me@benredmond.net

Ben Redmond — 3d Artist

http://www.benredmond.net

Skills:

Creating accurate subdivision surface models from reference
Creating efficient low-polygon models
Efficient UV Unwrapping
Baking normal maps
Texturing for both PBR and non-PBR pipelines

Software:

Modo (Primary modelling package)
Zbrush (Primary sculpting package)
Photoshop (Primary texturing package)
Quixel Suite
Substance Painter
xNormal
UDK
Unity3d
Handplane
Knald

Education:

2012-2014
Bachelor of Arts (Writing & Philosophy)
University of Queensland, St. Lucia

Contact:

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Polycount
Art for Games