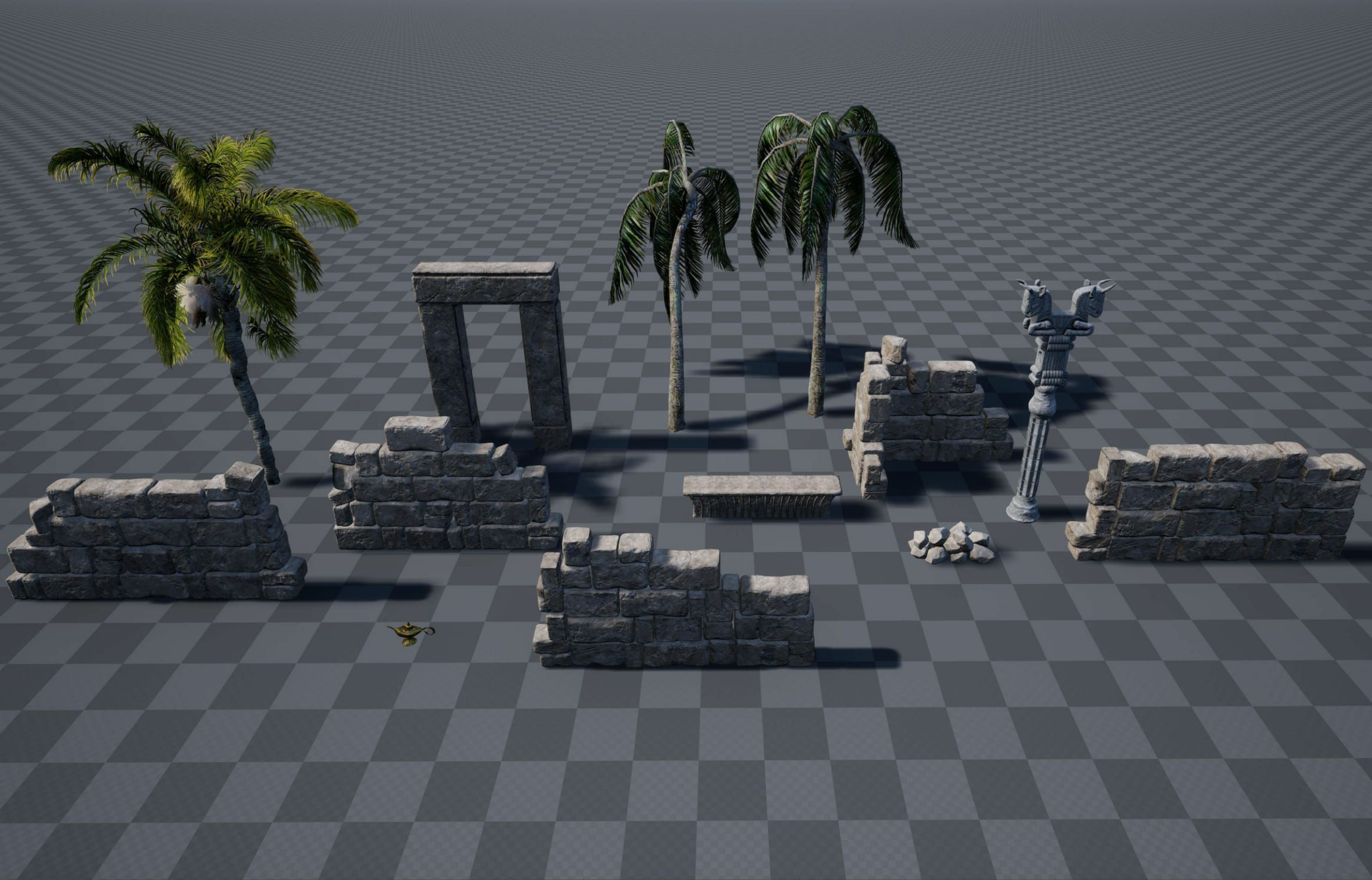


Maxence Petitjean

Student Infographiste 3D & Environment Artist

06.37.55.53.79
petitjeanmaxence31@gmail.com





2048 x 2048

1750 Tris



Basecolor



Normal

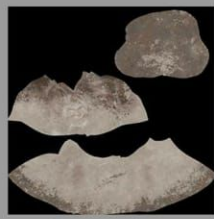


Roughness/AO

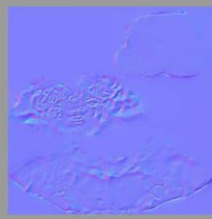


2048 x 2048

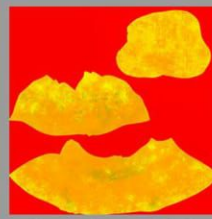
3600 Tris



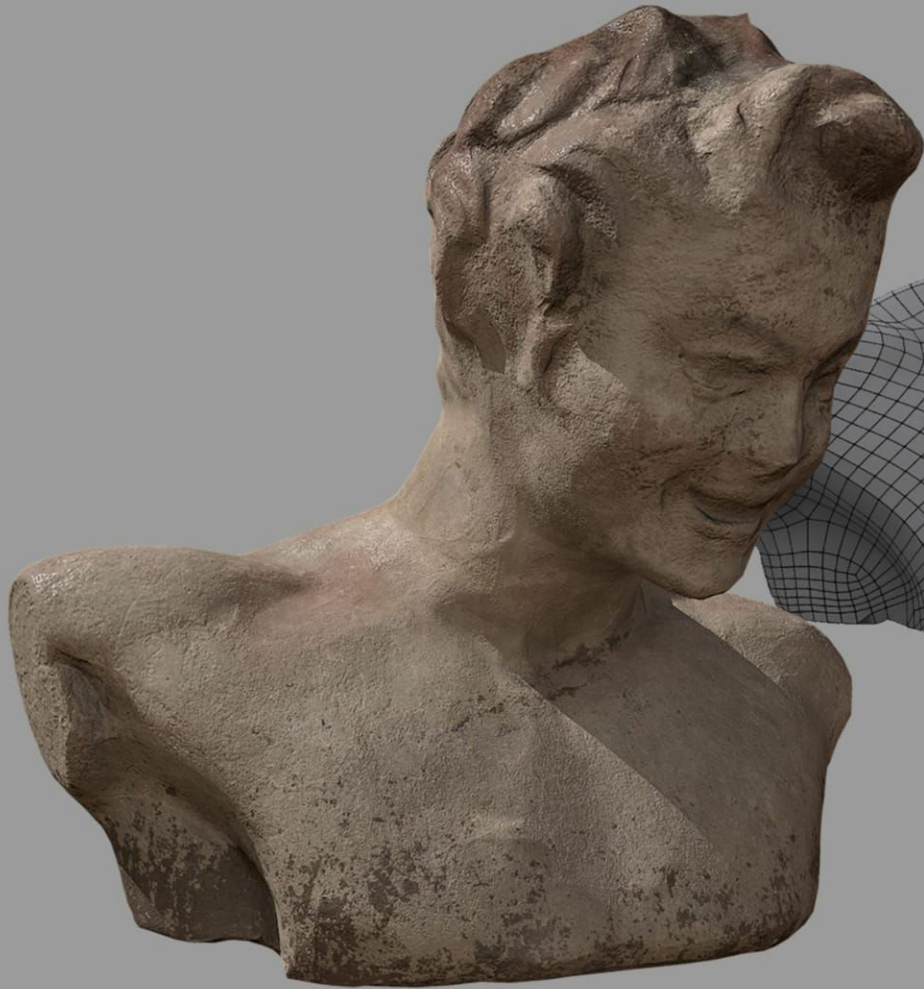
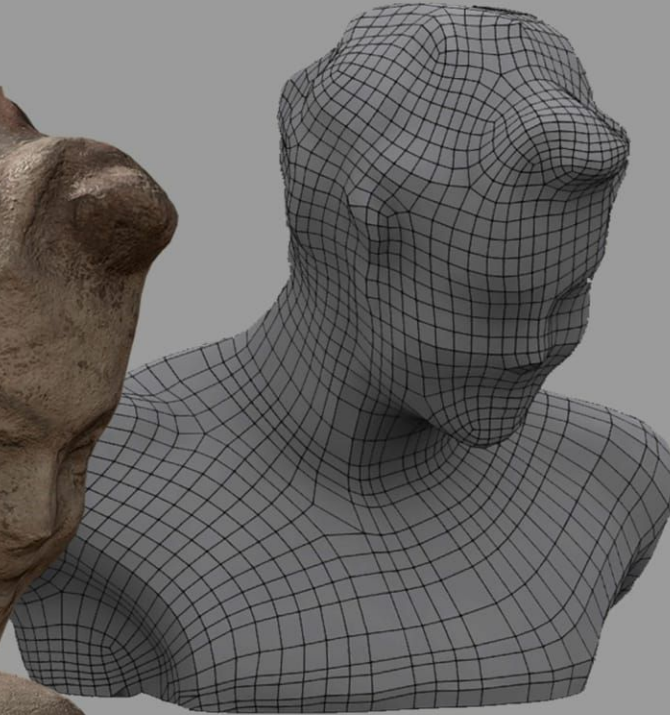
Basecolor



Normal



Roughness/AO

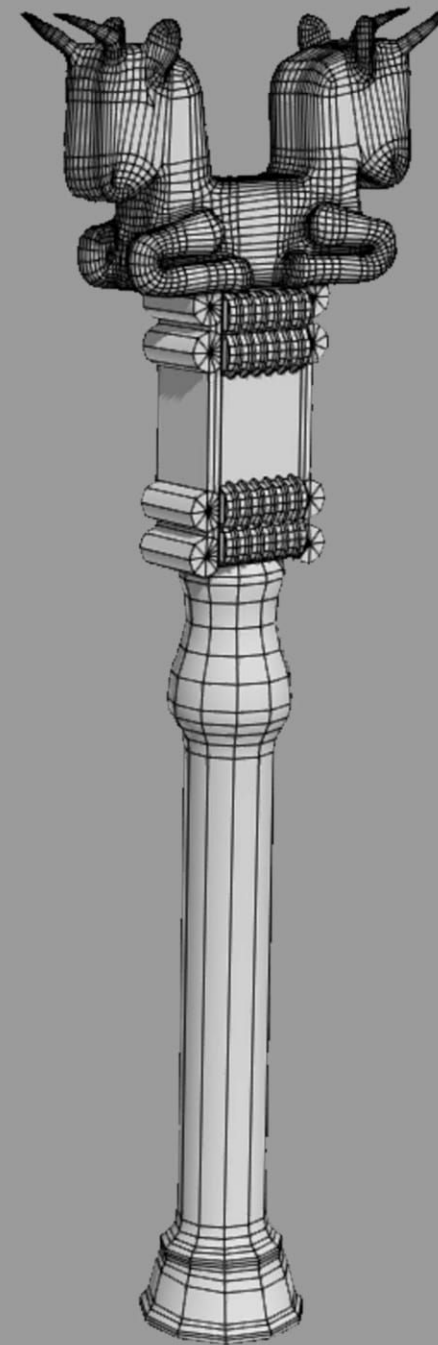


Dungeon Statue - Rendering in Ue4



2048 x 2048

5500 Tris



Column for Aladin Project- Rendering in Ue4

2048 x 2048

3000 Tris



Scooter in Desert - Rendering in Ue4





Texture from Substance Designer - Rendering in Ue4

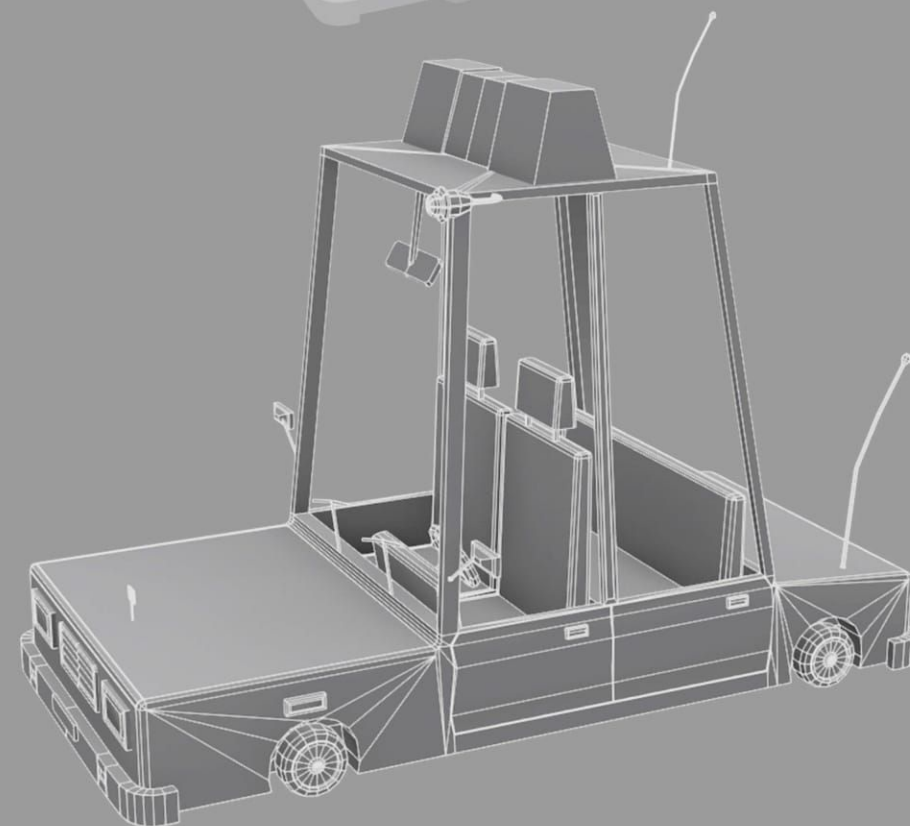
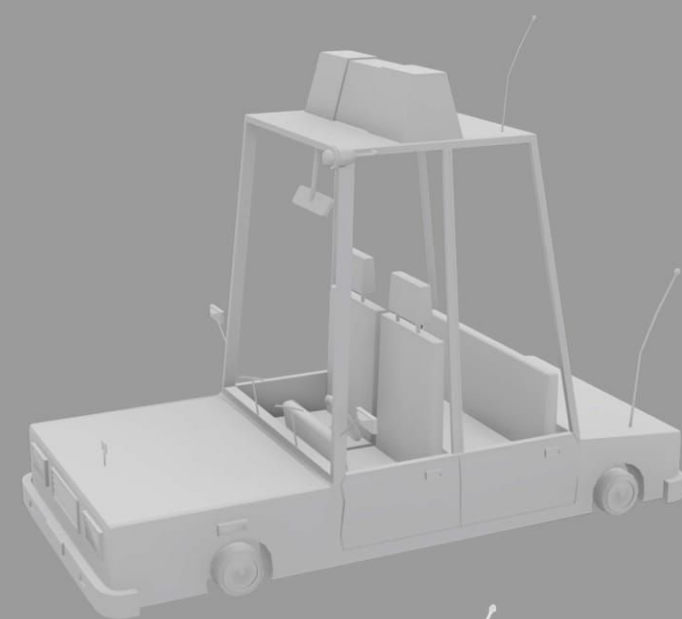


Nature from Substance Designer - Rendering in Ue4



1024 x 1024

2450 Tris



Car from concept of Alexandr Krainuk - Unreal Project



Car from concept of Alexandr Krainuk - Unreal Project



Pirate Environment #2- Unreal Project



Pirate Environment #3- Unreal Project