



Ryan Hill

3D Modeler

Shot Breakdown



Ori (2025)

Character model based on the titular character from the *Ori* video game series. Also responsible for rigging, textures, and materials.

Software: Autodesk Maya, Zbrush, Substance Painter



Fantasy Forest Turntable (2023)

Scene based on concept of the aftermath of an attack on a convoy in a fantasy forest. Responsible for all aspects of modeling, sculpting, and texturing.

Software: Autodesk Maya, Mudbox, Adobe Substance Painter



Morticia (2024)

Responsible for modeling character costume, hair, and props, tweaks and sculpting on base model, and all aspects of texturing and materials.

Software: Autodesk Maya, Zbrush, Marvelous Designer, Substance Painter



Self-Cranking Machine (2025)

Mechanical model and rig that I made as a personal project. Responsible for all aspects of modeling, rigging, texturing, and scene assembly.

Software: Autodesk Maya, Substance Painter, Unreal Engine