



Skywind Application

TESRenewal Username: Johngvc

Country of Residence: Brazil

Timezone: UTC -03

Interested in: 3D Modelling

Level of Commitment:

Skills and Experience: I have experience in the whole 3d art pipeline (Modeling, texturing, animating and exporting .fbx). The programs I use are:

3d Coat:

Modeling, retopo and texturing (it's a very powerful program with a strong enough pipeline to compete with programs like substance painter when it comes to texture making or some may even say zBrush because of its use of voxels in sculpting).

Blender:

I use blender mainly for animations (rigging and animating) and I export

everything as a .fbx file.

UE4:

I have a decent knowledge of UE4 visual scripting, material making and animation programming if that's something you may wanna know.

I am also developing a game project of my own on UE4 so I'm fairly familiar with it. You can access my (tiny, but growing) portfolio here on Sketchfab:

<https://sketchfab.com/johngvc>

I know I'm not an exceptional artist nor do I have professional experience but nonetheless I want to help in whatever I can even if it's just one model, I want to help you guys. I'm also willing to do other jobs than 3d artist if the need arises. As a side note, I started learning 3d because of your project, it was amazingly inspiring for me and for that, I thank you.

Proof of Skill(s):

<https://sketchfab.com/models/9b948dc065e14d09bdd34c7df568b12a>

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