

Yuhan Zhang

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Demo Reel Shot List:

Time: 00:00-00:14

Content: Forza Motorsport | In-game Footage & Substance Designer Rendering

Responsibility: Texturing

Software: Fuel-Game Engine / Substance Painter

Time: 00:15-00:22 00:31-00:33

Content: Hello World! | SVA Thesis

Responsibility: Character Design / Environment Design / Modeling / Texturing / Look Dev / Lighting / Compositing

Software: Maya / Blender / SpeedTree / Zbrush / Substance Painter / Nuke / Redshift

Time: 00:23-00:26

Content: Lords of Mysteries | RPG Game Trailer

Responsibility: Modeling / Texturing

Software: Maya / Zbrush / Substance Painter

Time: 00:27-00:30

Content: Robot | SVA Thesis Character

Responsibility: Character Design / Modeling / Texturing

Software: Maya / Zbrush / Substance Painter

Time: 00:34-00:37

Content: Cyber Space | FPS In-game Scene Display

Responsibility: Modeling / Texturing

Software: Maya / Zbrush / Substance Painter / UE4

Time: 00:38-00:41

Content: Artemis | SVA Mini Thesis

Responsibility: Character Design / Environment Design / Modeling / Texturing / Look Dev / Lighting / Compositing

Software: Maya / Blender / SpeedTree / Zbrush / Substance Painter / Nuke / Marvelous Designer / Arnold

Time: 00:42-00:49

Content: Typewriter | Personal Project

Responsibility: Modeling / Texturing

Software: Maya / Zbrush / Substance Painter

Time: 00:50-00:53

Content: Dragon Pillar | Personal Project

Responsibility: Modeling / Texturing

Software: Maya / Zbrush / Substance Painter

Time: 00:54-00:57

Content: Farm Boy | Personal Project

Responsibility: Character Design / Modeling / Texturing

Software: Maya / Zbrush / Marvelous Designer / Substance Painter

Time: 00:58-00:02

Content: Brave Hurts | Make Original Studio Animation

Responsibility: Assets Modeling / Texturing

Software: Maya / Zbrush / Substance Painter