

HAZEL WONG

3D ARTIST

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00;03;20 - 00;16;18

Hero's Asset, Pink Rex

Zbrush modeling central project.

Texturing: Substance Painter | Rendered in Marmoset Toolbag



00;16;18 - 00;28;01

A Sea Witch's Cabin

Environmental design class project in SCAD, Spring 2021.

Modeling: Autodesk Maya | Texturing: Substance Painter | Rendering: Arnold



00;28;01 - 00;44;01

Hero's Assets: Forest Ruler's Throne

Zbrush modeling central project.

Texturing: Substance Painter | Rendered in Marmoset Toolbag



00;44;01 - 01;07;12

Highlights of "The Sun is Bad"

SCAD Final Year Project "The Sun is Bad". (Rookies Flim of the year Winner)

Lighting, Shading, Grease Pencil : Blender

Modeling: Maya

Compositing: After Effect



01;07;12 - 01;24;17

Character Modeling, Dor-Soe

Zbrush modeling central project.

Texturing: Substance Painter | Rendered in Marmoset Toolbag



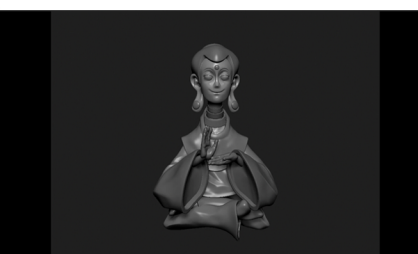
01;02;24 - 01;14;23

String

A student collaborative project in Fall 2022.

Modeling: Autodesk Maya, Zbrush | Texturing: Substance Painter |

Rendering : Arnold Render



01;21;11 - 01;27;6

Buddha

A prop model for the SCAD Final Year Project "The Sun is Bad".

(Rookies Flim of the year Winner)

Modeling: Zbrush