





Disclaimer: All the projects in the portfolio are made by me. However most (except two) are based on already existing concepts, but made with my artistic flair/vision.
(also they are sorted by date, with the first one being the most recent)



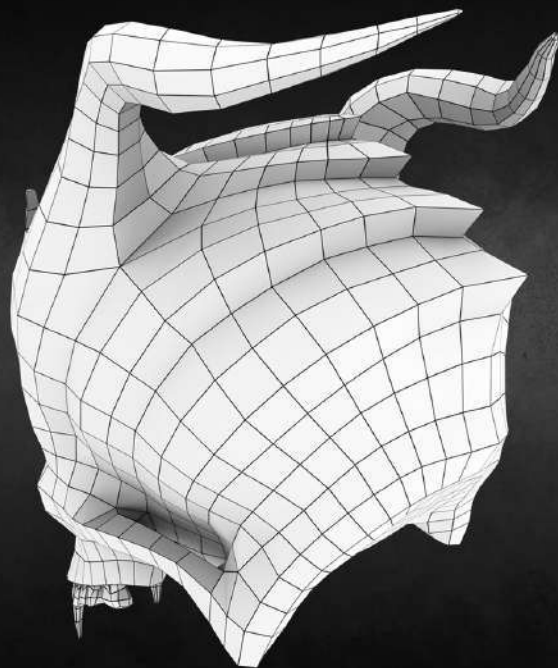
Warlock's Soul Catcher

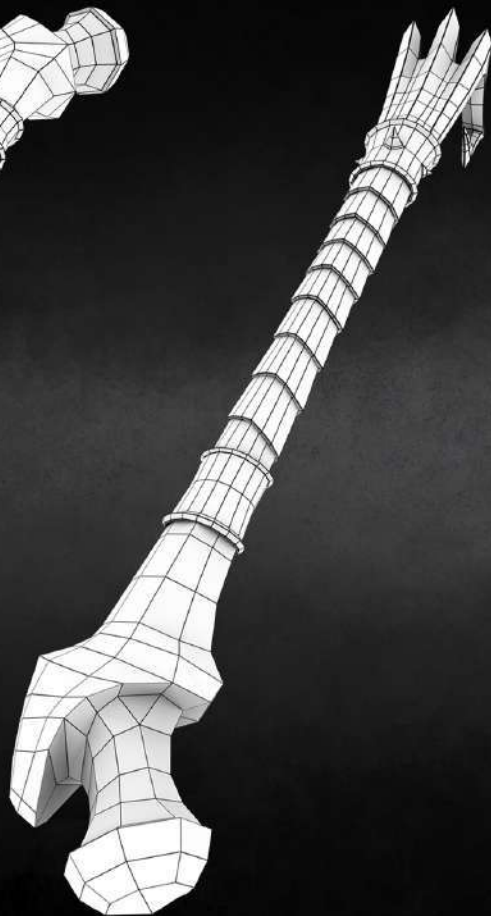
Warlocks are considered one of the most evil characters in most fantasy franchises, as they get more powerful by harvesting souls, and summoning demonic creatures. So this is my interpretation/concept of what a warlock would use as a weapon, and as a way of gathering the souls of their victims. Since most things Warlocks do are ritualistic, I tried to create this piece in a way that it seems the weapon itself is not crafted by a weapon-smith, but by a demonic ritual.

Considering that I am more skilled and confident than when I modeled 'Defensive Spider Unit' (the first project which was made with a concept of my own), I tried to create this project with my own concept again, and this time I am very happy with the results. Although the scale of the project was smaller than some of the others that I have done in the past, it helped me become more skillful than before, and since the concept was of my own, it gave me more artistic satisfaction when it was done than the other projects.





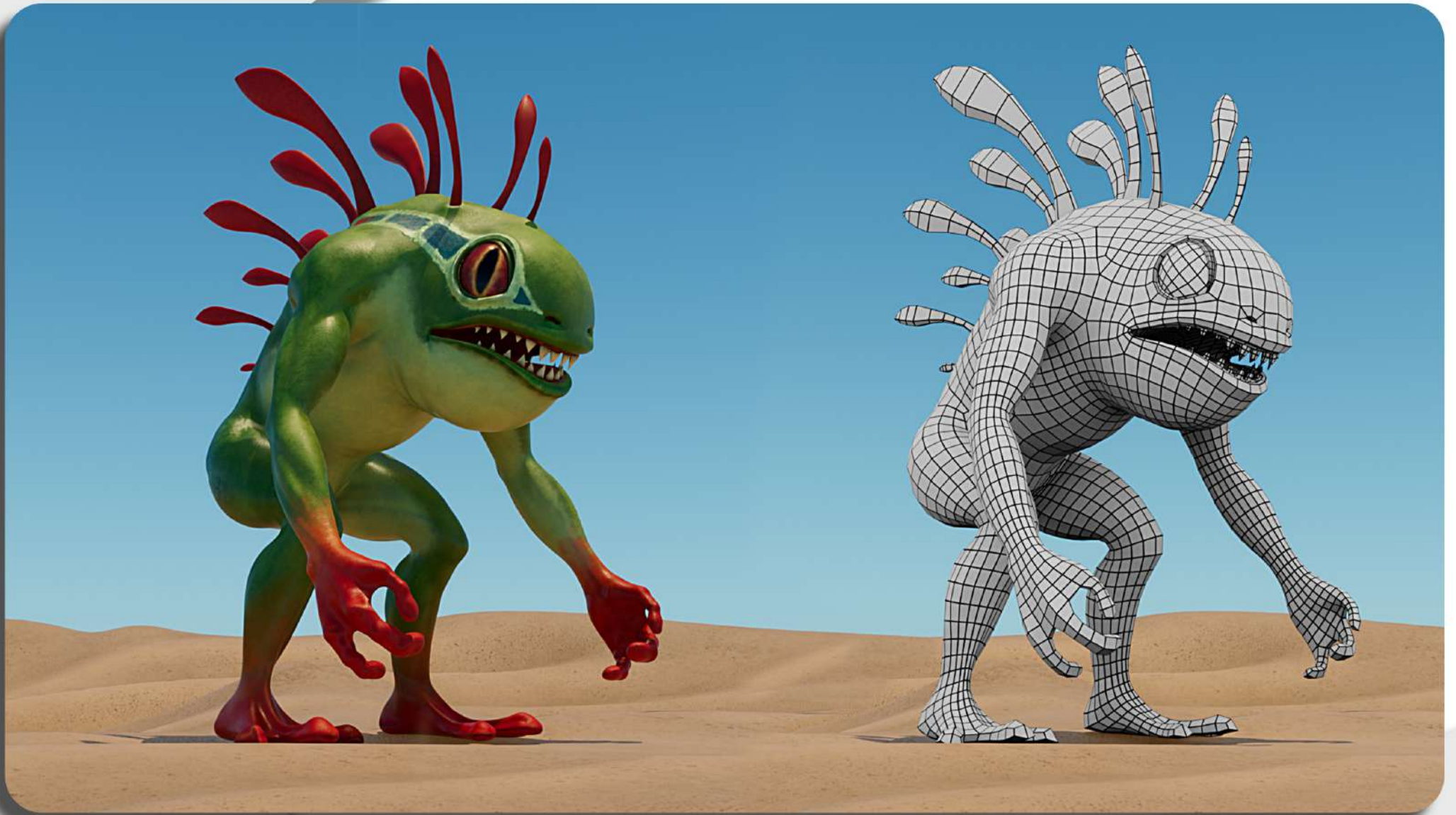


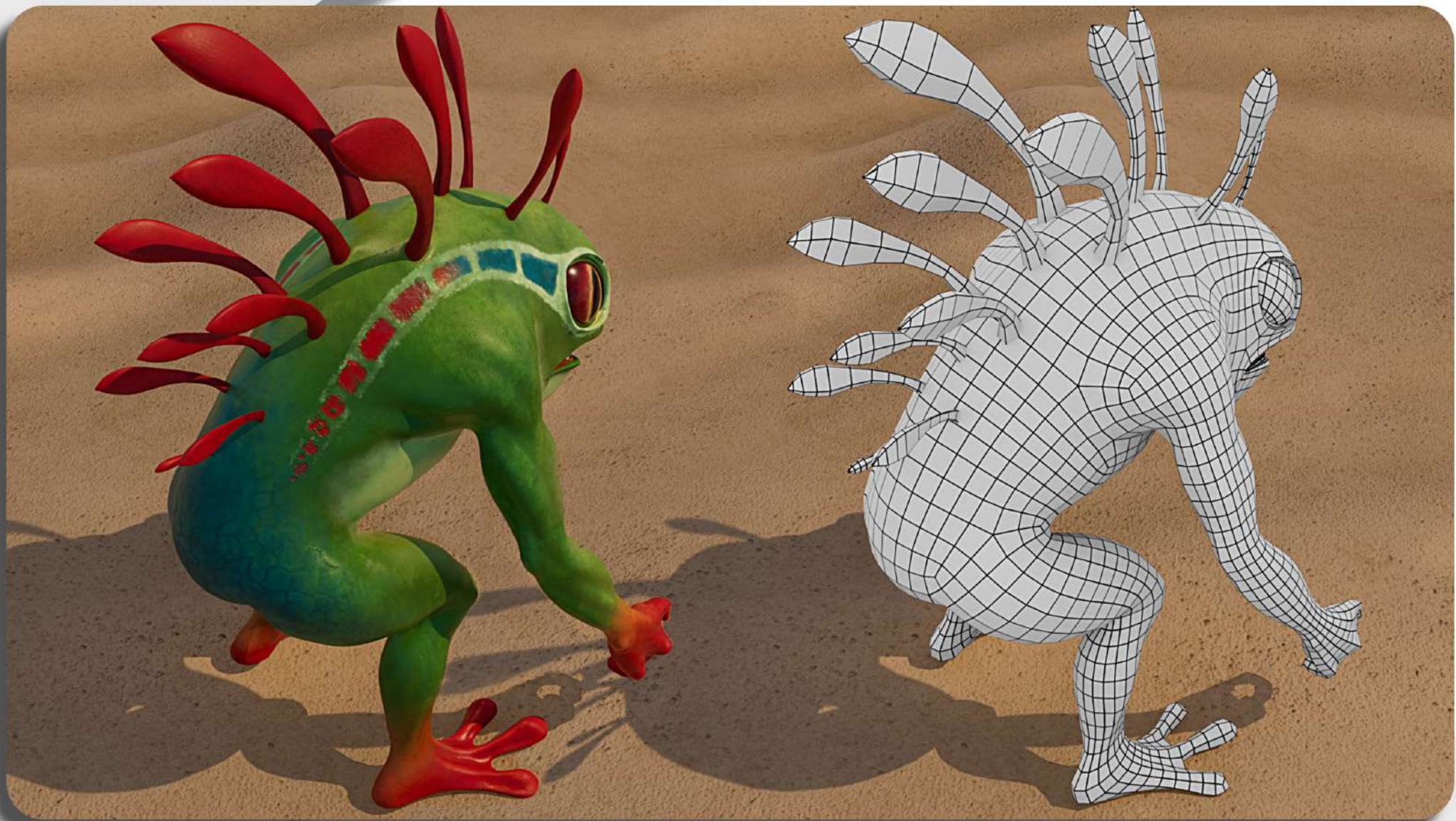




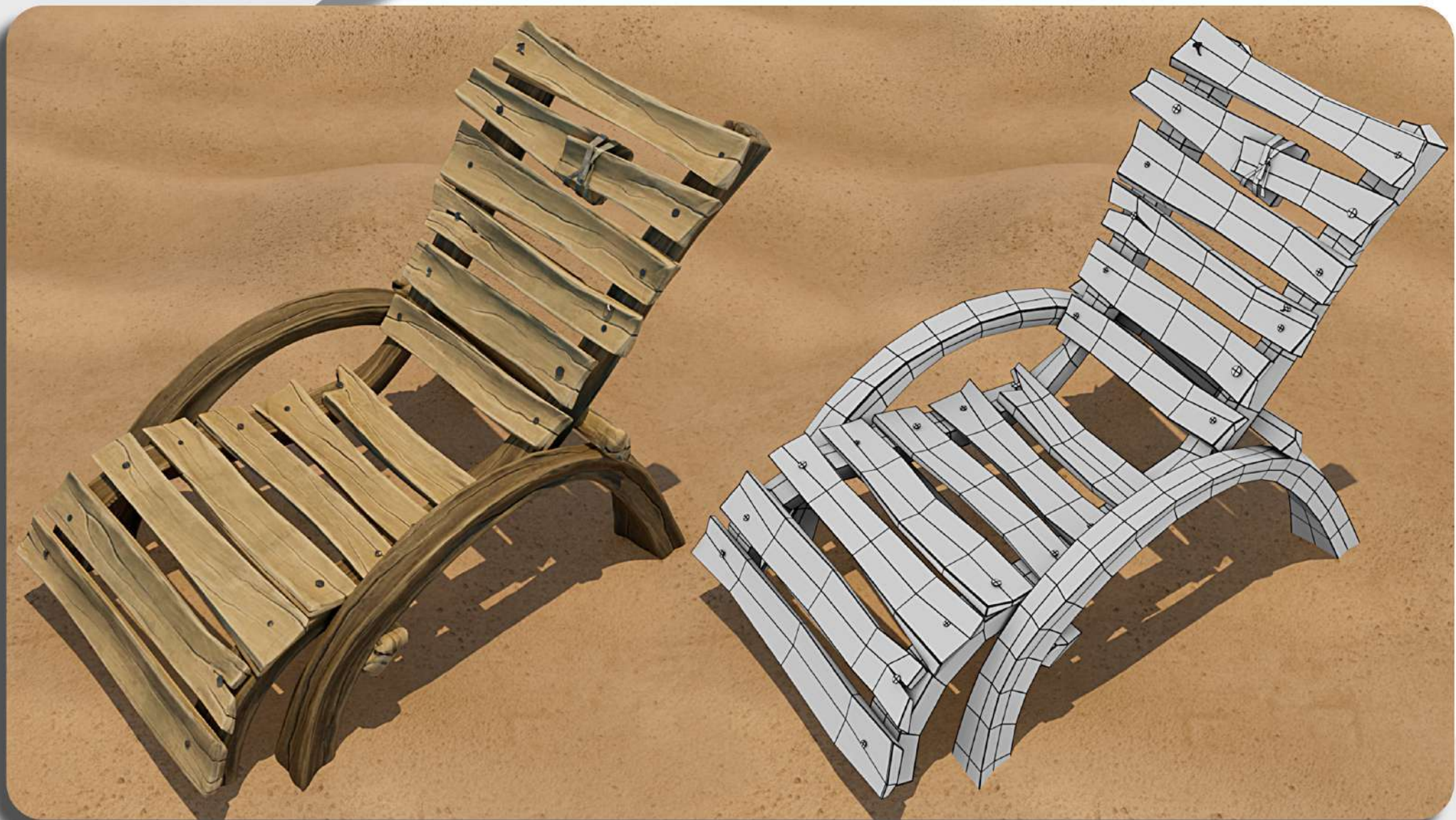
Murlocks

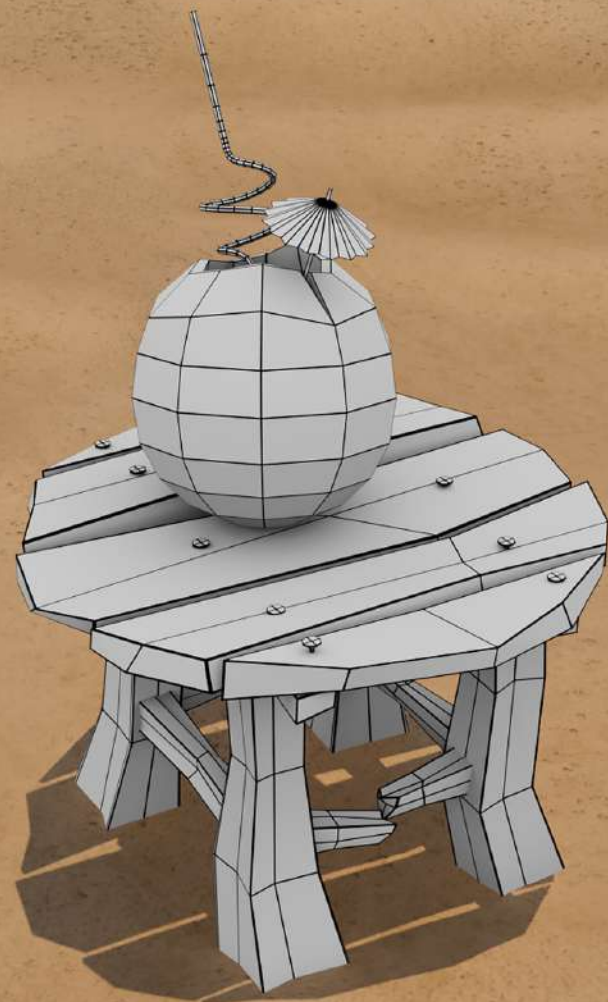
Murlocs (from World of Warcraft) are mostly known as savage and war hungry, but with this project I wanted to show that they might have a softer side that likes to go on vacations, rest, and relax once in a while, and also their primitivity. Additionally that they much rather fight and kill, and are ready for them with slightest provocation. Also for this project I aimed to practice and hone the skills that I knew such as: poly modeling, sculpting, UV mapping, UDIMs, texturing & etc. Although that was not all, and through completing this project I ended up, learning the fundamentals of Rigging, Skinning (which also involved painting the skin weights) and animation. For this, I had to work with ZBrush, Maya, and Substance Painter at the same time which led to some familiarity with the 3D art pipelines of the game and animation industry. Also it is worth mentioning that I created my first short animation for the Murloc ([link at the bottom of the page, with the link to the Rigging set-up](#)). This was not without it's benefits, as I learned the basics of compositing a video, and experimented more with story-telling as well.

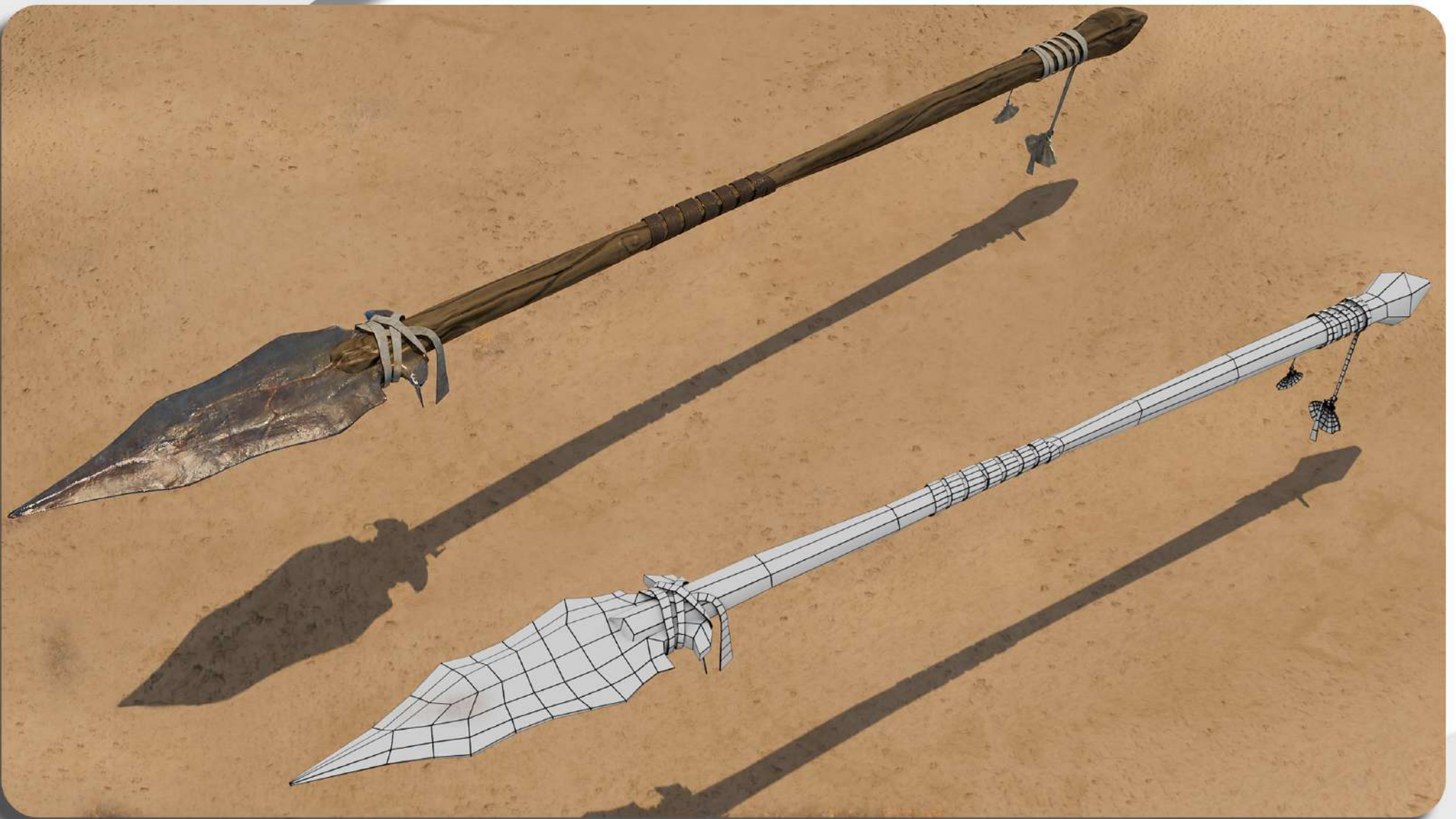












Here are the links to two videos of the project:

A short Animated clip of the project:

<https://www.youtube.com/watch?v=71Jwk4k2xdg>

A video of the rigging setup of the project:

<https://www.youtube.com/watch?v=MD91qcl1yPw&t=63s>

DESTINY 2
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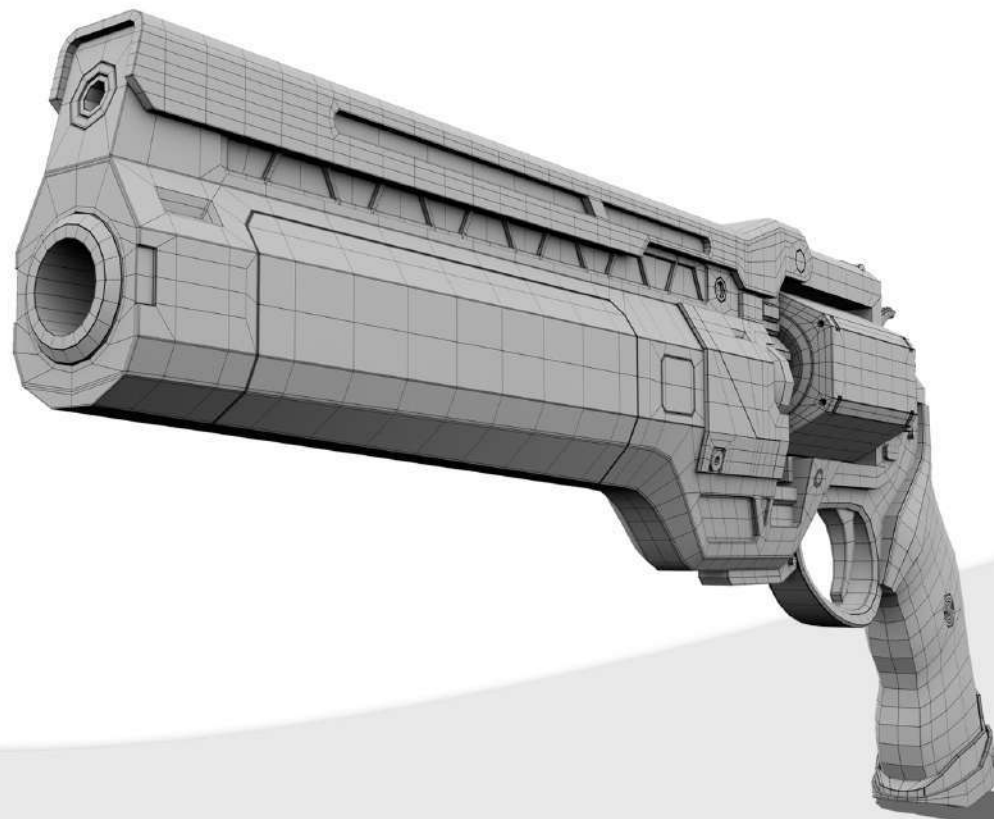


Ace of Spades

Like many other gamers that have played Destiny 2, my favorite expansion of that game has been the Forsaken. So I wanted to pay homage to one of the most impactful and heart wrenching scenes of the expansions which was the death of the Cayde-6 character. That is why I decided to depict his gun on the sad, grimy, and dirty ground, similar to the place where he last fell. On the technical side, Maya is one of the leading 3D art programs and a industry standard. So I tried to hone my poly modeling skills in it by creating the Ace of spades in it. Furthermore, because it is very important for a 3D modeler to learn how to create projects with clean topology, that became my main technical focus with this gun. Also worth mentioning that in the process I had to familiarise myself with UV mapping and UDIMs as well. (concept from Ace of Spades gun, created for the Destiny 2 game by Bungie's art team)







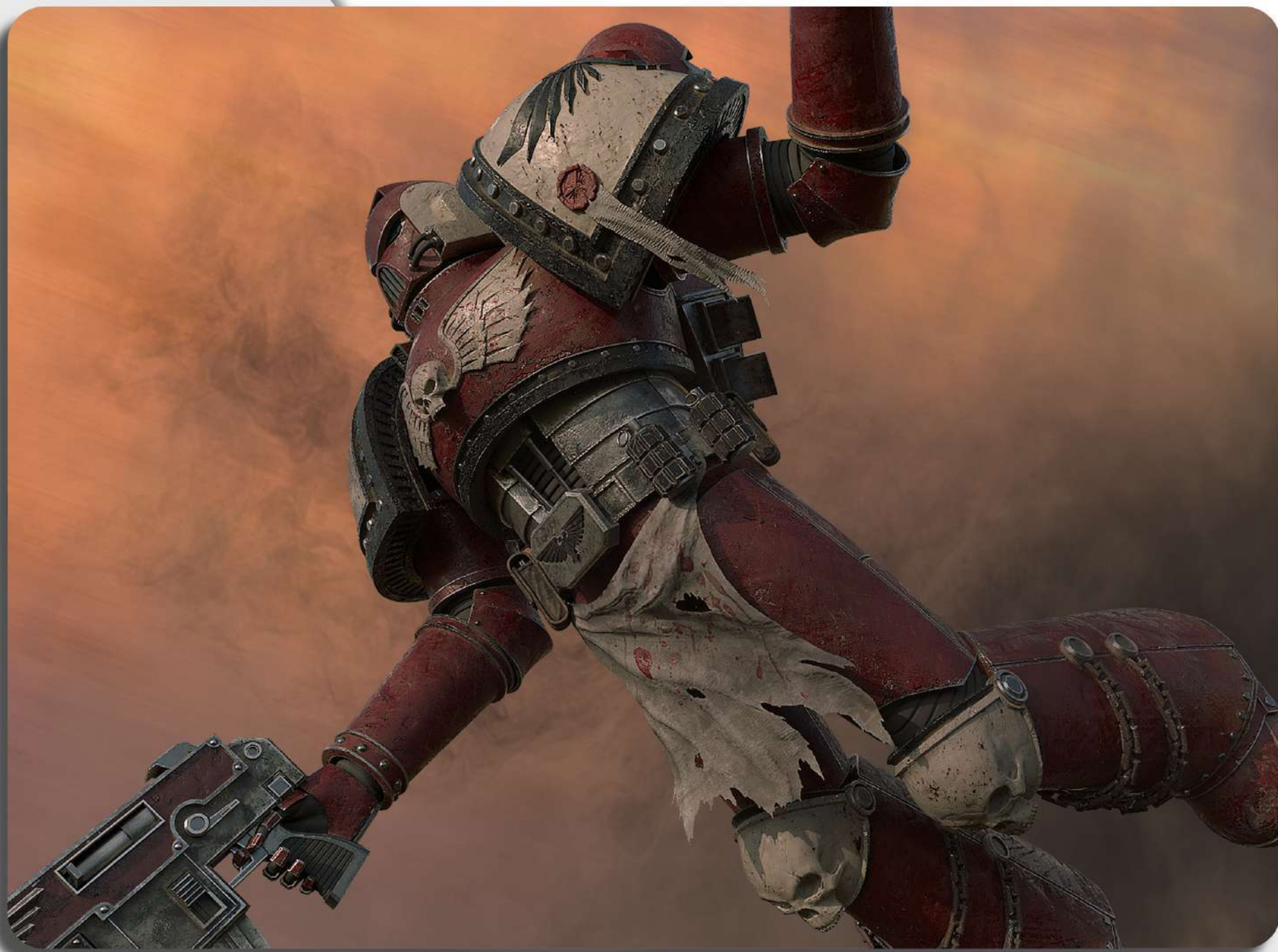


Space Marine

I have been fascinated with the Warhammer 40k universe for a long time, specifically the Space Marines. However I noticed a flaw with most of the designs, especially with the 3D ones. Namely, that most 3D art of them was too clean and smooth which in my eyes is not correct for a battle worn Space Marine

that literally carries a Sawblade (not to mention that a lot of 3D models of Marines had too few parts and details). So with this project I tried to create a Marine with a combination of hard-surface modeling, and organic sculpting (and some cloth simulation added to the mix) with a lot of different, yet connected sub-tools. Moreover I used substance painter to get a more highly detailed, realistic result in my texturing, and used the texturing process as a part of storytelling. Like using grime, scratches, dirt and peeling paint of the armor to emphasise that this space marine has seen war and violence, and the blood on the Sawblade and the armor to show that he has inflicted, and contributed to them himself. (concept from the Warhammer 40000 universe, Blood Ravens)













Cyborg Warrior

The point of this project was to showcase a mostly mechanical, emotionless warrior, that knows only war and violence. With this project I tried to learn some of the more sophisticated tools of ZBrush to create a hard-surface model. Then exported the raw final result to Keyshot to get better results in texturing, and finalised in photoshop. (concept by Richie Jon Mason)



Also here is a link of the project's turn-table:

https://www.youtube.com/watch?v=0U3OFpVN4_g

V-Rex

As my first project in the realm of character design, I tried to depict the V-Rex from the King Kong movie (the 2005 version), to show how menacing and threatening this beast was. For the technical side, as this was my first project, I tried to learn the fundamentals of digital sculpting with ZBrush by modeling the V-Rex.





Also here is a link of the project's turn-table:

<https://www.youtube.com/watch?v=MdHM0xXucJI>



Defensive Spider Unit:

This was my first attempt to create a create a project with my own concept. That concept being the creation of a mechanised unit for a sci-fi game setting, produced in mass scale, to patrol the passages and guard the entrances. However due to a lack of experience, I could not visualise the concept fully as I wanted to. So this will be another project that I will remake in the future.



Here's a link to the project's turntable:

https://www.youtube.com/watch?v=86PBQFpH_C8



Anubis

The artistic goal of this piece was to bring out the mystical and unique features of Anubis to life, and visually show how he could be the god of afterlife. Also The technical goal of this project was to practice facial and body, muscle structure, and try to get a realistic skin-tone, and texture.

However, I did not satisfy my own expectations, and I will be revisiting Anubis in due time to do him justice.

(concept from my favorite mythological character, the Egyptian god of afterlife, ritualistic burial, and mummification.)

**Hope this was an enjoyable review. For a better look at the renders, please visit my website
at: <https://ali-karimi-portfolio.webador.com/>**

Thank you for your time.