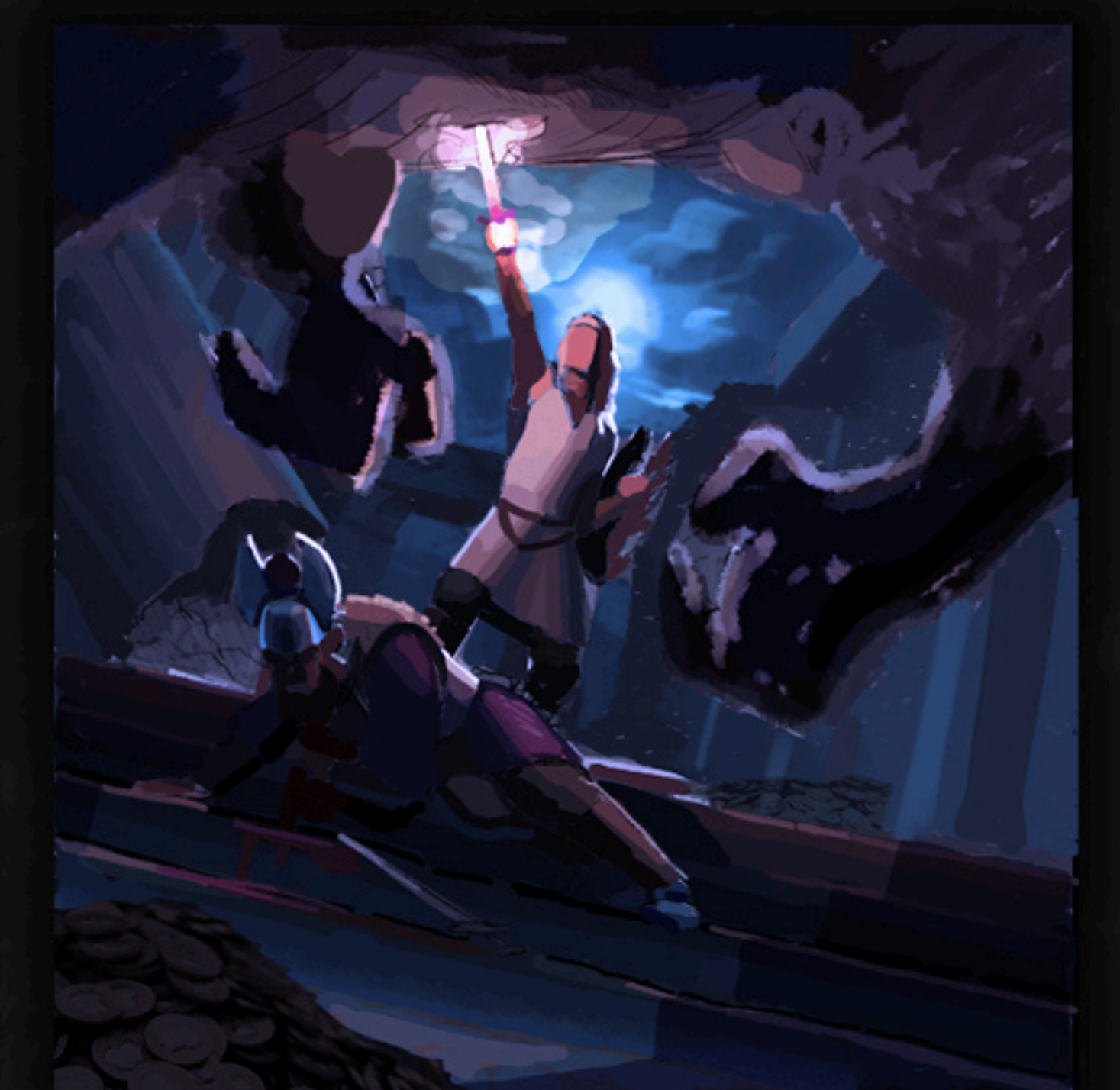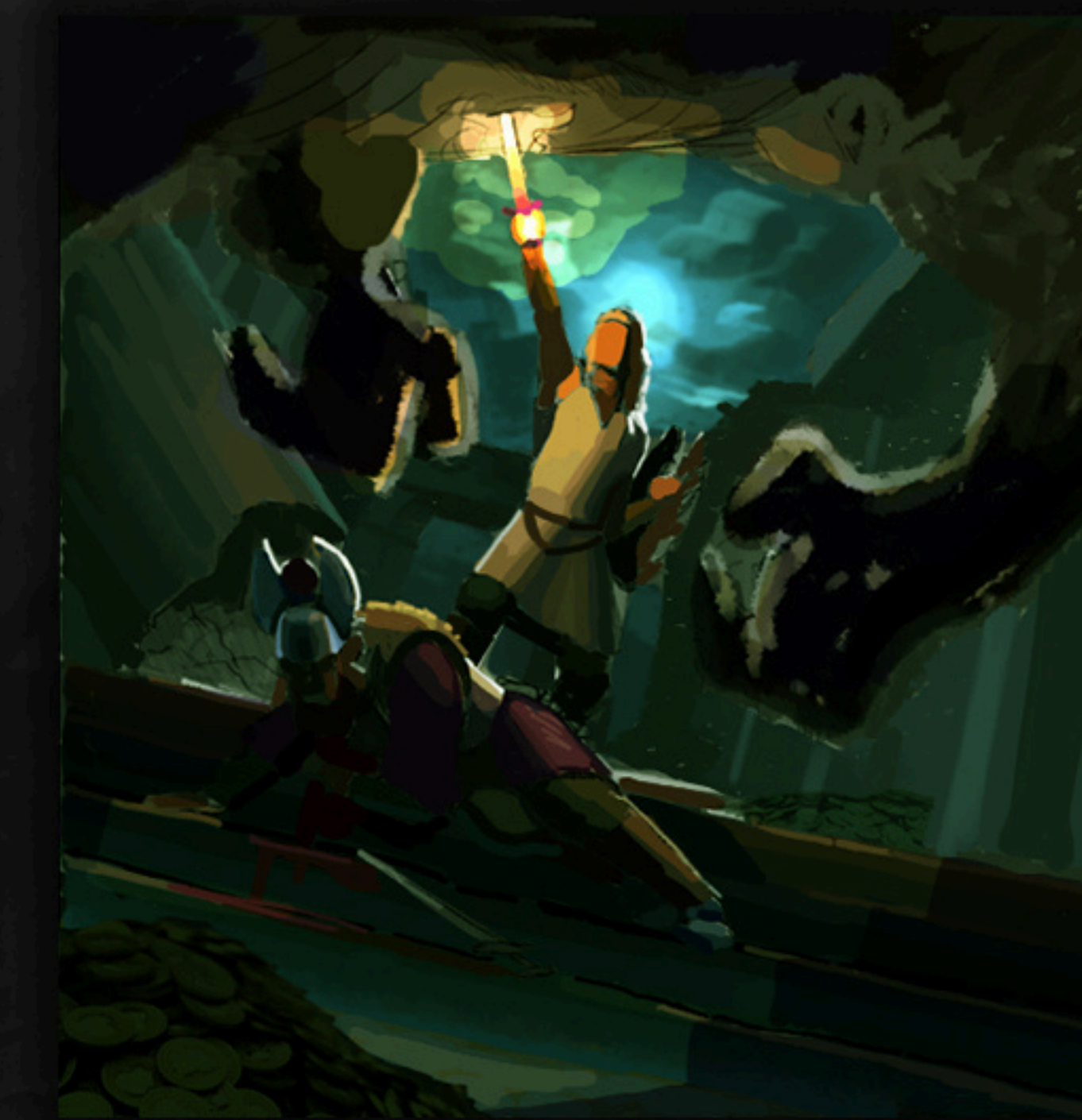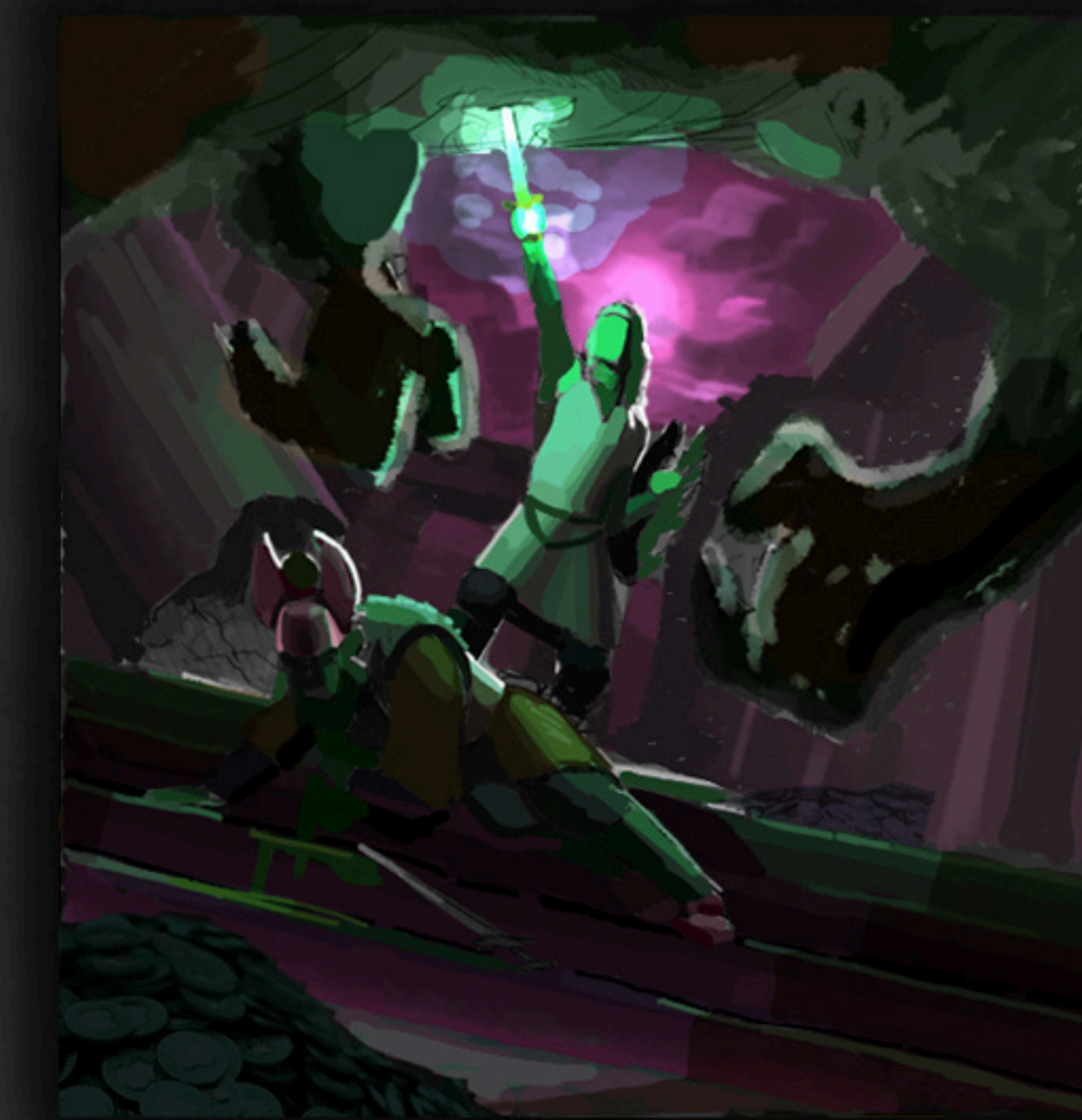### Train station

Created largely in Blender and finalized in Photoshop with a paintover. This workflow allowed me to easily iterate the camera angle and composition of the scene.
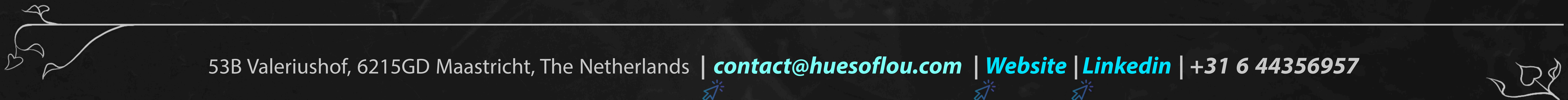
### *The Dragon slayer*
The reference was generated by posing and lighting characters in Daz3D. Additional photographs were taken to study the clothing.

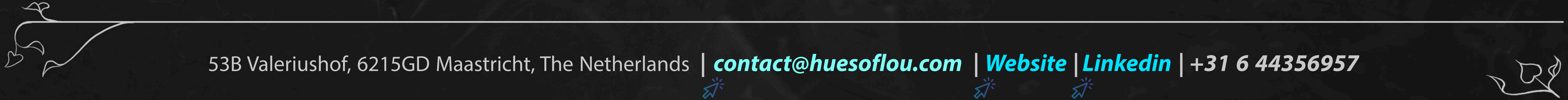Before comitting to the final piece I explored a few color options as seen above.

## Little Red Riding Hood

By doing exploratory sketches I decided to go with this dark alternative to the story. I put together my reference by photobashing and created custom brushes to render the fur.
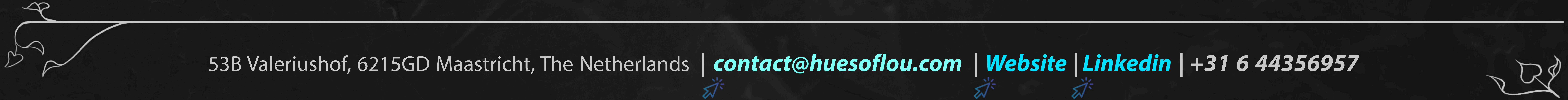
## Conjuration festival

During the yearly conjuration festival a character summons her beloved cat from the afterlife.

I bridged a Daz3D character into blender. Using cloth and particle simulations I rendered her hair and dress. Finally I rigged a cat model to capture the form and glowing light.

## EDUCATION:

Classical painting - *'Klassieke Academie Groningen'*          2017 - 2020
  Environment design with Nathan Fowkes - *'Schoolism'*
  Digital painting with Craig Mullins - *'Schoolism'*
  Fundamentals of lighting with Sam Nielson - *'Schoolism'*

Concept Art & Illustration Foundations with Jonathan Li - *'CG Spectrum'*          2021 - 2022
Advanced illustration with Eric Wilkerson - *'CG Spectrum'*          2022 - 2023

Master environment painting 2D and 3D with Adam Isailovic          2024 - 2025
and Christopher Schiefer - *'CGVERSE'*

## TECHNICAL SKILLS:

Digital illustration, Visual development, Matte painting,          Photoshop
Texture refinement, Paintovers to support 3D blockouts,
Color grading

Create game ready 3D assets using techniques like:          Blender
Hard surface modeling, Organic modeling/sculpting,
Animation-friendly retopology and mesh optimization,
Efficient UV unwrapping and packing, PBR Material creation,
Rigging, Simple animation, Scene lighting, 3D layout and framing

Mask-based and non-destructive texturing, Procedural/PBR material          Substance Painter
authoring, Hand painted texturing, Baking high-poly detail          /Designer
to low-poly meshes

## SOFT SKILLS:

I value clear communication, punctuality, and consistency, ensuring the team can rely on me to deliver high-quality work on time.

As a social butterfly I love working in a team setting and growing with my peers. I'm always open to feedback from the art director to improve the quality of my work.