

GEORGIA MCCLYMONT

BA (H) ANIMATION



"Hi! I specialise in 3D Look Development, but have a passion for all things 3D. Taking inspiration from games like Harry Potter (PS1) and Indie games such as Firewatch and The First Tree, I built a stylised environment and two character models using Blender. I wanted to dedicate time to learning sculpting, and PBR texturing. The story is about a witch who is building a scarecrow body for her husband, Oswald. After graduation, I hope to get into the industry as a 3D Artist! I am currently dedicating time to refining my character modelling skills, as well as learning about game development so that I can make my own game one day. I am particularly interested in narrative driven, first person exploration games and hope one day to release a title!



CONTACT

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