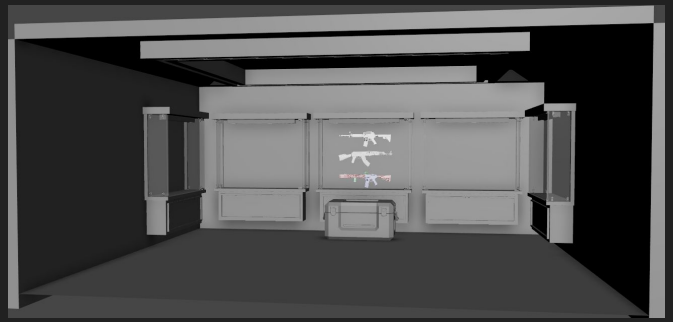

3D Artist -
Portfolio
Joshua Arora

Gun Room - Crossfire

This was my biggest assignment at my OJT for Smilegate. I was instructed to make a gun room scene, and display guns. Due to limited time, I used proper commercial licensed gun models.

I utilized my own case model and madehigh detailed display cases, and set up the entire scene in Unreal Engine 5. The glass panels have proper refractions using a material node.

I used the Movie Render Queue and pushed my laptop to the limit to yield a good result for my render after multiple attempts.

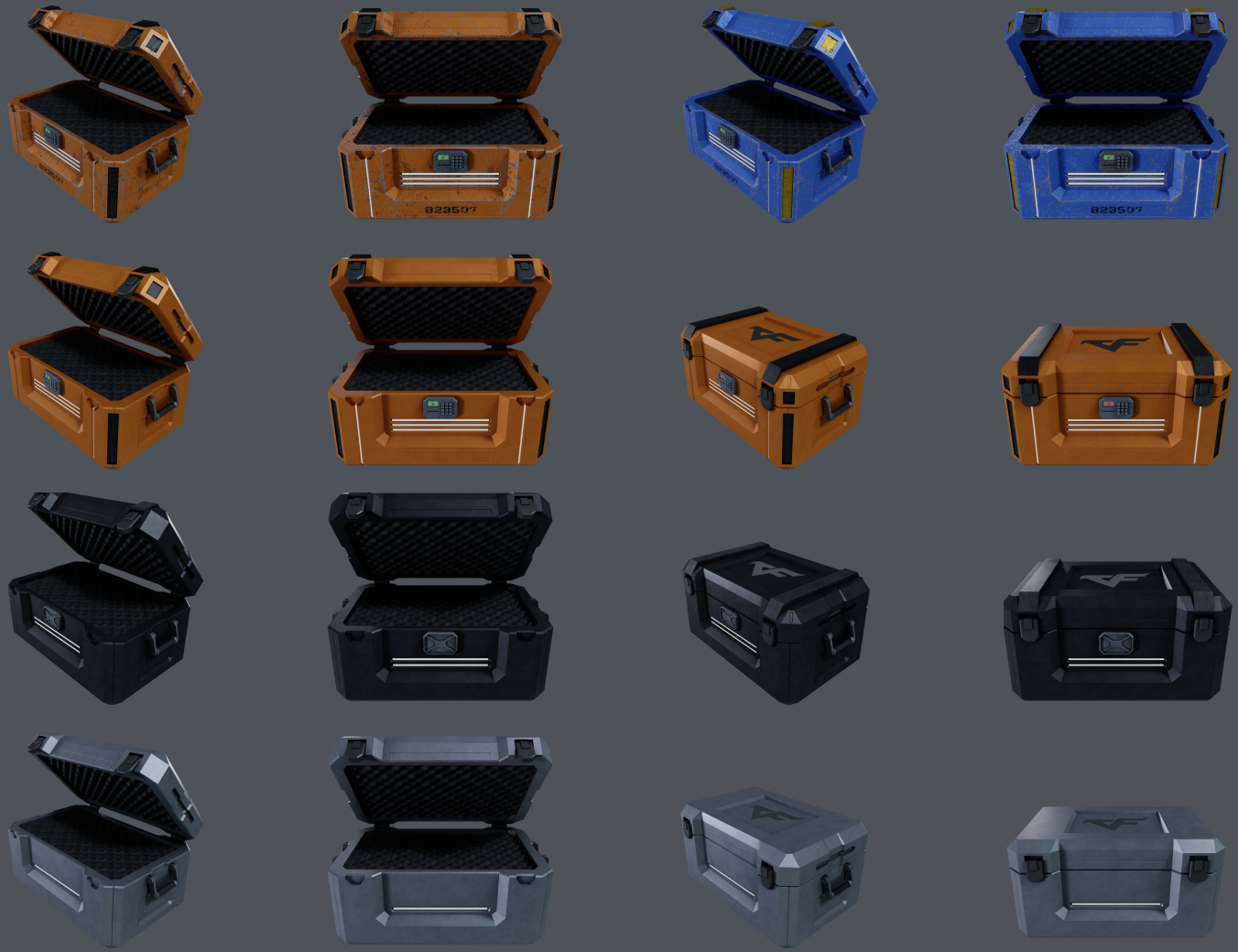


eCoin (In-Game Currency) - Crossfire

My 4th assignment given from my OJT under Smilegate.

I was tasked to create a 3D Coin model. With the help of my supervisor we created a relief design that I could use as a stencil for sculpting in ZBrush and baked the high details on a low mesh model in Substance Painter.

The model (after texturing) was imported into Marmoset Toolbag 5 for rendering.



CrossFire - Tiers 1-3 Military Cases

My third assignment given from my OJT under Smilegate.

I was tasked to concept, model, texture and render three different tiers of crates for their game: CrossFire, with two angled renders and versions of model (1 render was a closed case, and the other was an open case.)

The foam tiles for the open case variants was modeled but utilized a free Commercial PBR Material.

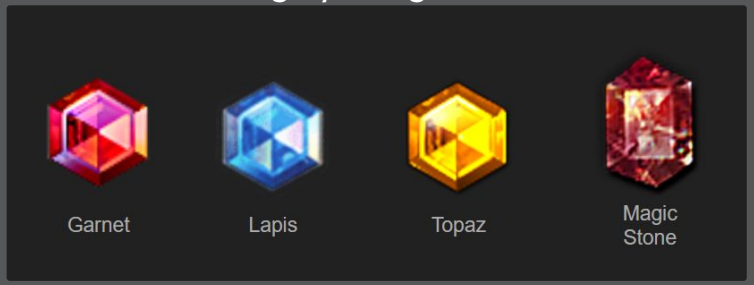
All models (after texturing) were imported into Marmoset Toolbag 5 for rendering.

3D Gem Assets - Crossfire

My second assignment given from my OJT under Smilegate.

I was tasked to create 3D Gems, Garnet, Topaz, Lapis and Magic Stone. I researched different types of gems, and used a Hex Cut Gem and Mythical Emerald Cut Gem for the models.

This was the first time working with Gems or Diamonds, so I found out the best way to approach this was using Blender, and a “Diamond Shader” which was the Glass BSDF Material, and found specific IOR Values that would work. I then rendered using Blender Cycles, which was my first time thoroughly using Blender overall.



3D Crossfire & Team Logos

My first assignment given from my OJT under Smilegate.

I was tasked to create 3D Logos of the Game Crossfire and the Team Logos in two materials Worn Gunmetal and Chrome. The Chrome Models have been subdivided to give the sleek reflective look, and with the work of HDRIs.

All models (after texturing) were imported into Marmoset Toolbag 5 for rendering.

Demon Mari (Speed Demon) - Mad Max (Post Apocalyptic Car)

Spring Semester 2025 - Final Project

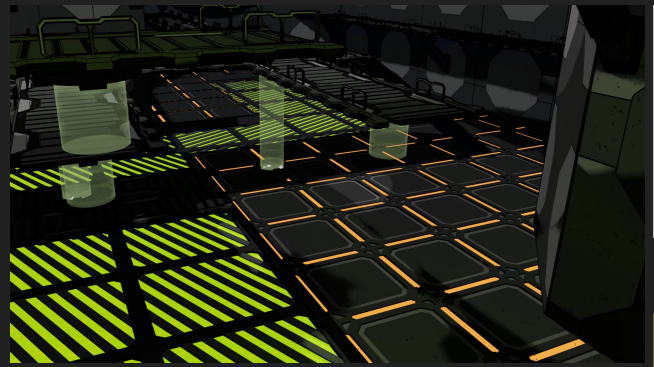
HDRI Credit: Greg Zaal - PolyHaven

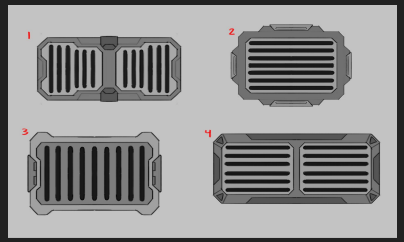
Modeled in Maya using Kitbash parts (manually optimized).
Textured in Substance Painter and Rendered in Marmoset Toolbag 5.

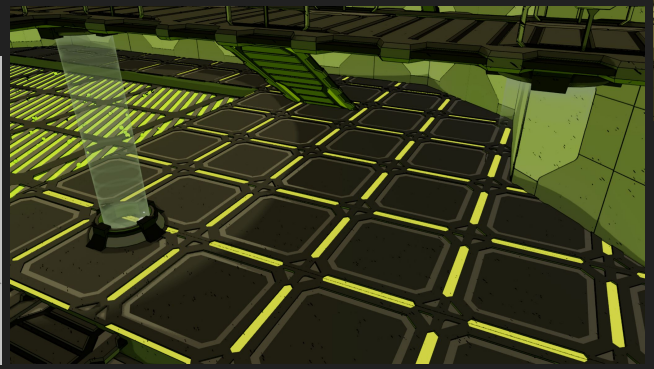
Used an HDRI for the skybox and a shadow catcher for Beauty Render.

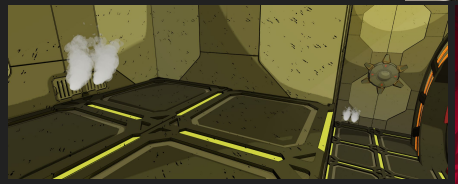
Game: Blood - Collaborative Project/ Studio X (Part 1)

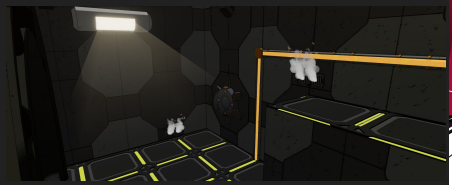
Spring Semester 2025 - Full Term Project

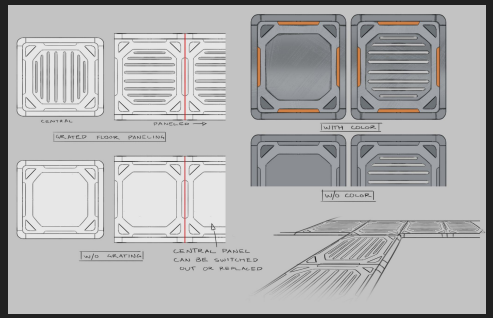


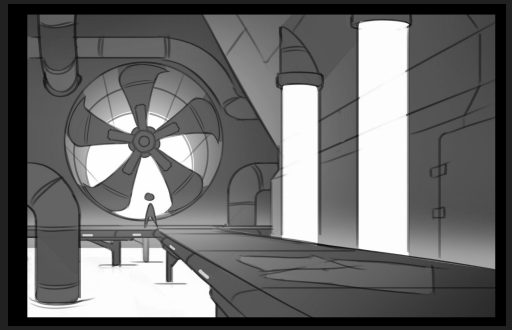


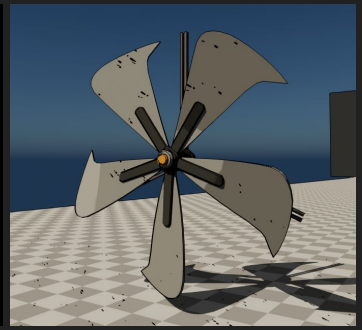












Assigned Role: Environment Artist

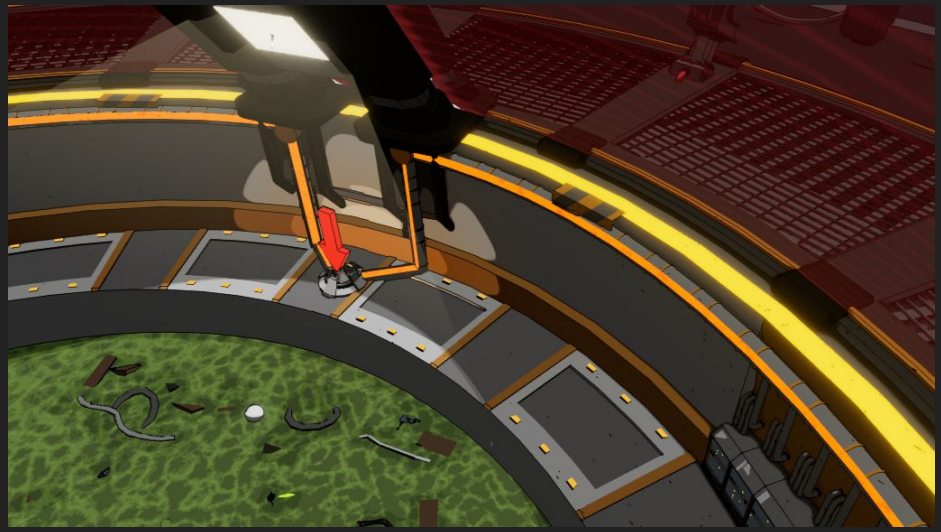
I was assigned to create some modular assets (provided with concepts). I created, floor panels, different types of vent panels and a massive fan blade (which wasn't implemented) The floor panels were revisited for a color change in the material.

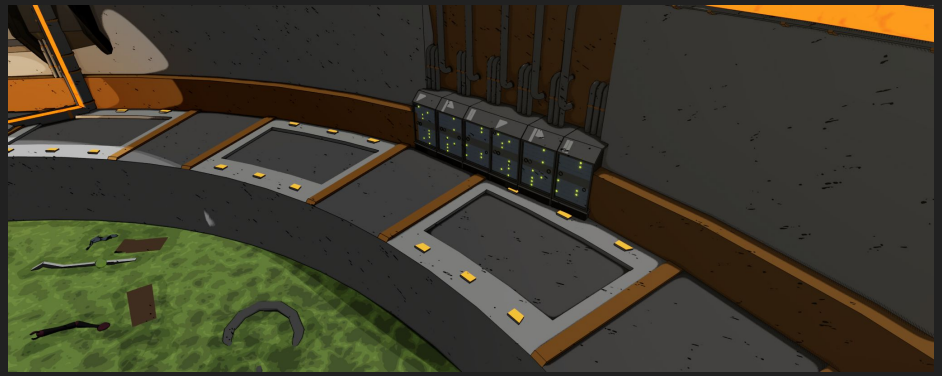
These were all modeled in Maya, and imported into Unreal Engine 5.

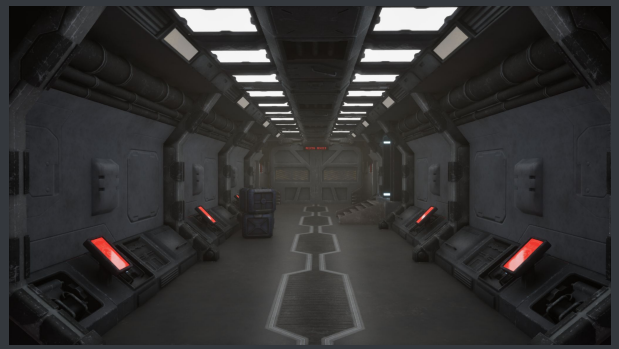
Game: Blood - Collaborative Project/ Studio X (Part 2)

Along with being assigned creating assets. I was tasked to revisit existing models already implemented for color changes, model improvements to ensure flush geometry, artstyle uniformity and visual cohesiveness.

Apart from the floor panels being recolored, the grinder floor was recolored & remodeled so it doesn't intersect with the grated floor, and the ceiling pipes were colored to a more muted palette so it doesn't distract the player.








Industrial Sci-Fi Corridor

Spring Semester 2025 - Midterm Project

Original Concept made by Bart Koch.

Modeled and Improvised the scene, textured everything in Substance Painter and gathered everything in Unreal Engine. (Uses Modular parts, and followed an environment art pipeline.)

Hydro Ray Blaster/Gun

This was a piece accepted at the Academy of Art Spring Show 2025. (More details on my portfolio - joshuaarora.com)

Spring Semester 2025 - Midterm Project

Original Concept was made by Greg Broadmore

Modeled in Maya, Textured in Substance Painter, and rendered in Marmoset Toolbag 5.

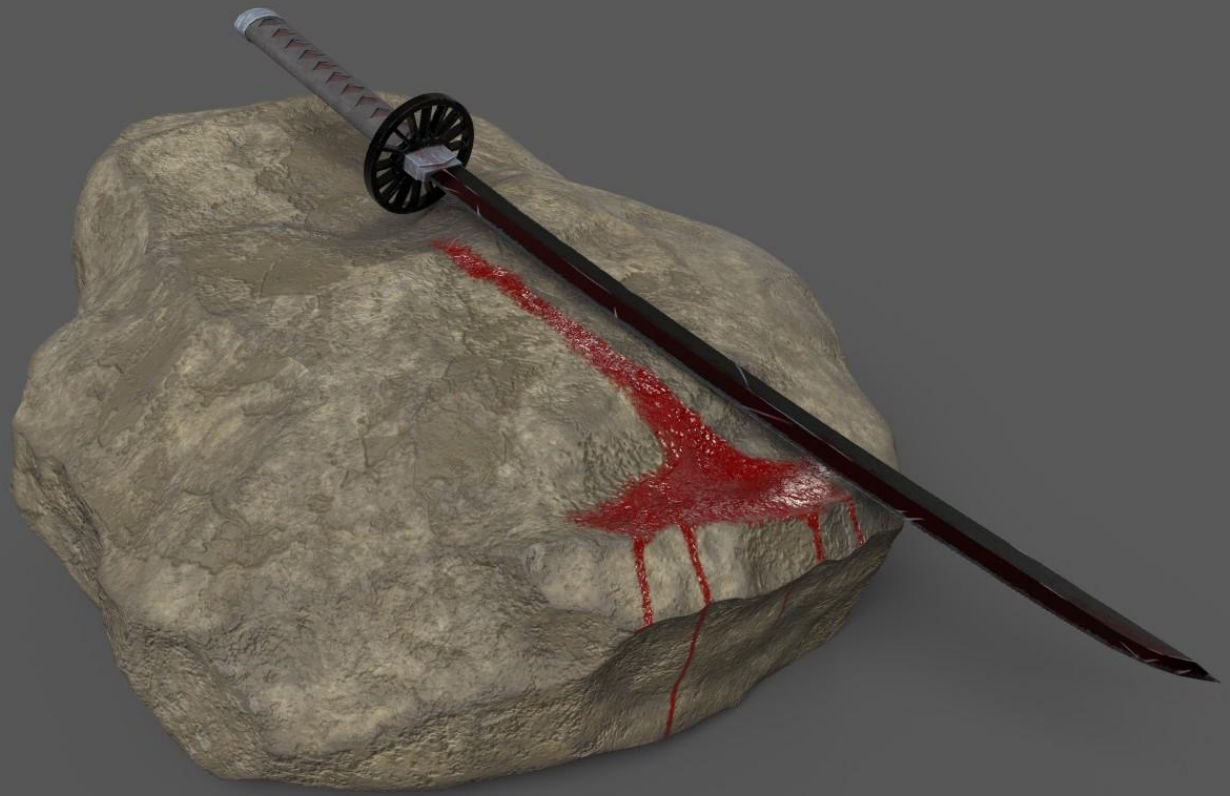
Japanese Sword & Stone

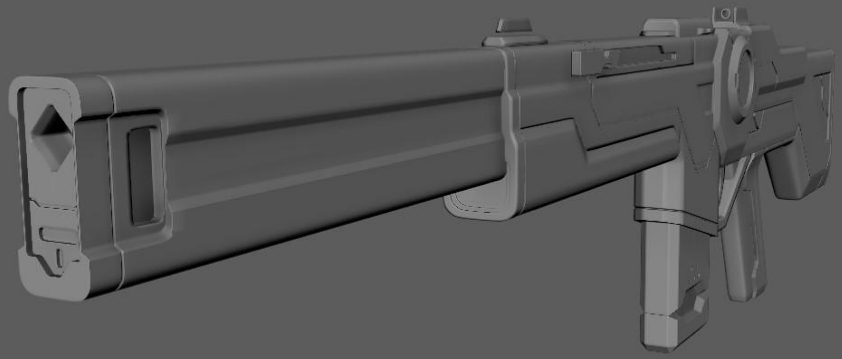
Spring Semester 2024 - Midterm & Final Project

This project was to construct a sword lodged in a stone.

Sword was modeled in Maya, Stone was sculpted in Zbrush. Textures were done in Substance Painter and Rendered.

Uses the High to Low Pipeline. (Sculpted High High mesh baked onto decimated Low Mesh, for both the Hilt of the Sword and the Stone itself.)





3D Modeled Gun - Phantom

Spring Semester 2024 - Final Project

This project was to model out an existing gun model and reconstruct it. I chose to model the Phantom (specifically the Zedd Phantom Skin) from Valorant.

Gun was modeled in Maya and subdivided in Zbrush.

This was a school project and a current work in progress.

Medieval Portal

Joshua Arora

Fall Semester 2023 - Midterm & Final Project

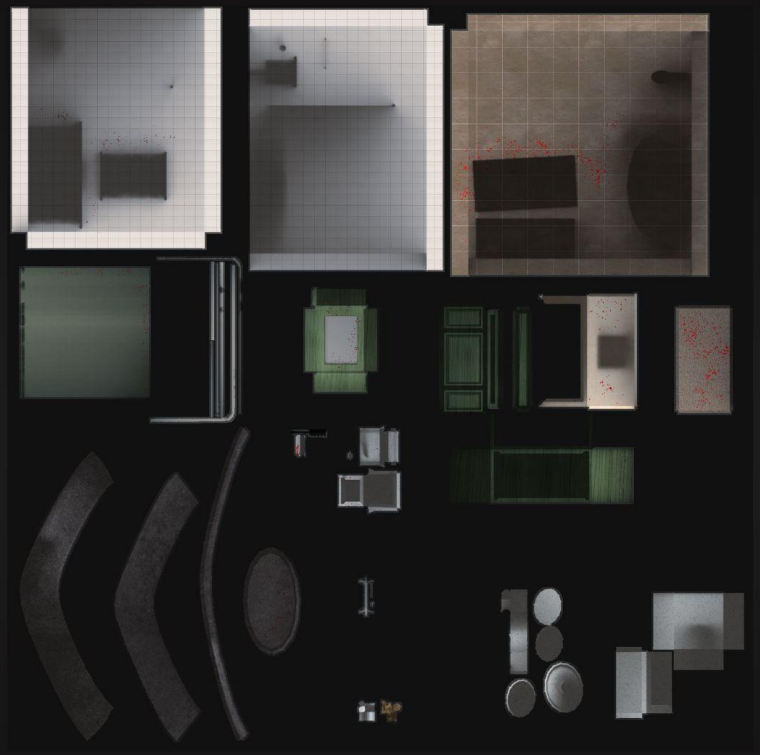
This project was to create a medieval based object (like a ruin, pillar, etc.) I chose to base it on a portal.

Model was sculpted in ZBrush, colored then rendered in the app. There is a rendered video turntable on my portfolio website. (joshuaarora.com)

Horror Bathroom Scene

Joshua Arora

Poly Count: 2376 Tris



2048x2048 Diffuse

Spring Semester 2023 - Midterm Project

This project was to construct a scene with a theme. I chose the scene to be based on horror.

Model was constructed in Maya, UV Mapped. Textured using Photoshop.

This was rendered in Maya, using the imported textures from photoshop and using a point light.

Medieval House

Fall Semester 2021 - Final Project

This project was to construct a Medieval House over the course of 4 Weeks.

Model was constructed in Maya, colored with materials. It was also rendered in Maya, with variations using a curved plane, directional/area lights at 3 points and a skybox version.