

puerto macaruba

short game portfolio

SAE Institute Amsterdam

IADF1013 final project

Third person Pirate game designed by the guys of Q16 using Autodesk Maya, 3ds Max, Photoshop and After Effects CC and powered in Unity. These are a few renders from my first experience as Character and Environmental Designer..



snapshot game
splashscreen
After Effects CC

Dining Room, Castle
Ambient Occlusion, Shaded Render

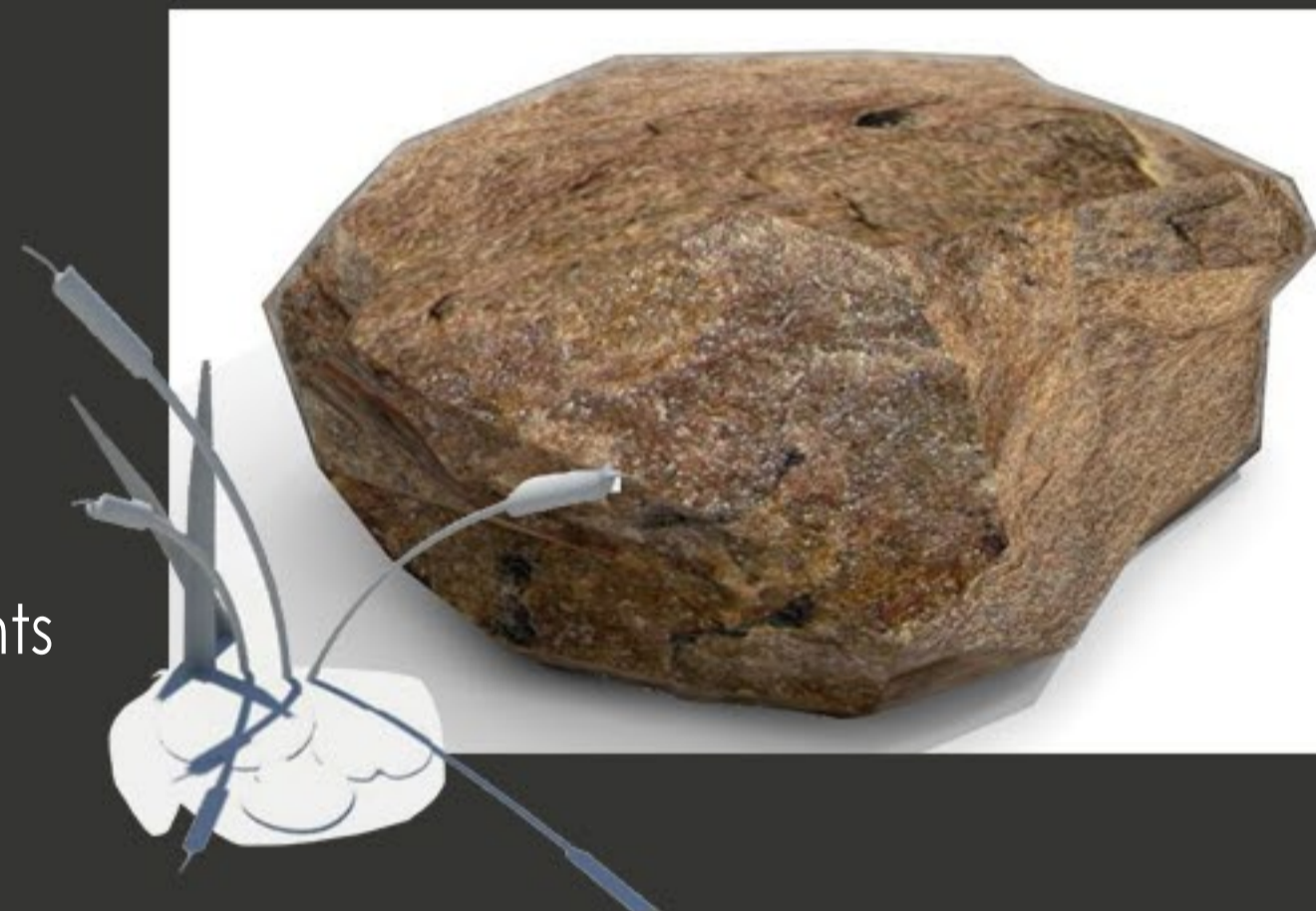


Textured Render



Environment Elements for
the Village, Ambient Occlusion and Texture Renders

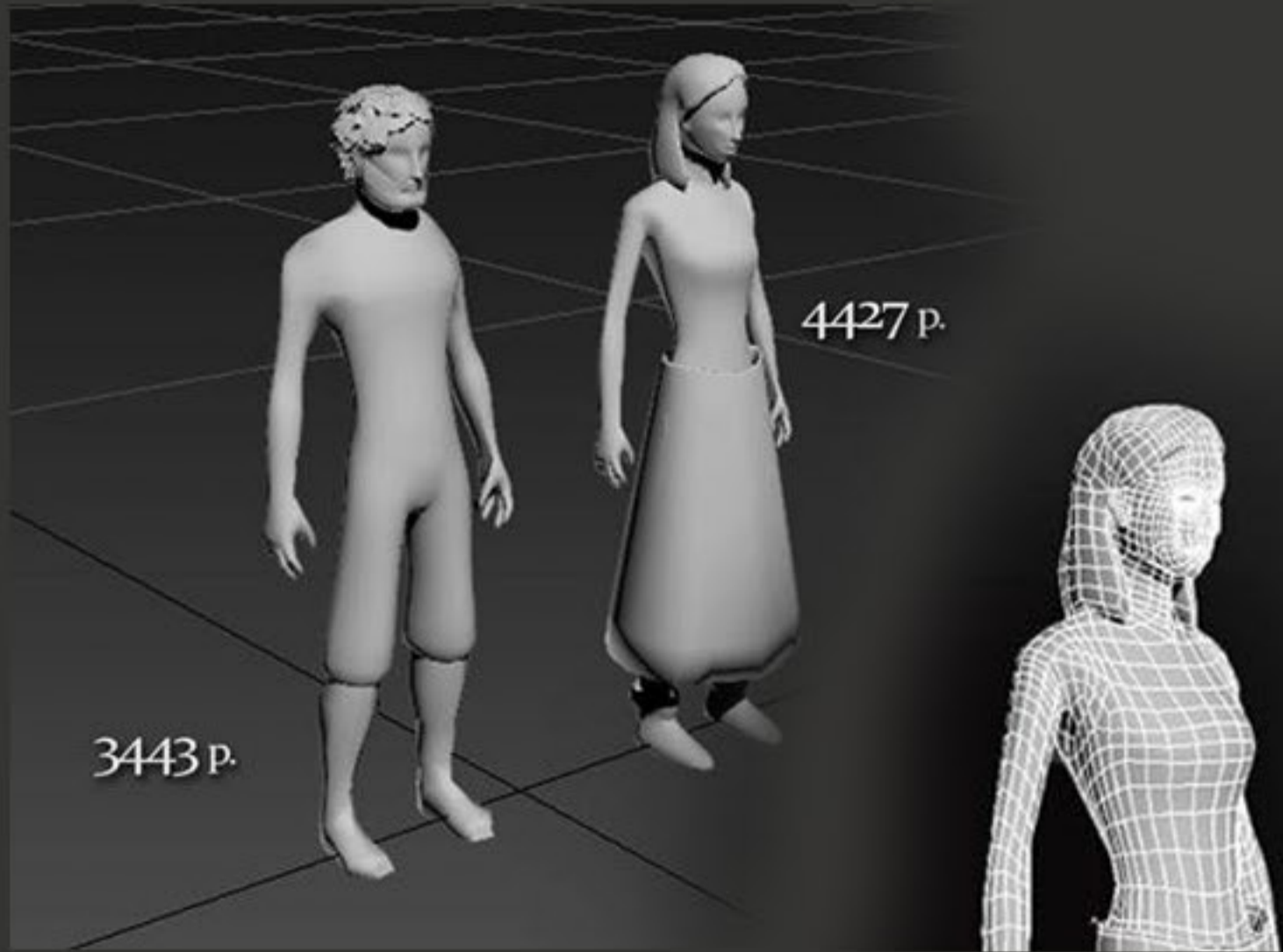
Natural Elements



Textured Barrel Render
Photoshop Textures made by me w/ Ps Brushes

3443 p.

4427 p.



Villagers Design and Animation



Unity Rendering outside the Market Area