



Skywind Application

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Country of Residence: Scotland

Timezone: UTC (00)

Interested in: 3D Modelling

Level of Commitment: Moderately active

Skills and Experience: I'm studying Game Development in UWS (West of Scotland). I previously studied the same thing in a College.

My main interest is 3D Modelling and texturing. I'm using Maya mostly and have limited experience with Zbrush (from College).

I don't know what is required here to join the team at 3D modelling and what you need so to save time, I'll say it here that I have NO idea whatsoever about animation and rigging. So far I tried to help the guys

making The Dark mod (a thief inspired game in Doom Engine) by making props and textures but I ended up stopping because of difficulties (they required lightwave for modelling or at least to import the fbx there and export in lightwave's format and this ended up in problems with vertex normals and I have no idea how to use lightwave, plus some problems with the way Doom engine handles meshes) and right now I'm trying my hand in modding xcom2 (textures only for now because as I said I have no idea about rigging and animation and I end up destroying the skeletal meshes so far, but still trying).

That does not mean I'm stuck on only creating the models however, I'd really love to learn stuff about animation or rigging or even level design (besides the limited knowledge of the latter from university) but I didn't have the opportunity or someone to teach me so far.

I also have limited knowledge of SpeedTree and Marvelous Designer.

If I end up helping you guys I'd feel really comfortable working on props or static meshes or texturing stuff, but not so much about character modelling or basically anything that can and will be animated, once I learn the basics like the teams workflow the export options etcetera.

I also know how to use Photoshop and Substance Painter.

Proof of Skill(s):

<http://s1367.photobucket.com/user/atheran2/slideshow>

Proof of Skill(s):

<http://steamcommunity.com/sharedfiles/filedetails/?id=628891110>

Proof of Skill(s):