

SKILLS EXPOSITIONS

ITGM 755 . SCAD 2011 · Migo Wu

In Game Textures



Adobe Photoshop, 100% hand-painted, tile-able textures

I have been using Photoshop since 1993. It has always been my top tool list for whatever I do as a digital artist. There is no exception in this texture sheet. I collaborated Photoshop and Wacom to create a series of high resolution textures you see above for a MMO PC Game *Horizon: Empires of Istaria* in 2003. Most of the textures were created in 1024X1024. Some can go as big as 2048X2048 pixels.

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Concept Art



Model and render in Maya. Final compositing in Shake.

I like to draw. I have created a fair amount of concept art for both environments and characters. This concept art was created for a portfolio project named "Journey to West". I was able to use it as a blue print; modeled, textured, lit and rendered the entire scenes completely in Alias/wavefront Maya. The final compositing and editing was done in Shake.

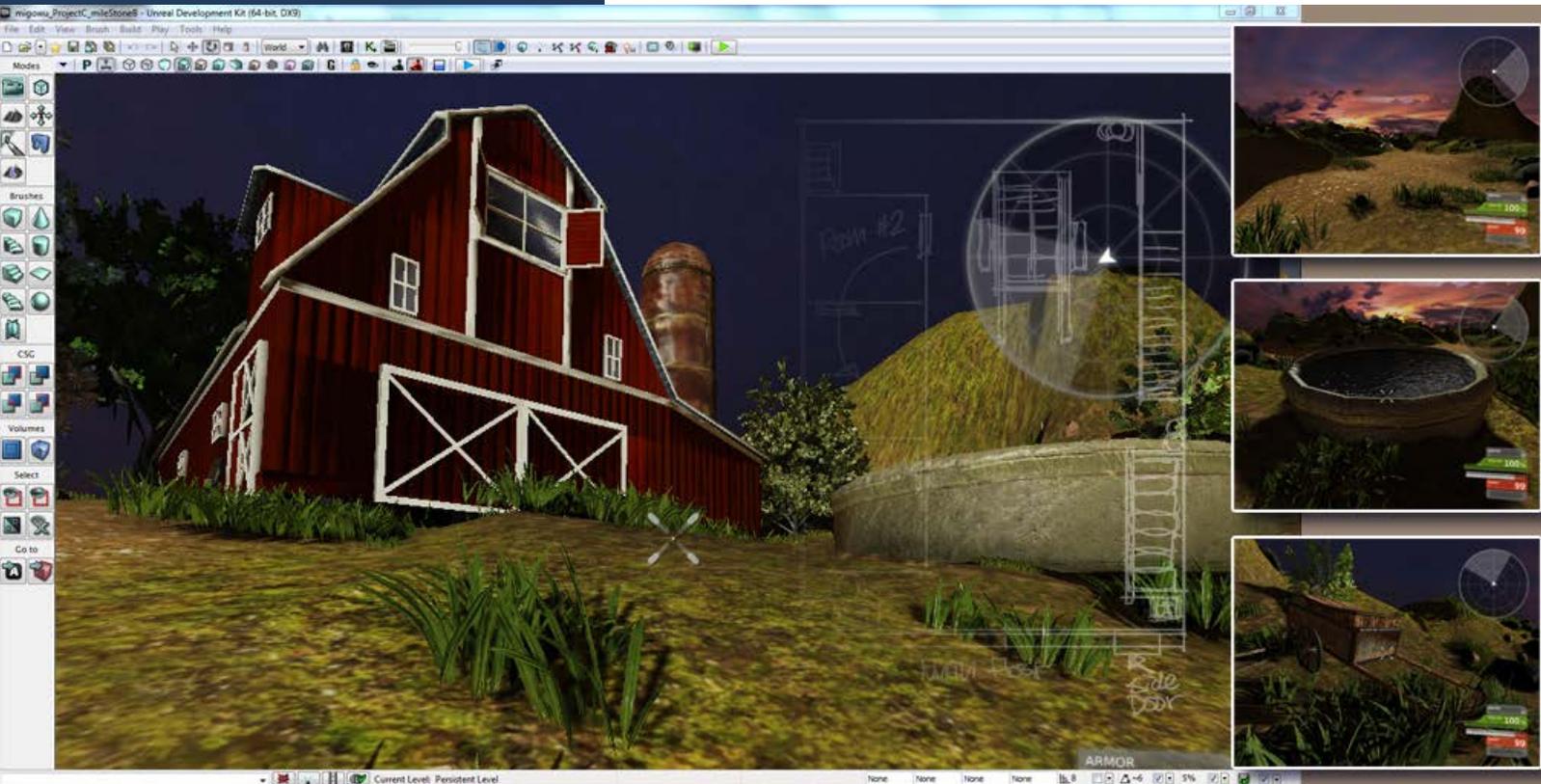
You will find the full length demo real here:

http://www.migowu.com/Demo%20Reels/Journey_To_West.html

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Level Design



Unreal UDK, 3DS Max, Photoshop

The studios I worked with used proprietary game engines. This is the first time I use Unreal engine. It is very powerful yet with steep learning curve. I was able to use the tool to build my own level. The rest of static meshes were built in 3DS MAX and imported to UDK. There are still a large amount of features such Kismet and Matinee a cinematic camera control system waiting for me explore. I want to take an advantage of its UDK mobile feature and create a playable demo game.

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3D Modeling



3DS Max, Z-Brush, Photoshop

I was the lead environment artist for Game Party: In Motion exclusively for XBOX 360 Kinet. This was one of the outdoor environments I created from scratch. Since this was a next gen. title, there were some integration required to bring the next look. The football stadium, golf carts and the rest of assets were modeled in 3DS MAX. Textures were created in Photoshop, normal maps were generated with Z-Brush. There were quite of few of technical aspects implemented to these environments in order to make it function properly with Kinet motion sense controller.

You may find out more details from the link below:

http://www.warnerbros.com/?page=video-games#/page=video-games&pid=g-1f0ebd61/Game_Party_In_Motion&asset=088675/Game_Party_In_Motion_-_Available_Now&type=video/

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Marketing Renders



3DS Max, Photoshop

I was the senior artist for Vacation Isle: Beach Party exclusively for Wii. There were a lot of customizations players can change in the game. Such as character outfit, hair color and style. Furthermore, players can choose dozen of different designs in water gears and equipment. The samples above were marketing materials created for Warner Brother Game. I composited the elements I need from the original game assets, painted layers of water effects and created the final render in Photoshop.