



3D Artist - Portfolio

Joshua Arora



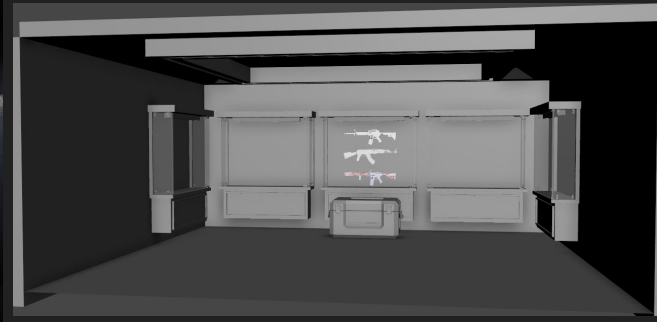
Environments

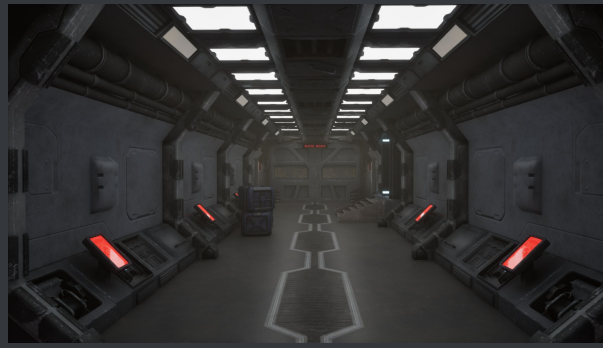
A dark, industrial sci-fi corridor with a high ceiling and complex piping. The floor has a hexagonal pattern. On the left, there's a control panel with a red screen. In the center, a blue container with a radiation symbol is visible. On the right, another control panel with a red screen is present. In the background, a door is labeled 'ACCESS DENIED' in red. The word 'Environments' is overlaid in large white text in the center.

Gun Room - Crossfire

This was my biggest assignment at my OJT (On the job training) 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 made high 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.





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.)

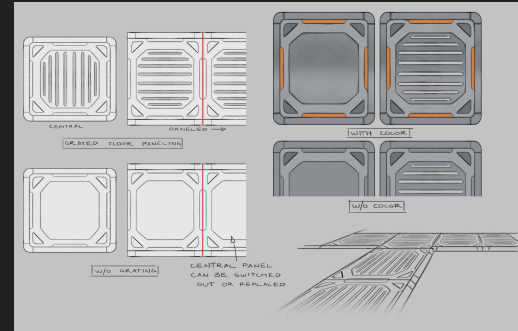
Game: Blood - Collaborative Project/ Studio X (Part 1)

Spring Semester 2025 - Full Term Project

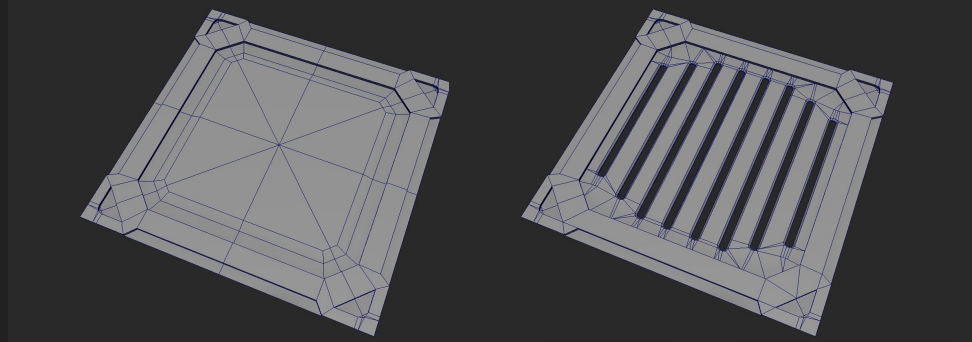
3D Model - In Engine:



2D Concept:



3D Model - In Maya (Normal & Grated):



Assigned Role: Environment Artist

I was assigned to create some modular assets (provided with concepts). I created, floor panels, different types of vent panels. The floor panels were revisited for a color change in the material. These were all modeled in Maya, and imported into Unreal Engine 5.



Normal Polycount - 352 Tris
Grated Polycount - 842 Tris

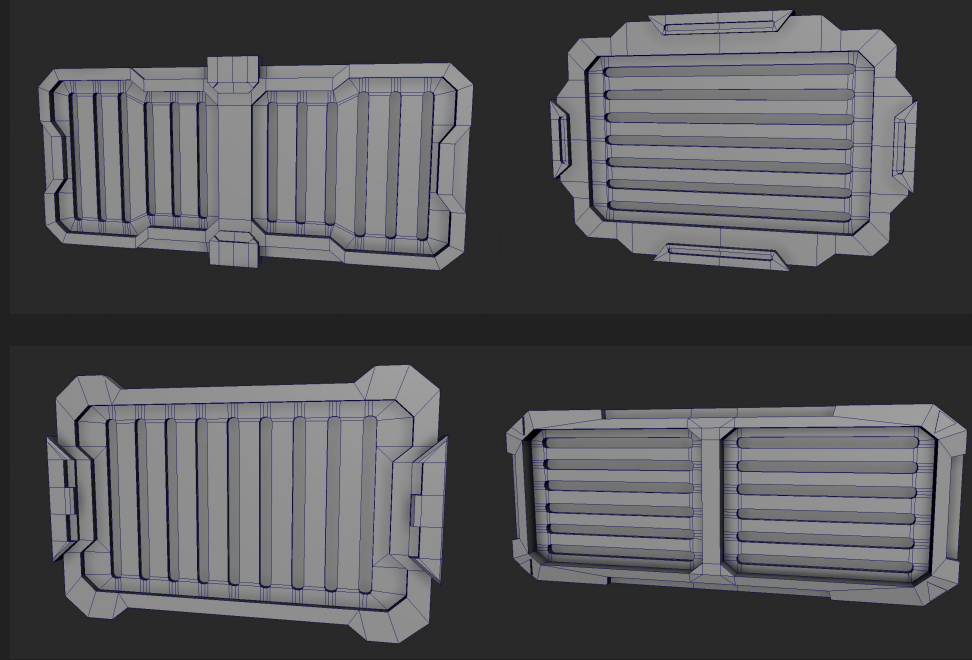
Game: Blood - Collaborative Project/ Studio X (Part 2)

Spring Semester 2025 - Full Term Project

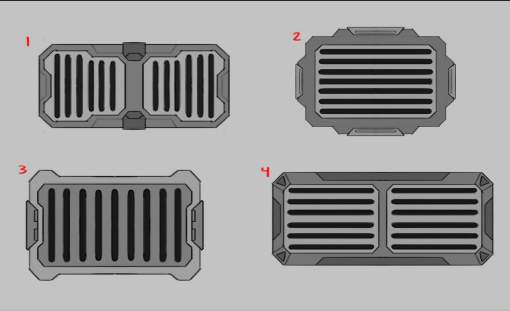
3D Model - In Engine:



3D Model - In Maya:



2D Concept:



Assigned Role: Environment Artist

I was assigned to create some modular assets (provided with concepts). I created, floor panels, different types of vent panels. The floor panels were revisited for a color change in the material.

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

Vent 1 Polycount - 985 Tris

Vent 2 Polycount - 786 Tris

Vent 3 Polycount - 714 Tris

Vent 4 Polycount - 784 Tris

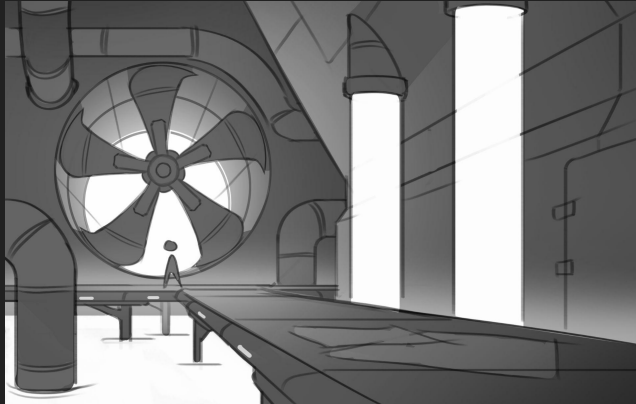
Game: Blood - Collaborative Project/ Studio X (Part 3)

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.

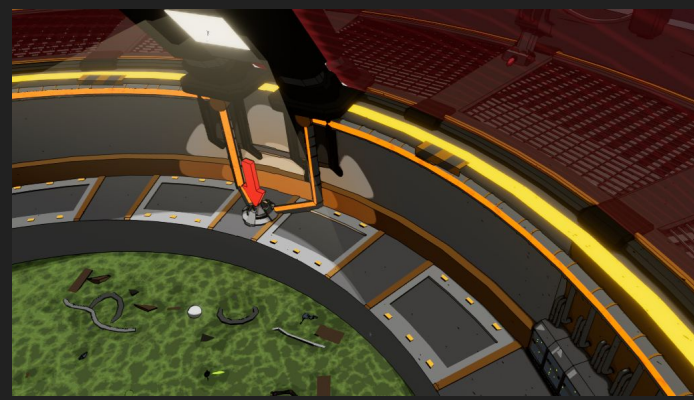
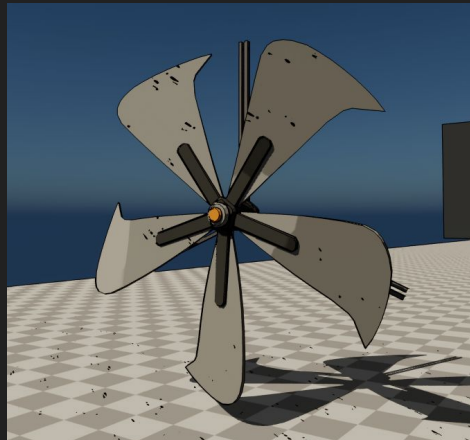
Apart from the floor panels being recolored, the grinder floor was recolored & remodeled so it doesn't intersect with the grated floor, and the ceiling pipes were colored to a more muted palette so it doesn't distract the player.

Additionally I modelled a massive fan blade. (which wasn't implemented).

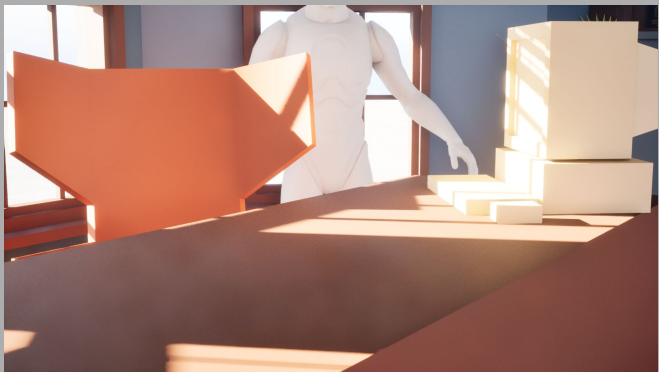
2D Concept:



3D Model:



Office Project - Environment Project (WORK IN PROGRESS)



Part of a full term project for my last semester at AAU under an Environment Modeling Class.

This is a scene I am working from an existing 2D Concept. I wanted to use this project to push my artistic skills and technical skills to create a proper lived in interior environment and bring it towards completion.

2D Concept / Reference:





Props & Models

Hydro Ray Blaster/Gun - 1



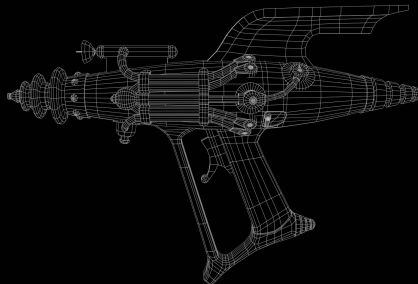
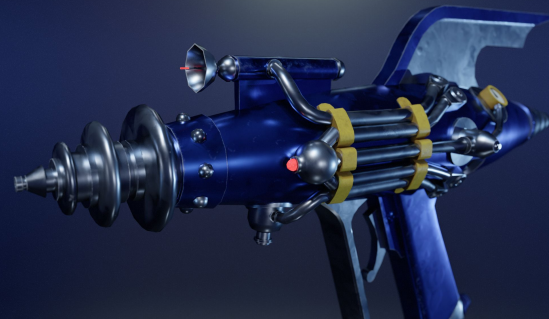
This was a piece accepted at the Academy of Art Spring Show 2025. (More details on my portfolio - joshuaarora.com)

Poly Count - 16118 Tris

Spring Semester 2025 - Midterm Project

Original Concept was made by
Greg Broadmore

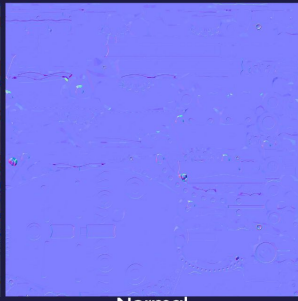
Modeled in Maya, Textured in Substance Painter, and rendered in Marmoset Toolbag 5.



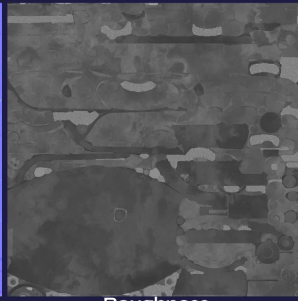
Hydro Ray Blaster/Gun - 2



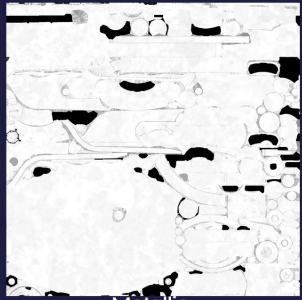
Base Color



Normal



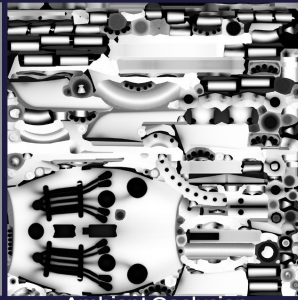
Roughness



Metallic



Height



Ambient Occlusion



Emissive



Demon Mari (Speed Demon) - Mad Max (Post Apocalyptic Car) - 1

Poly Count - 253,800 Tris



Spring Semester 2025 - Final Project

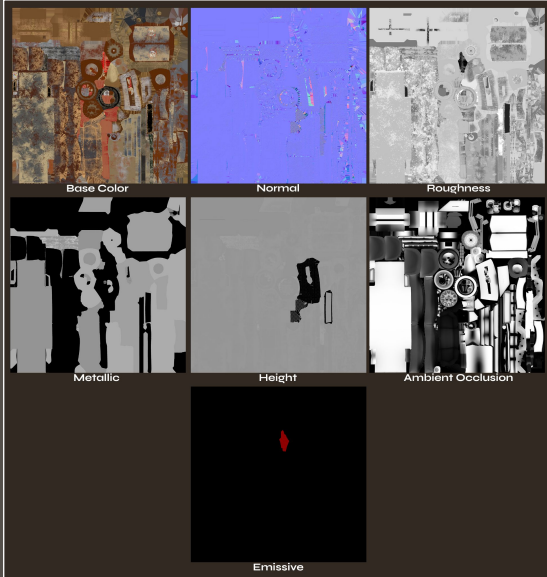
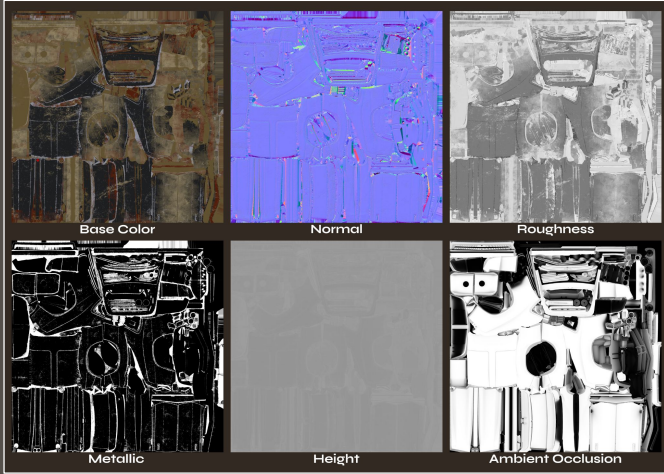
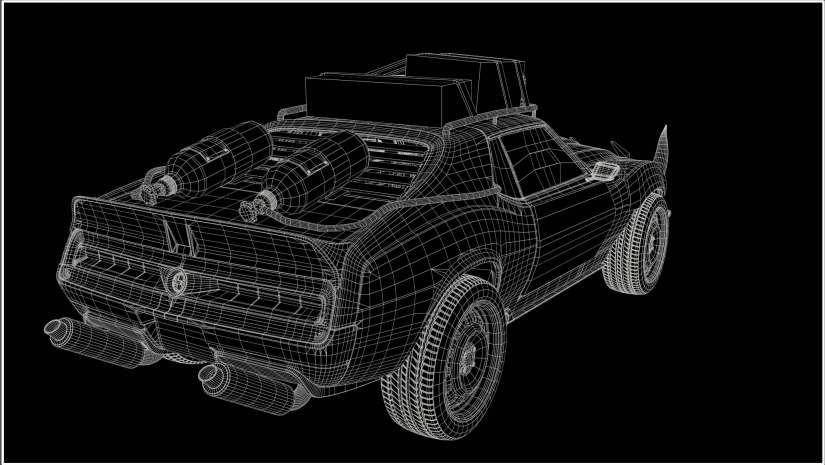
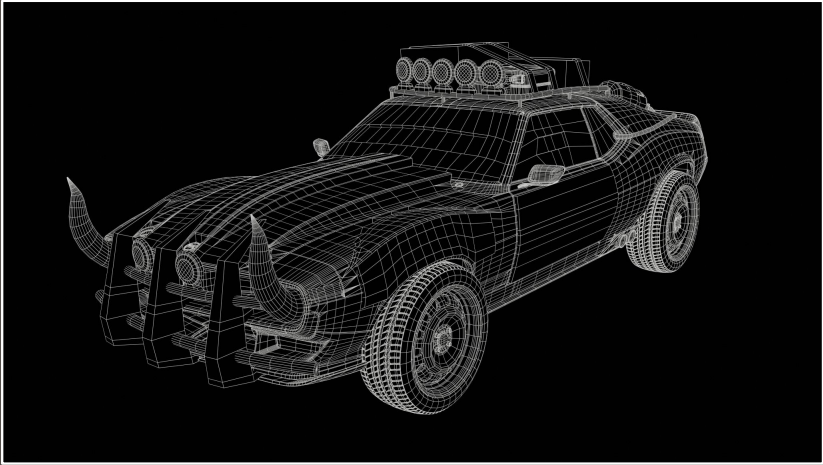
HDMI Credit: Greg Zaal - PolyHaven

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.

Demon Mari (Speed Demon) - Mad Max (Post Apocalyptic Car) - 2



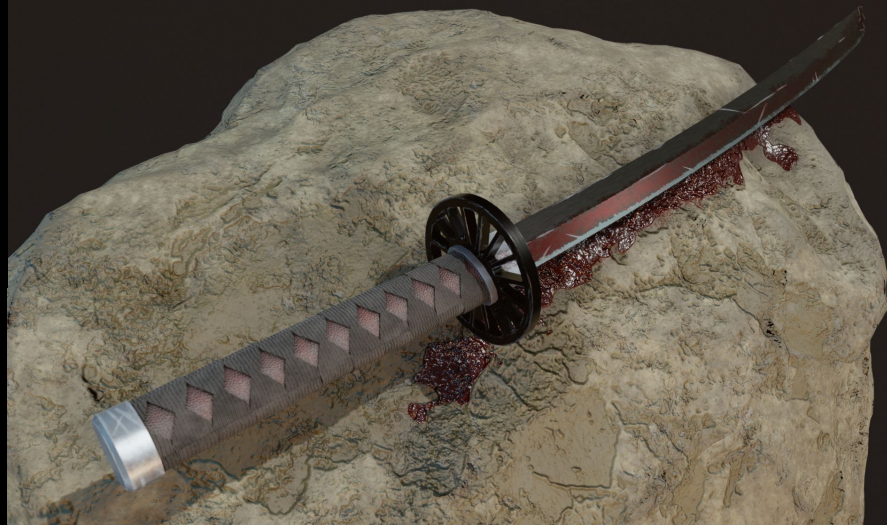
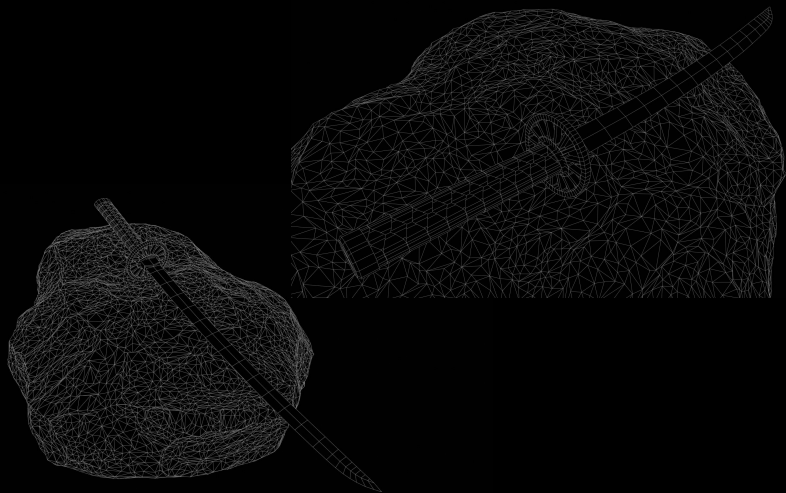
Japanese Sword & Stone 1

Poly Count - 9,937 Tris

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. I used 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.)



Japanese Sword & Stone 2

