

Sahaya ramesh bosco Character modeling reel

Shot breakdown

Demon

This is one of my personal work , did during my free time just for fun. Base mesh done in maya. Sculpted and poly painted in Zbrush, used Photoshop for some texture corrections. Rendered in mental ray with displacement and normal bump maps.

High poly : 9487543 ,**Low poly** : 17076

Sea Creature

This model was done for the CG Society online workshop ZBrush - Sculpting Digital Characters with Cesar Dacol Jr. This Character is an inspiration from the movie Pirates of the Caribbean.

- I roughly did the concept in Photoshop using photographs.
- Started with ZSphere, sculpted the foundation for the character in Zbrush
- I used Nex for maya plug in for re topology .
- Unwrapped the new mesh , Exported back to ZBrush.
- Re projected all the sculpting details on the new mesh and started detailing.
- At one point I did some detailing in HD.

Body High Poly: 2087936, **Body low Mesh:** 8612, **Claw high Poly:** 1556480,
Total poly: 11248722, **Total HD poly:** 33.7 mill.

Optimus prime

This Character is an inspiration from the movie Transformers. Done for fun in my free time.

I used maya for modeling.

Total poly : 592290

War machine

This Character is an inspiration from the movie Iron man. Done for fun in my free time.

I used maya for modeling.

Total poly : 109974

King

This is one of my personal work I did long time back. The character and the Background were modeled in Maya. Textured in photoshop. I used shave and haircut for hair. Sky was painted in photoshop. Composited using photoshop.

Horse

Done for a personal study.

Software Used: Maya, ZBrush, Photoshop

High poly:1613648, **Low poly :**12758

Portrait Study1

Done for a personal study

Software Used: Maya, ZBrush, Photoshop

High poly:145856, **Low poly :**3070

Portrait Study2

Done for a personal study

Software Used: Maya, ZBrush, Photoshop

High poly:145856, **Low poly :**3070

Textured in Photoshop. Sky was painted in Photoshop. I used Shave and haircut for hair.

Composited using Photoshop.

Software Used: Maya, Photoshop, Shave and Haircut.

Paintings:

Both the paintings are done for fun using oil color on canvas.

If you are interested in seeing more of my works, please visit my website

<http://www.ra-mesh.com>