



# ALARA KOC

## MODELER

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### Reel Breakdown



#### CYBERPUNK ENVIRONMENT - 2024

- Modeled in Maya, textured in Substance Painter, lit and rendered in Marmoset Toolbag
- Made in 9 weeks for a class assignment



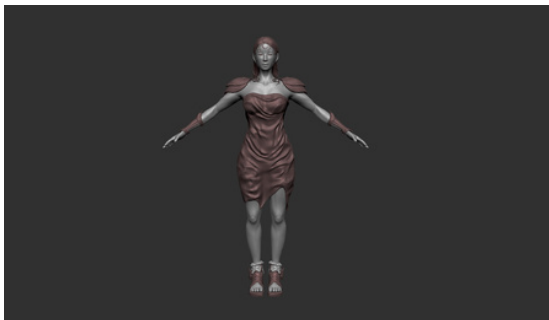
#### 1700'S STUDY - 2023

- Modeled, lit, simulated and rendered in Maya, textured in Substance Painter
- Made in 9 weeks for a class assignment



#### STEAMPUNK CHARACTER - 2024

- Modeled in Maya, textured in Substance Painter, lit and rendered in Blender
- Made in 9 weeks for a class assignment



#### WET CHARACTER SCULPT - 2024

- Modeled in Maya, sculpted in Zbrush
- Made in 7 weeks for a class assignment



#### CLOTH SIMULATION - 2024

- Garment construction in Marvelous Designer, simulated in Maya
- Made in 1 week for a class assignment