



# 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



### **Corrupted Computer** (2025)

Modeling and texturing project of a computer overtaken by a sci-fi-inspired fungus. Focused on combining organic and hard-surface modeling techniques, using textures to transition between the two. Responsible for all aspects.

Software: Autodesk Maya, Zbrush, Substance Painter, Unreal Engine



### **Morticia** (2024)

Original character modeling and look dev project. Workflow included building character from an approved production-ready mesh, modeling props and poly hair, tailoring cloth, and painting textures.

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