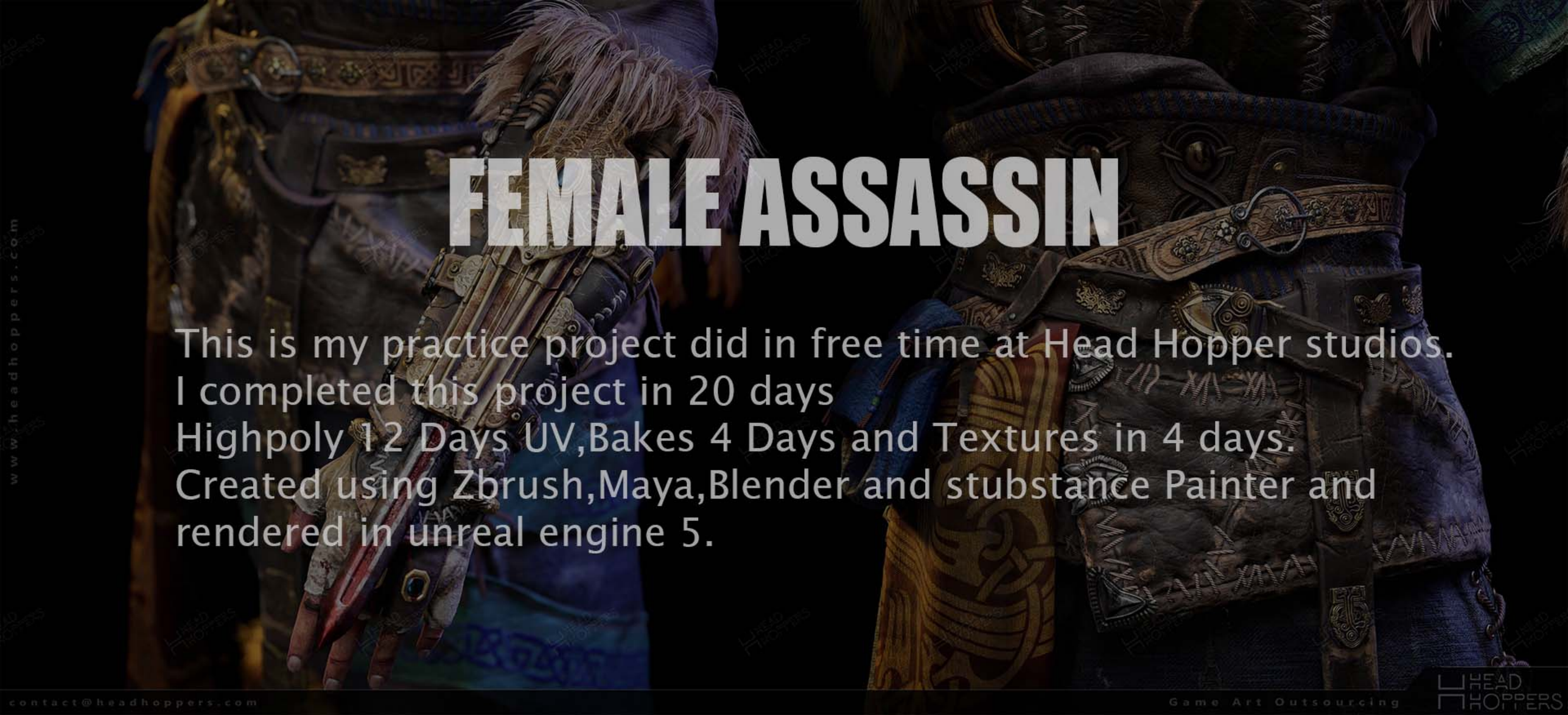

FEMALE ASSASSIN
This is my practice project did in free time at Head Hopper studios.
I completed this project in 20 days
Highpoly 12 Days UV,Bakes 4 Days and Textures in 4 days.
Created using Zbrush,Maya,Blender and stubstance Painter and
rendered in unreal engine 5.
www.headhoppers.com
contact@headhoppers.com
Game Art Outsourcing
HEAD HOPPERS

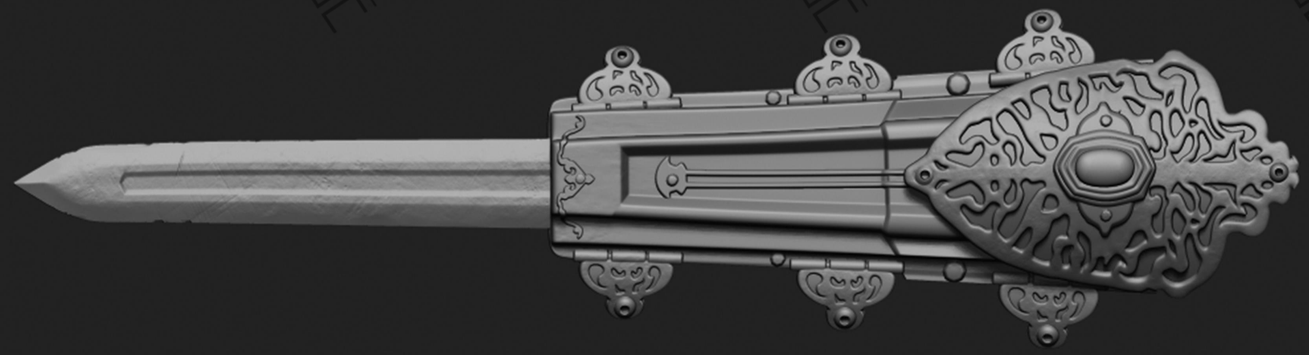
www.headhoppers.com
contact@headhoppers.com
Game Art Outsourcing
HEAD HOPPERS

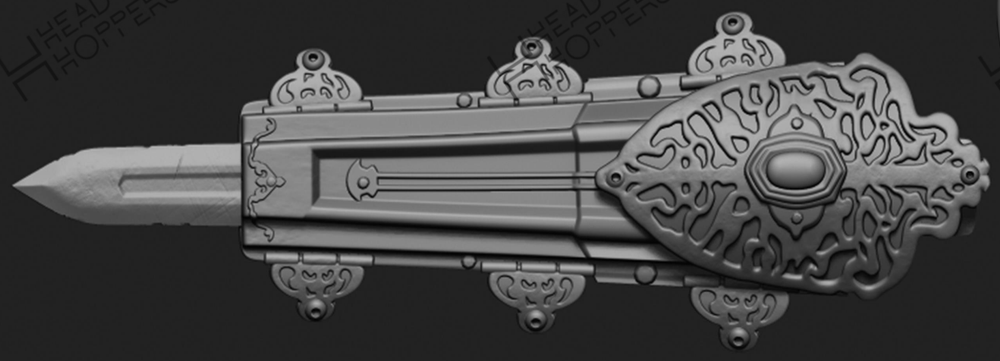
www.headhoppers.com
contact@headhoppers.com
Game Art Outsourcing
HEAD HOPPERS

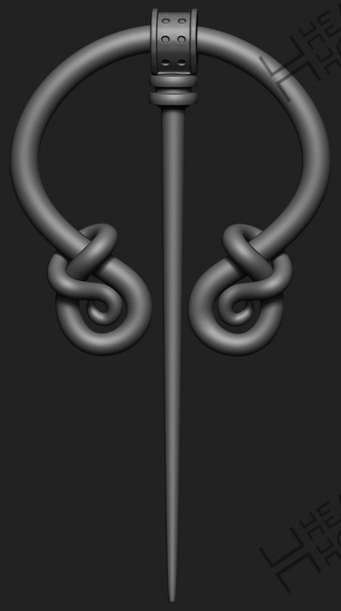
www.headhoppers.com
contact@headhoppers.com
Game Art Outsourcing
HEAD HOPPERS

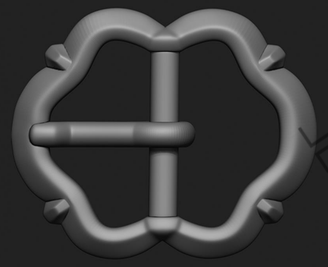
www.headhopper.com
HEAD HOPPERS

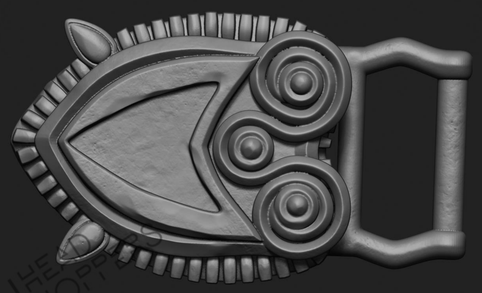
www.headhoppers.com
HEAD HOPPERS
contact@headhoppers.com
Game Art Outsourcing
HEAD HOPPERS

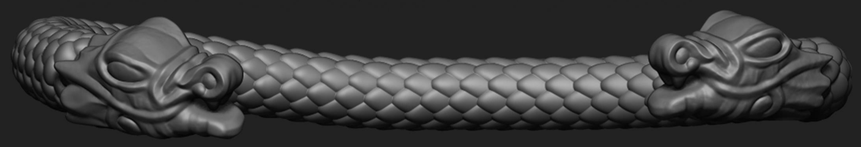










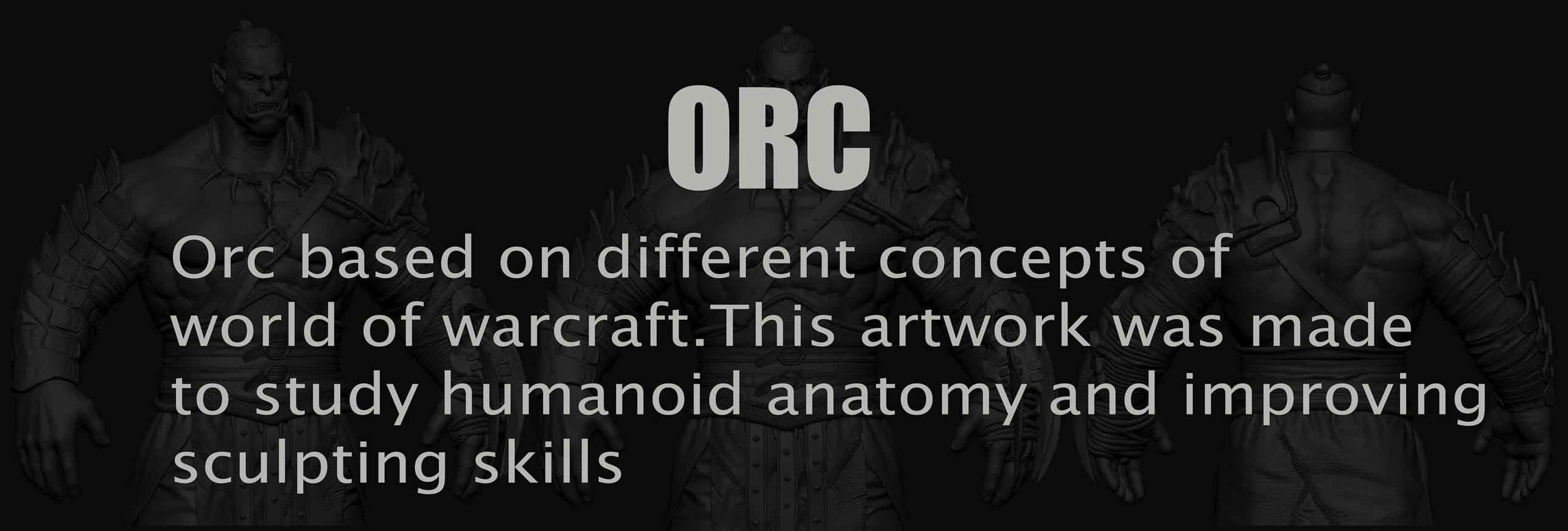


www.headhoppers.com
contact@headhoppers.com
Game Art Outsourcing
HEAD HOPPERS

contact@headhoppers.com

Game Art Outsourcing

HEAD HOPPERS



ORC

Orc based on different concepts of world of warcraft.This artwork was made to study humanoid anatomy and improving sculpting skills

Old tribal women

This artwork was made to improve and explore Realistic head textures and sculpting Using substance painter and
Texturing XYZ and to explore real time Rendering using unreal engine 5.

Indian monk

This artwork was made to improve and explore Realistic head sculpting UsingTexturing XYZ HD dissplacement maps.

Thank You