
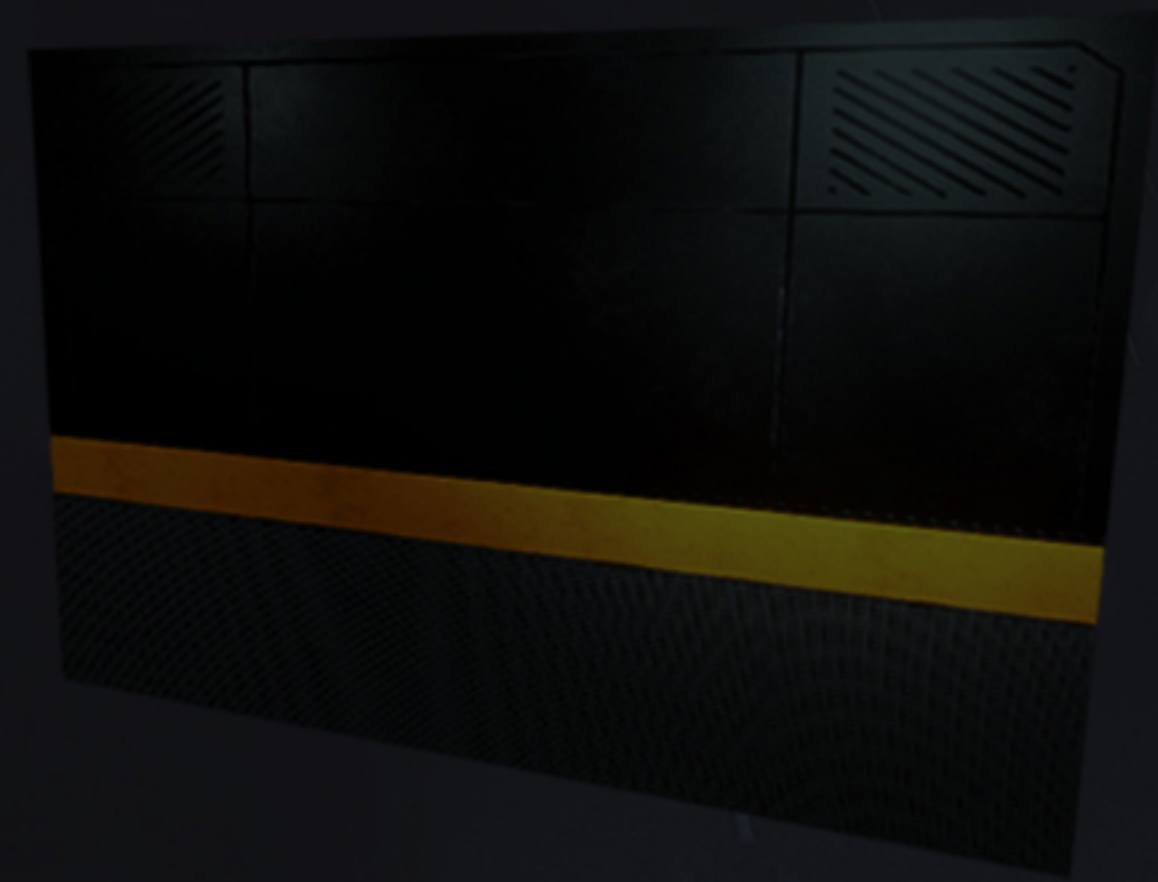


4414 polys

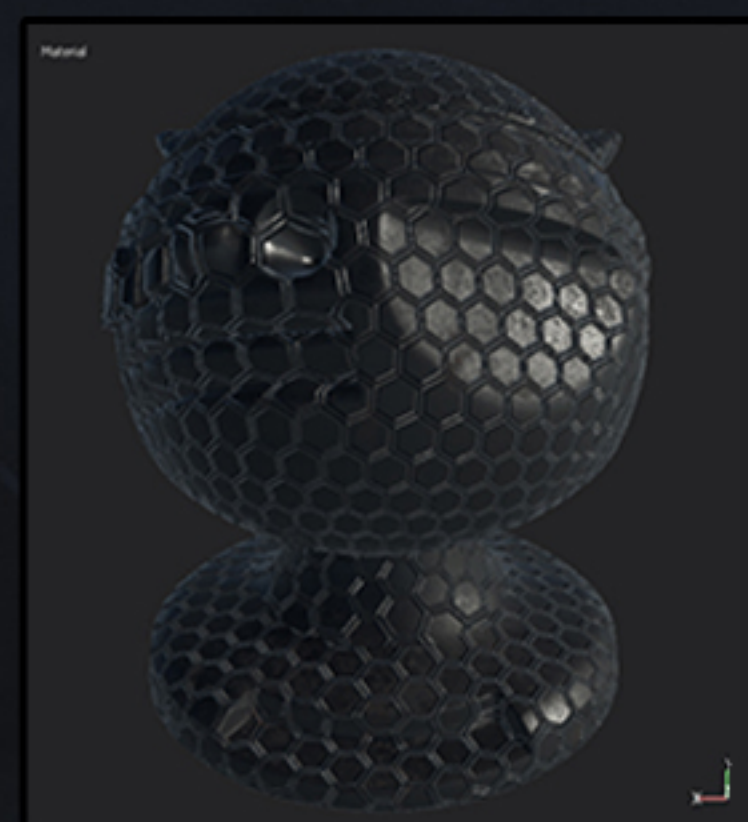


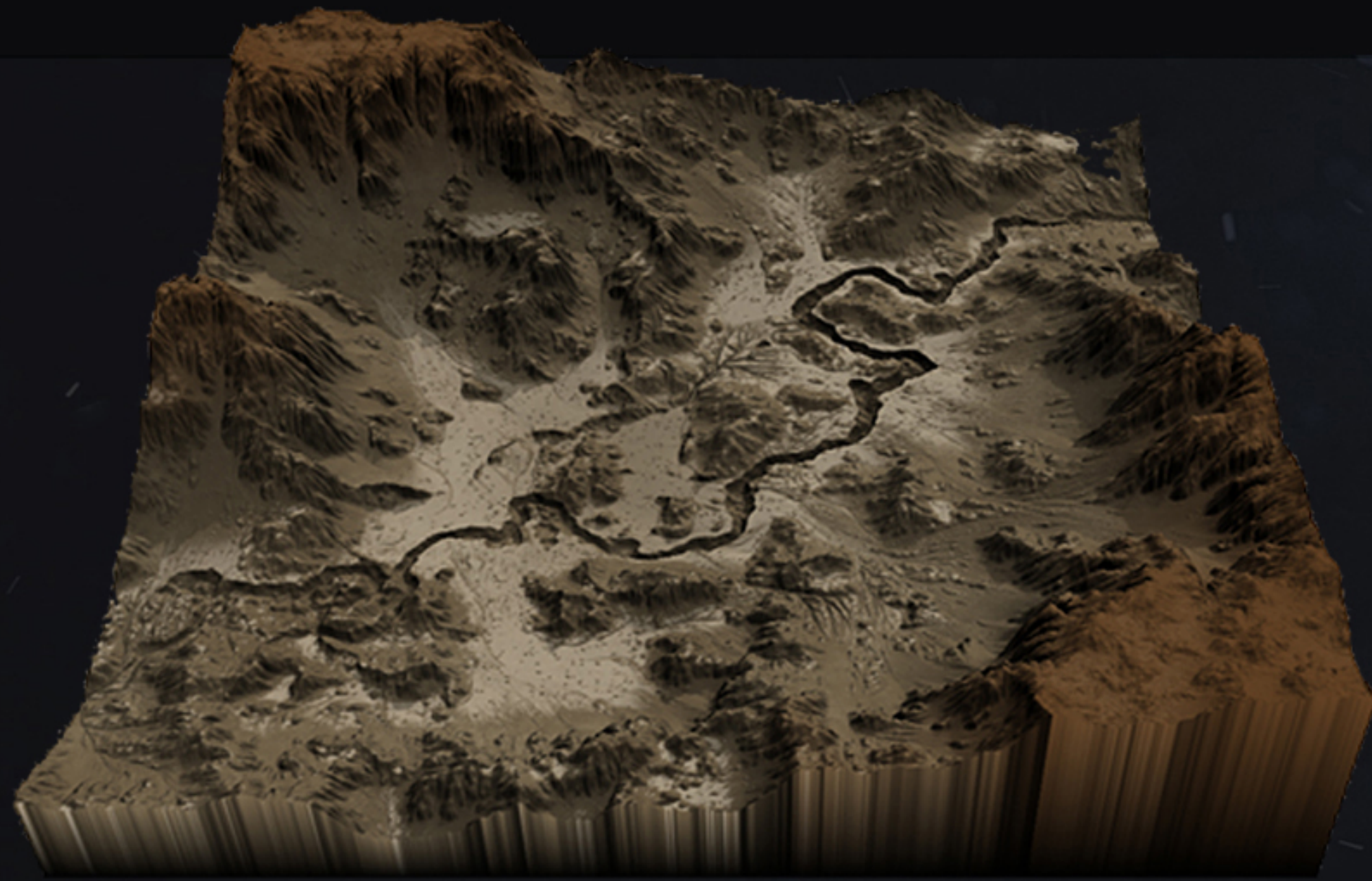
23424 polys

Modular Assets



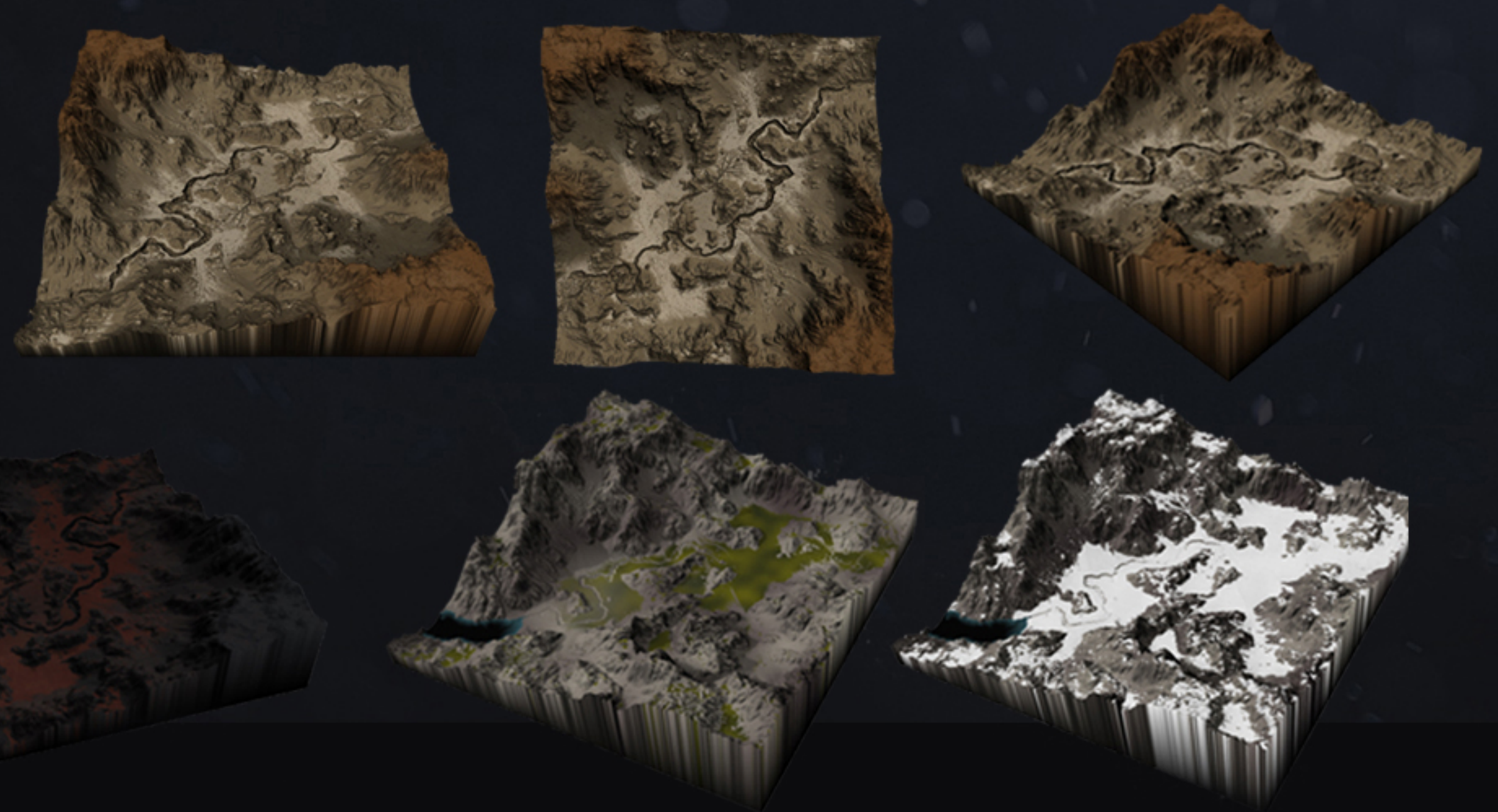
PBR Workflow

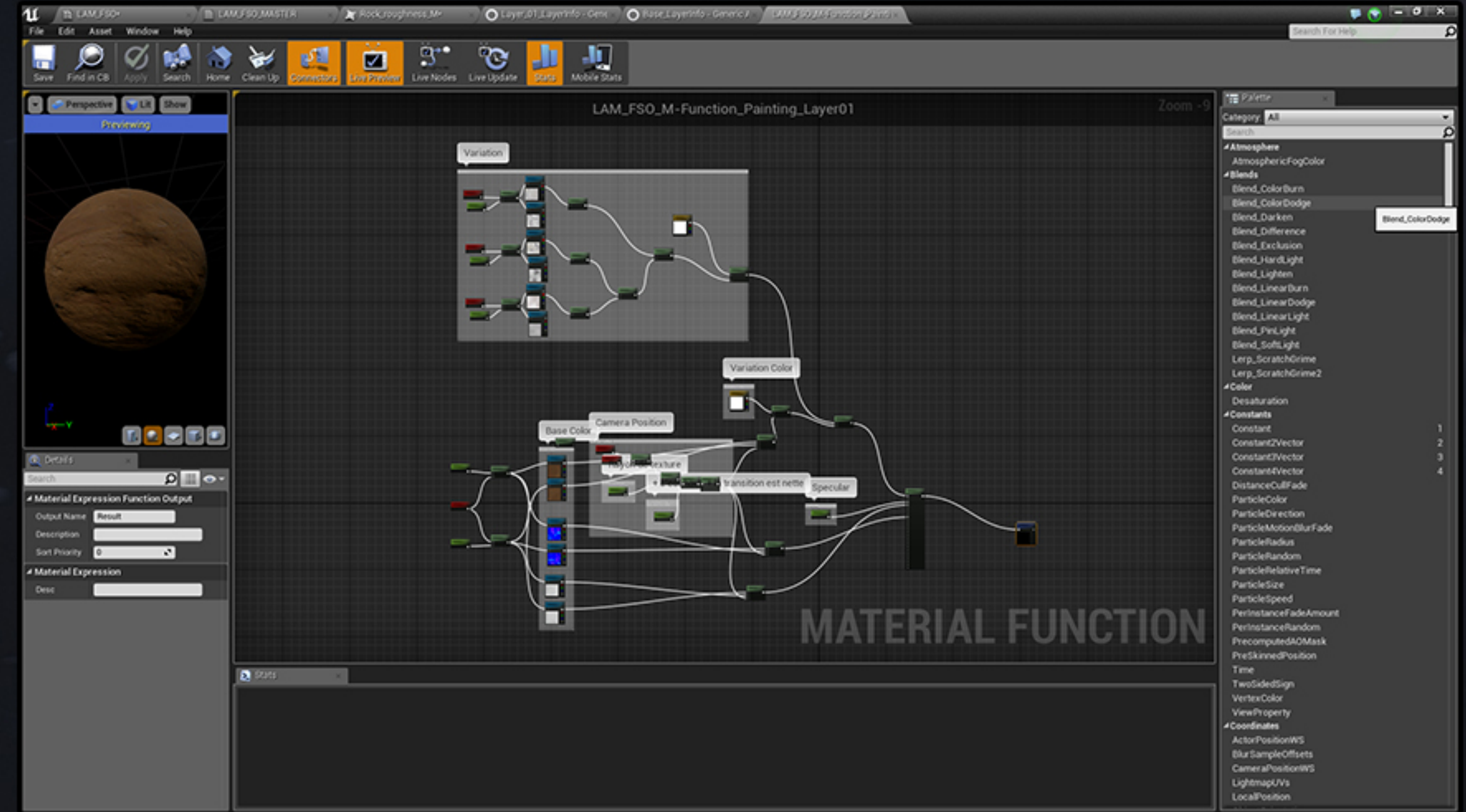
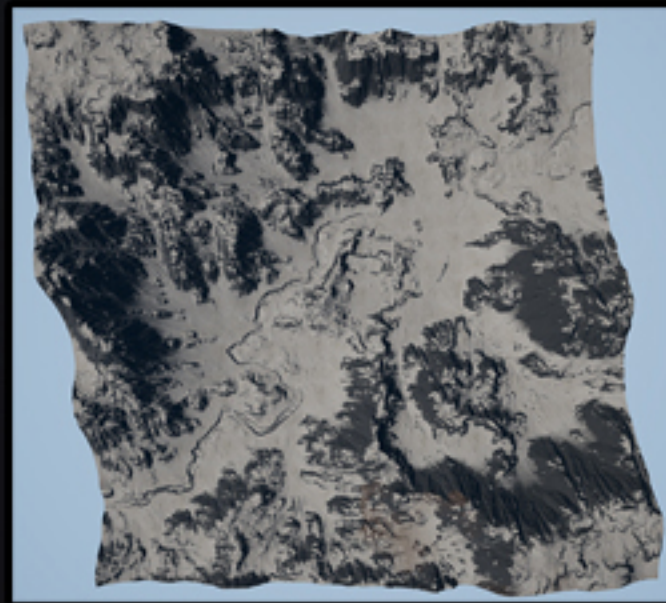
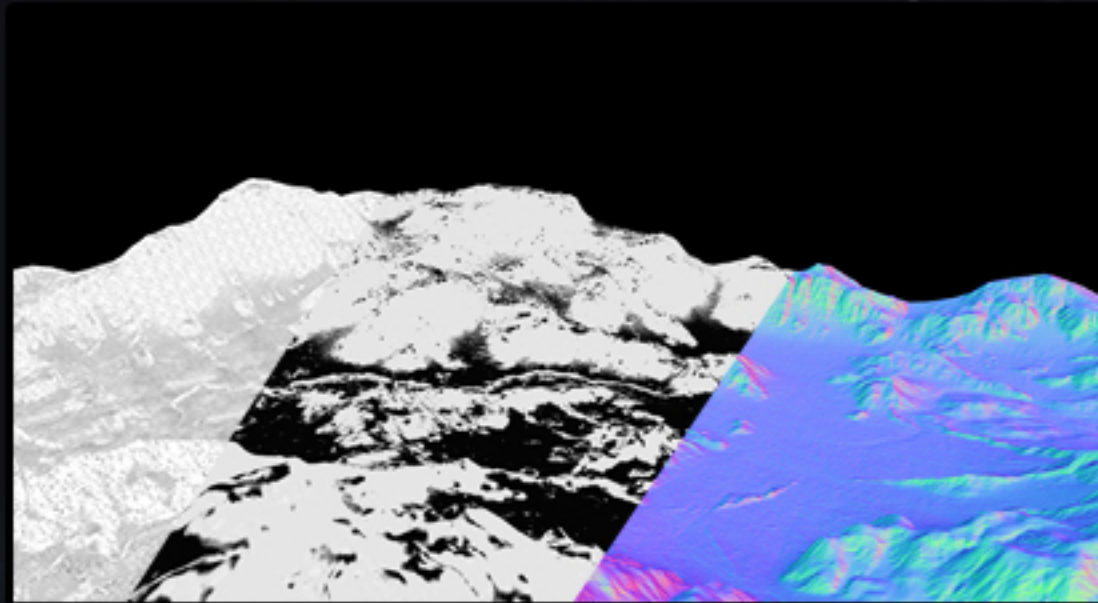
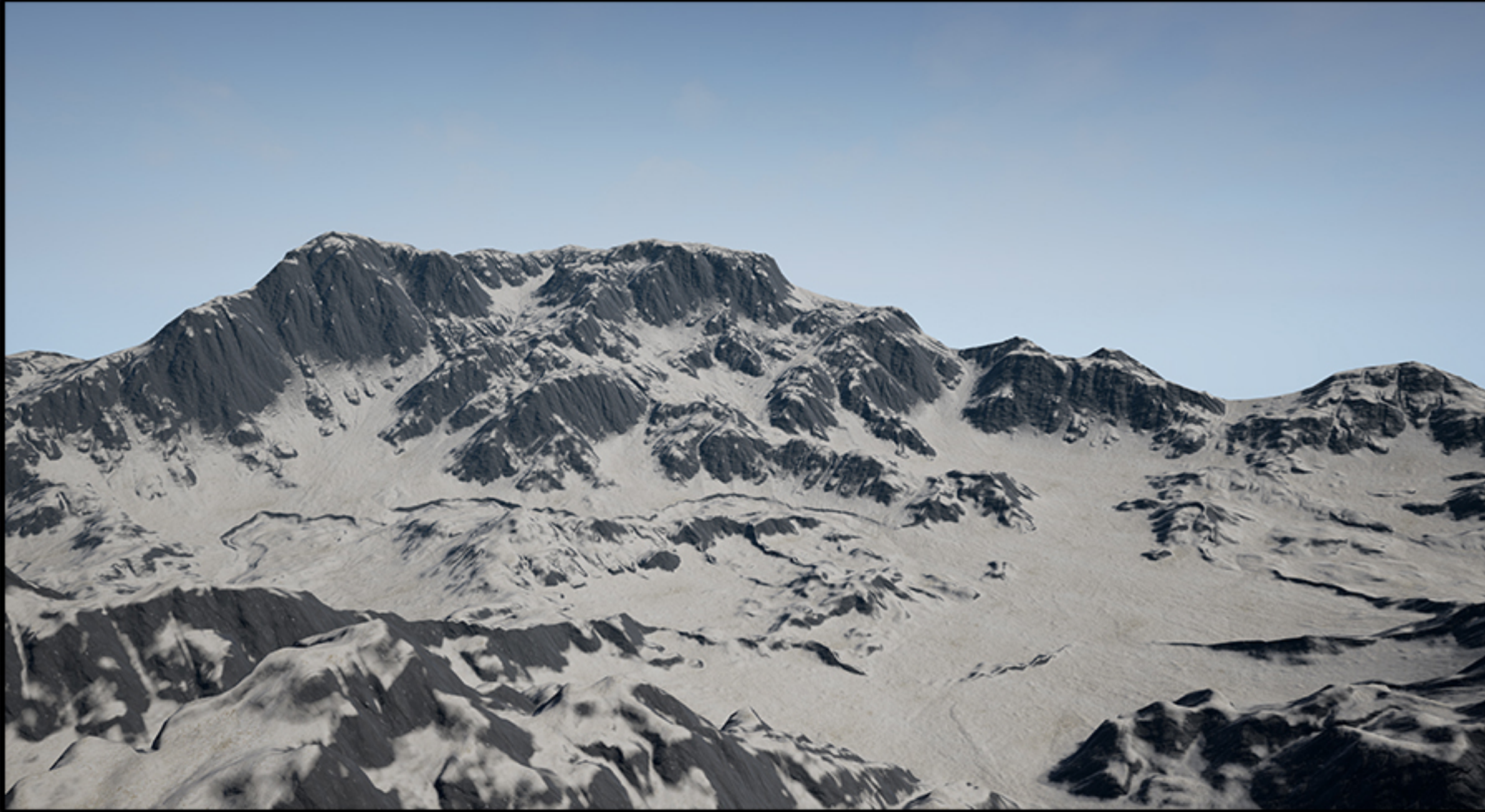




Procedural

- procedurally created in World Machine
- Size : 4km x 4 km (4K height map and splat map)
- level streaming for optimization (procedurally loaded terrain)
- procedurally textured terrain with a tool I created, inspired by landscape auto-material





A lot of customizable parameters : base color, specular, variation and variation intensity, transition falloff, textures, texture tiling according to the camera distance...

Automatic painting shader using World Machine's splat map.

THE BLOODY ORDER



SCHOOL PROJECT (2016)

PROJECT: THE BLOODY ORDER

TASK: ALL ASPECTS

THE BLOODY ORDER



SCHOOL PROJECT (2016)

PROJECT: THE BLOODY ORDER

TASK: ALL ASPECTS

THE BLOODY ORDER



THE BLOODY ORDER



THE BLOODY ORDER

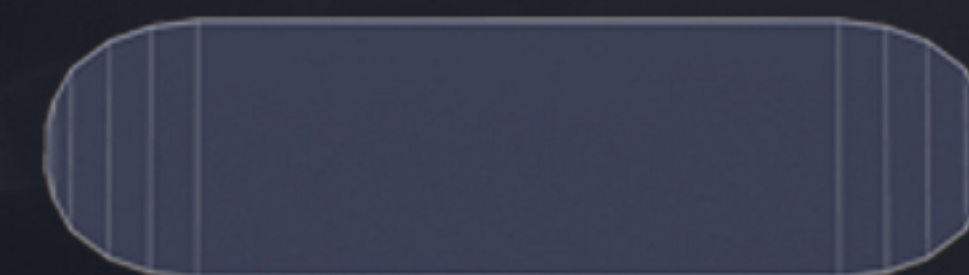
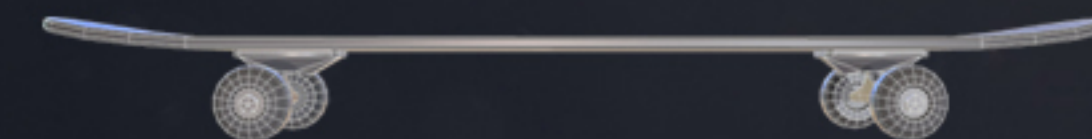


THE BLOODY ORDER

Horodateur

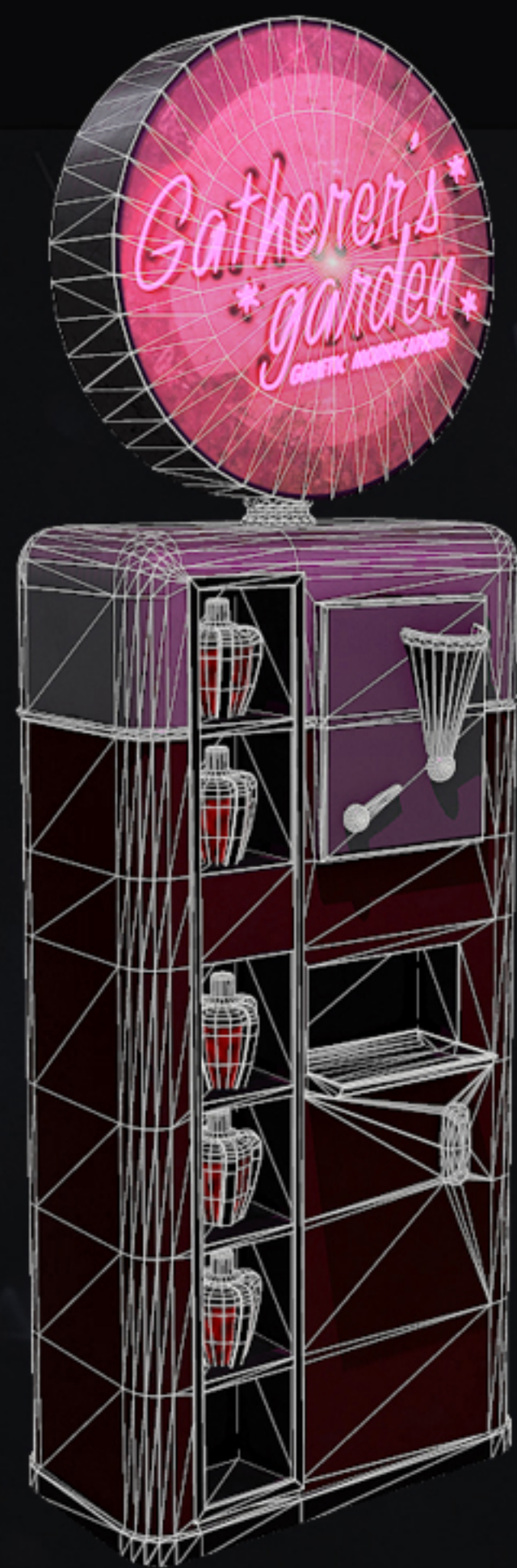


Skateboard



1246 polygons
1024x1024 texture maps
(albedo / metalness / roughness / ao / normal)

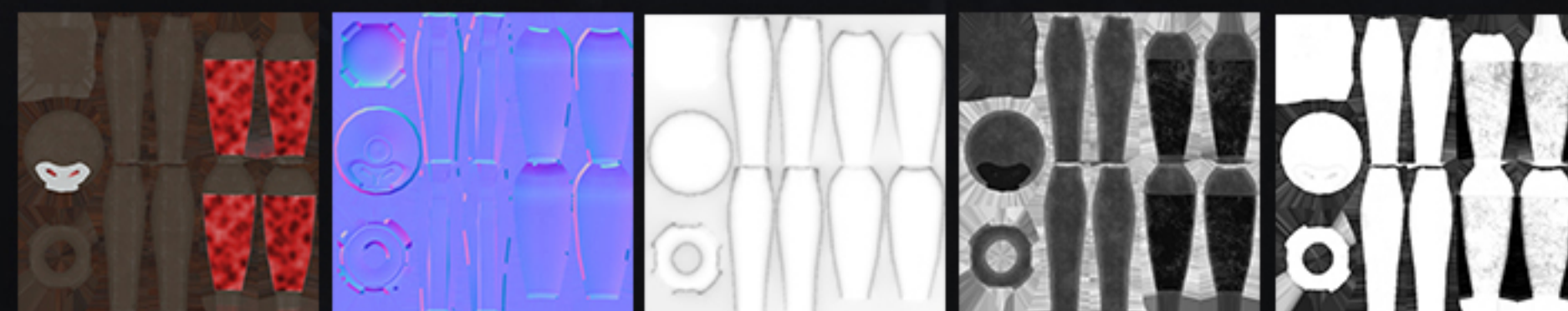
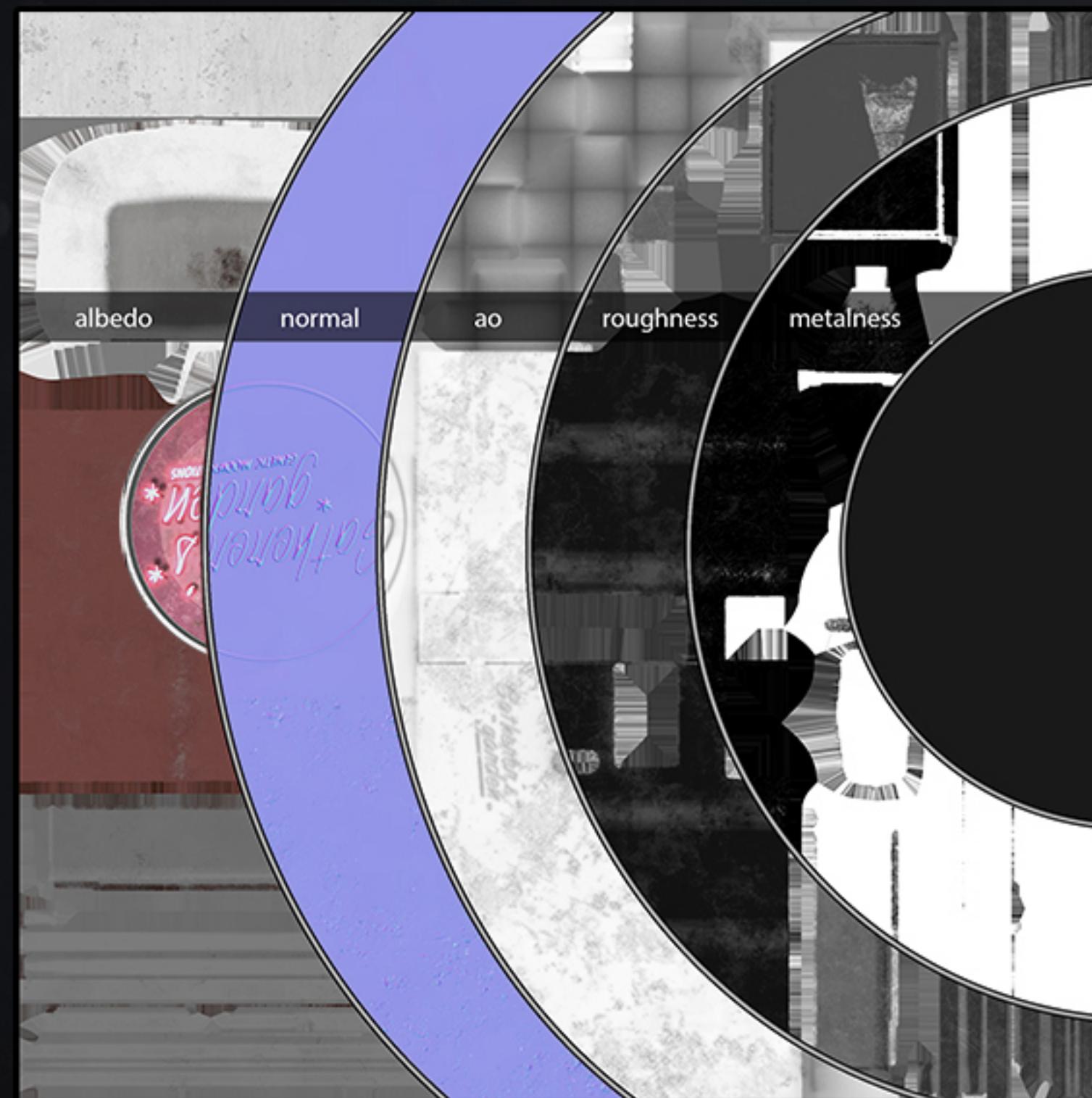
Gatherer's Garden



2396 polys

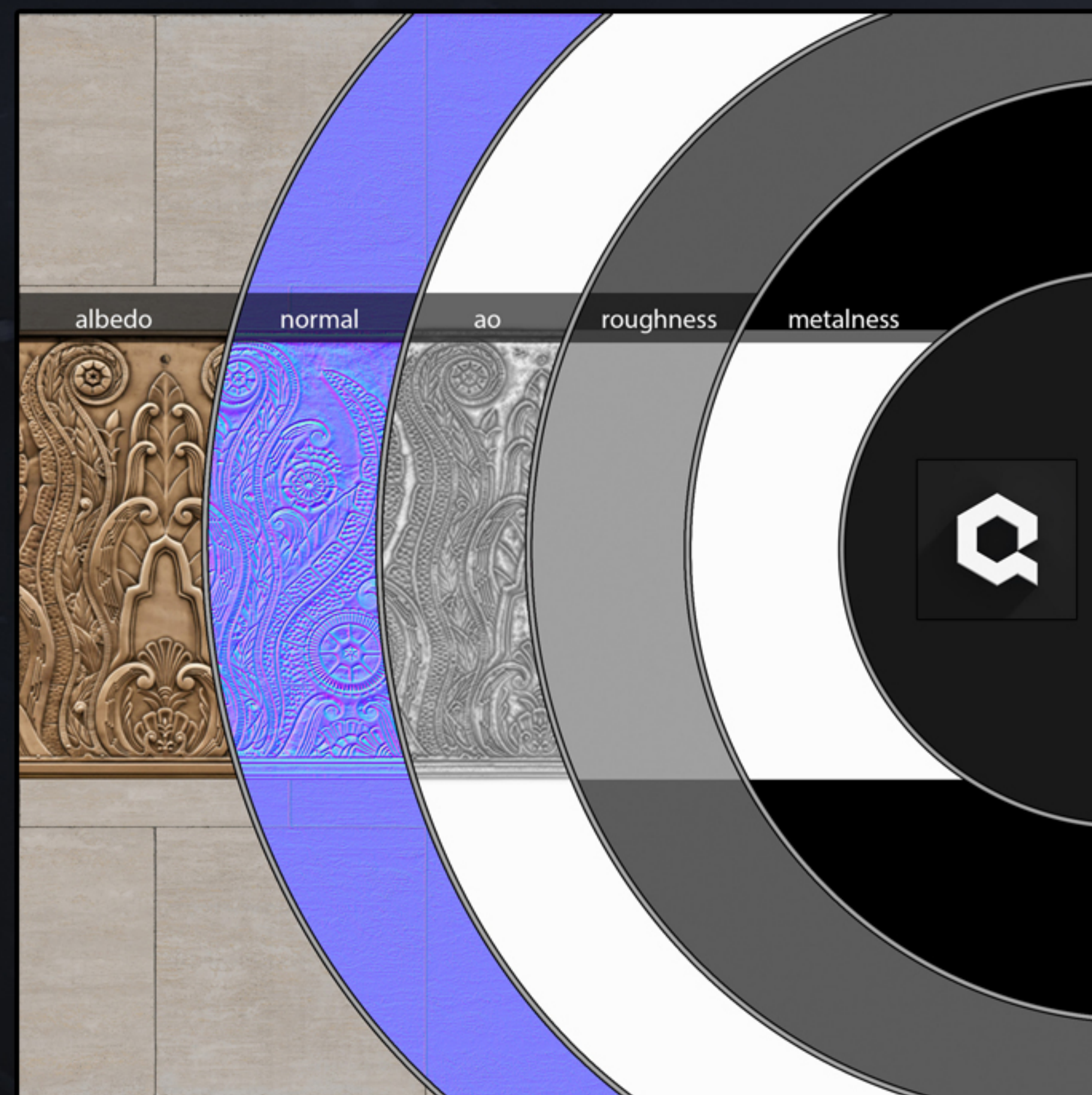


768 polys

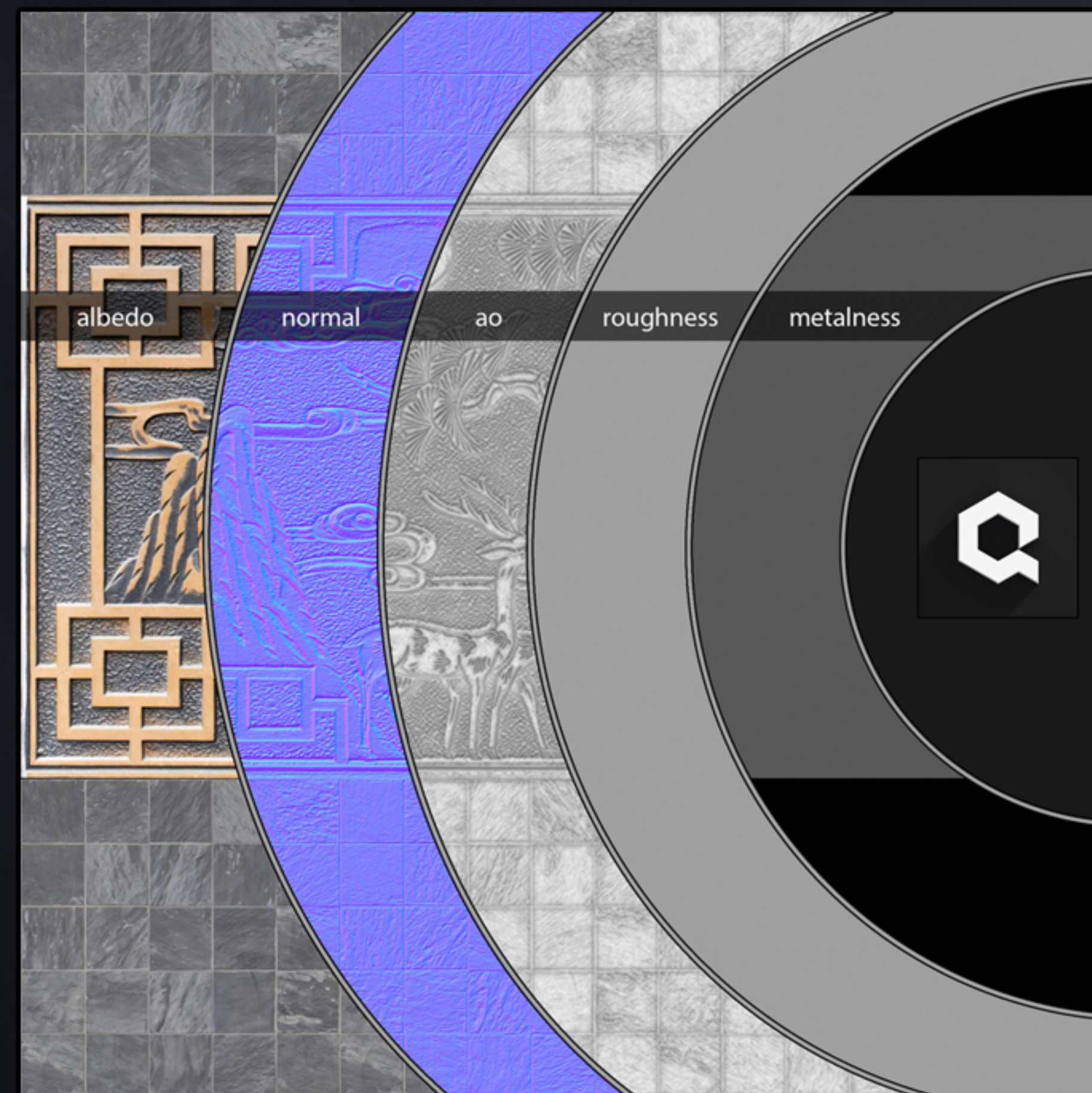


fan art

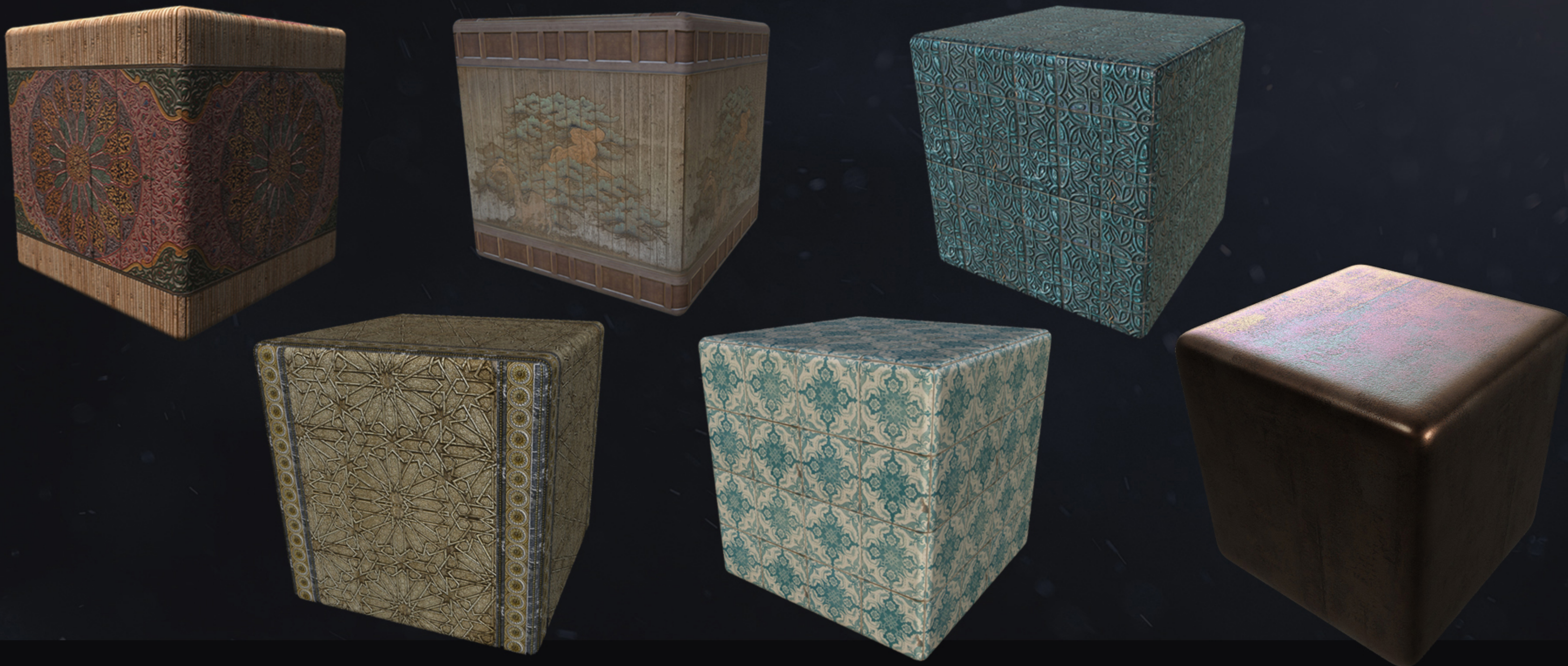
Ornamental Bronze Frieze



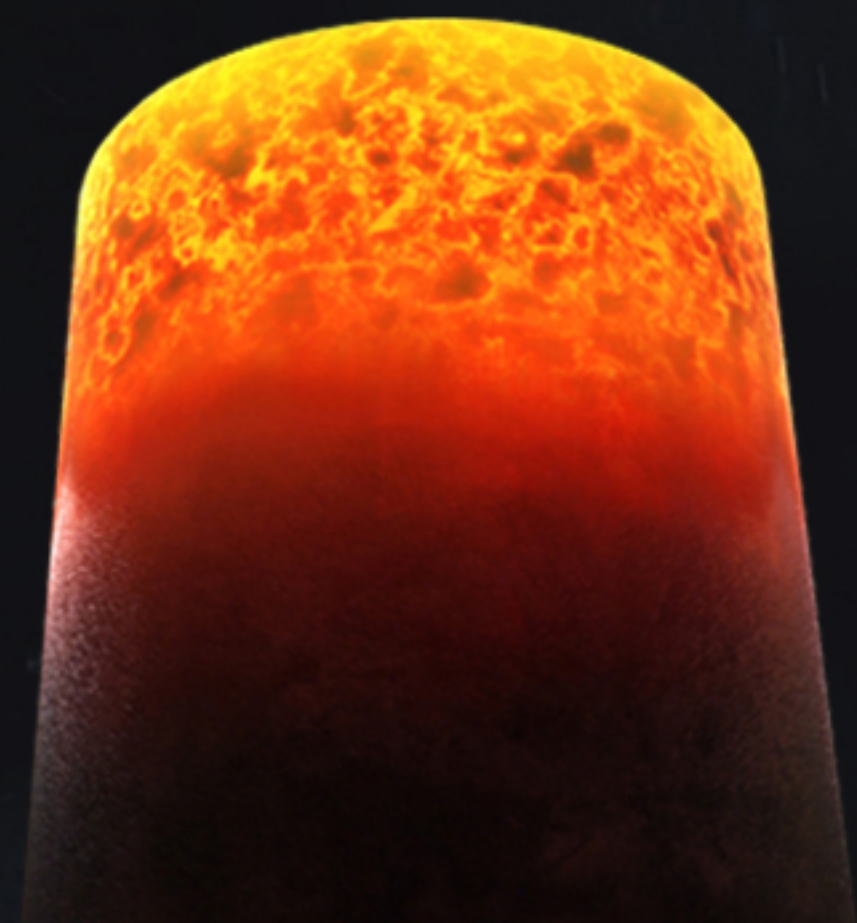
Oriental Ornament



Textures (1)



Textures (2)



MAIL

menigoz.laura@gmail.com

WEBSITE

www.the-cubic-cat.com

ARTSTATION

www.artstation.com/artist/the-cubic-cat
(LAURA MENIGOZ - THE CUBIC CAT)

LINKEDIN

www.linkedin.com/in/laura-menigoz/

SOFTWARES USED :

