



Owen Li

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Demo Reel Shot Sheet



Daisy

Tools Used: Maya, Substance Painter

I modeled, rigged, and textured a character made by @daisysockss.



Swimsuit Girl

Tools Used: Maya, Substance Painter

I modeled and textured a character based on an illustration by Vanessa Morales.



Haunted Dollhouse

Tools Used: Maya, ZBrush, Substance Painter

I created a 3D environment based off an AI generated image. Maya and ZBrush were used to model and retopologize, and Substance Painter was used to create normal maps.



Hidden Planning Room

Tools Used: Maya, Substance Painter

I modeled and textured a 3D environment based off an illustration by Jian Zhi.