



Skywind Application

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Country of Residence: sweden

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Interested in: 3D Modelling, Animation, Coding/Scripting/Mechanics

Level of Commitment: Moderately active

Skills and Experience: I am currently studying computer graphics at a university in sweden, year 2 of 3 right now.

I have learned alot about pretty much everything and have now just finished our course in graphic for games so i got the basics for everything for this type of workflow. High poly generating and baking it to low poly (LoDs) texturing using substance painter/designer and keeping all these inside boundaries for games. I am used to work in game engine enviornments so it will hopefully not be too hard to adapt to the skyrim engine/creation kit.

Attach an example model i have fully modelled and textured for a game engine.

Proof of Skill(s): <http://i.imgur.com/DJsEB5N.jpg>

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