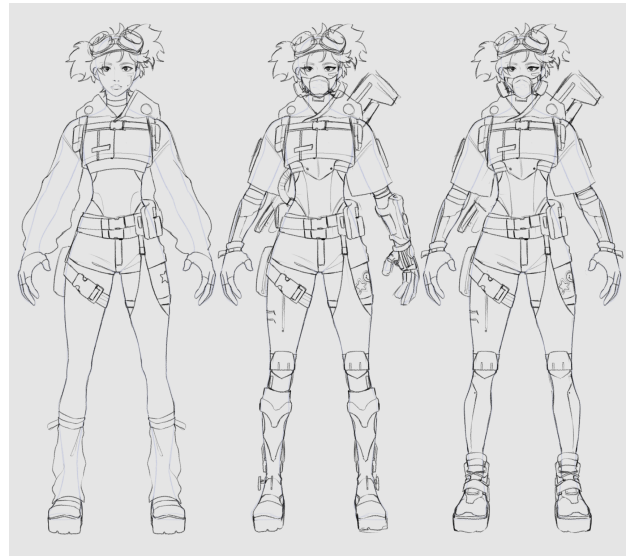


"VEX" is a stylised 3D character project exploring the intersection of concept art, storytelling, and technical character development. The character, VEX, is a rebellious and agile outlaw from a dystopian future, designed with a focus on striking silhouette, expressive proportions, and dynamic appeal.

This project reflects a full character pipeline, beginning from early concept sketches to final real-time presentation.



Emphasis was placed on sculpting in ZBrush, retopology and UV mapping in 3ds Max, texturing in Substance 3D Painter, and final rendering in Unreal Engine. The workflow also included the creation of a custom rig using the rig tool in Maya, enabling poseable and potentially animatable output.



GradEx Document

The design was inspired by stylised games such as Overwatch and Valorant, blending sci-fi aesthetics with a playful attitude. Iterative feedback from mentors and peers shaped both the form and functionality of the character, particularly around material readability, shape languages, and texturing detail. Special attention was given to creating an impactful colour palette and readable surface detail, maintaining visual interest without overcomplicating the design.

This project strengthened my artist's skills in character modelling, PBR texturing, and real-time rendering. It also reinforced the importance of a structured pipeline and responsive iteration when developing industry-ready assets.

Tools Used:

- ZBrush
- Maya
- Substance 3D Painter
- Photoshop
- 3ds Max
- Unreal Engine
- Fusion 360