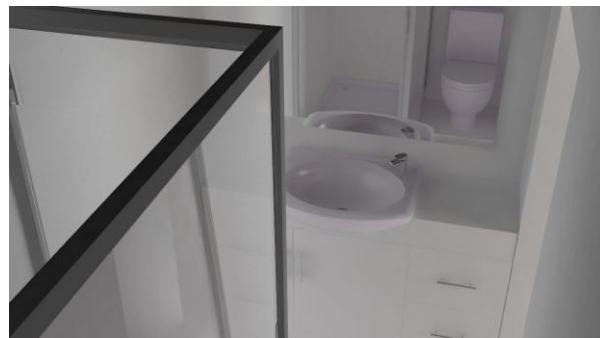
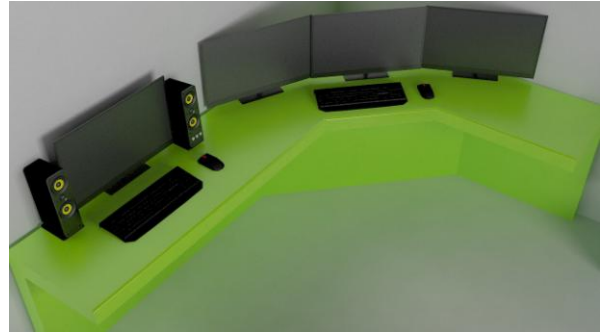
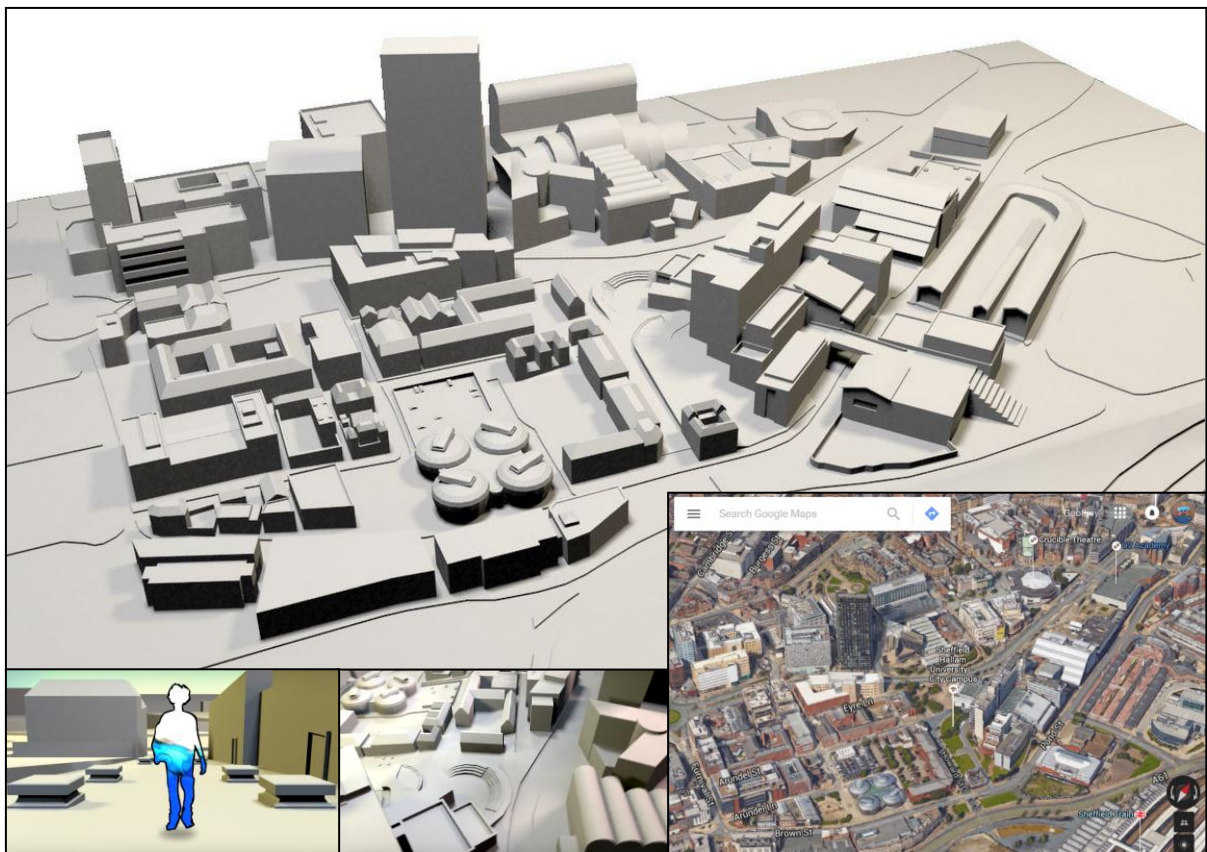


Geoffrey Ledger – 3D & VFX Portfolio

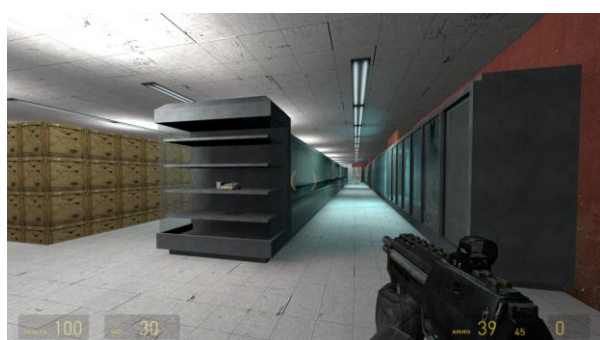
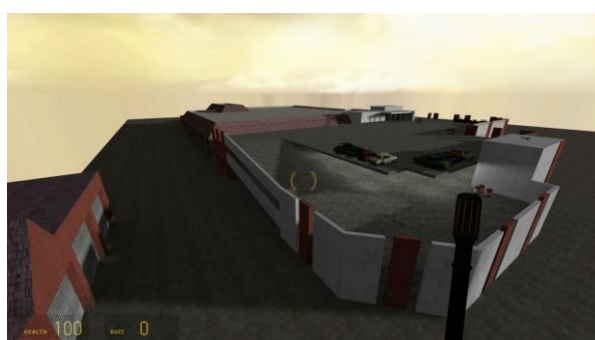
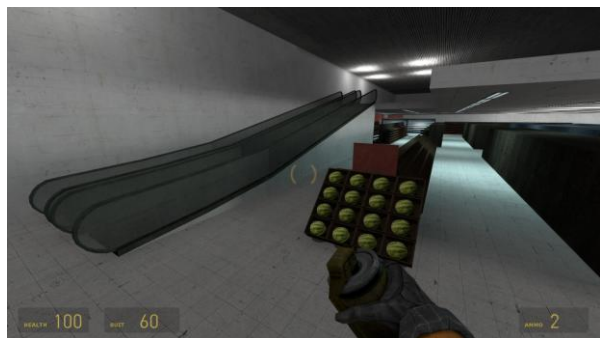
Bedroom Design – 3DS Max, V-ray



SHU Ident – Re-modelled Sheffield Uni City Campus – 3DS Max, V-ray, After Effects
Watch Here - <https://youtu.be/MzX-MWSoAwU>



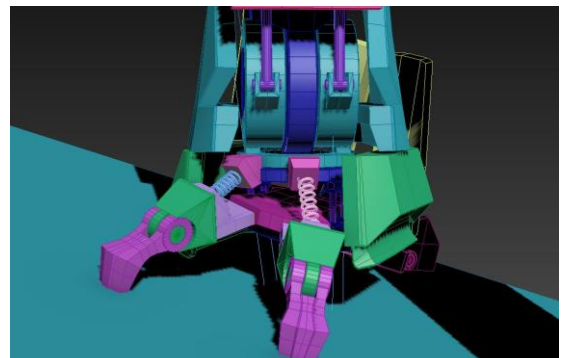
ASDA Supermarket – A custom level for Half-Life 2: Deathmatch, created using a game engine from 2004, Source SDK. The modelling tools are primitive; the world space grids smallest unit is roughly an inch per square.



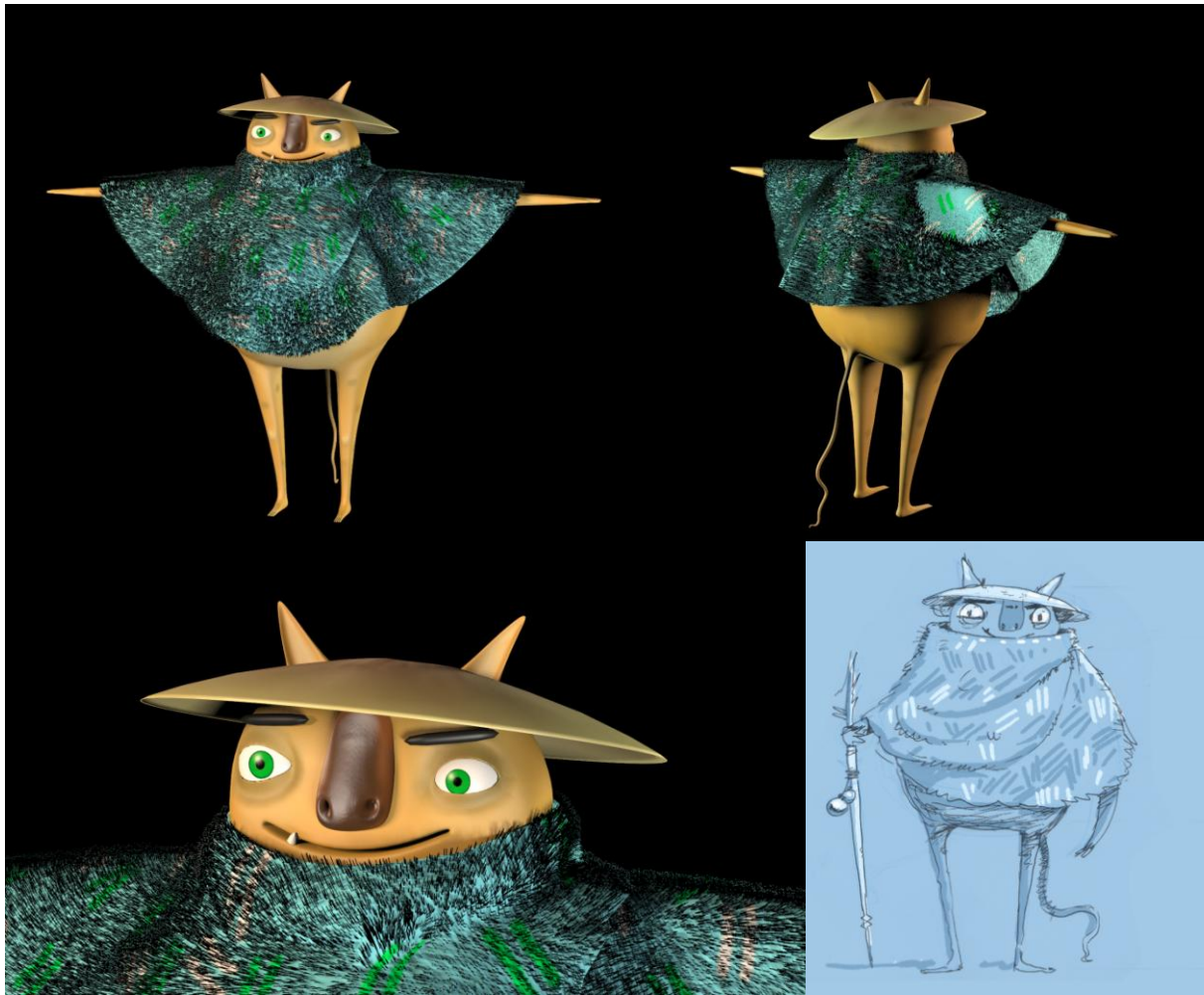
The Rotten Hotel (Short Animation) – 3DS Max, V-ray, Photoshop
Watch Here - <https://youtu.be/eTY1gPFYBIE>



The Colossus Robot – 3DS Max, V-ray, Photoshop

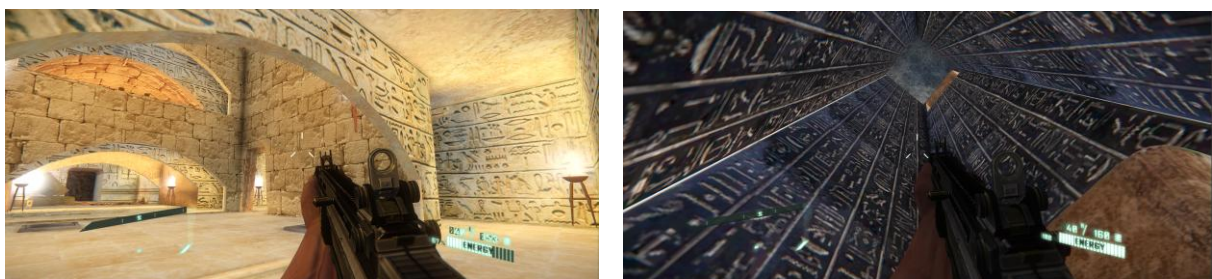


3D Character Design - 3DS Max, ZBrush, Photoshop, V-ray



Eternal Deathmatch (Level Design) – CryEngine, 3DS Max, Photoshop

Watch Here - <https://youtu.be/aFnYhbw5V-g>



Chrome Spaghetti VS The Ball – Maya, V-ray, PullDownIt, After Effects, Photoshop

Watch Here - <https://youtu.be/4N7CO6zKL3g>

