

Luis marcos leonelli
3d artist



<http://www.3dluismarcos.com/>

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I originally started my career as an artist. Drawing the human figure, oils, watercolors and other media. Later, during my college years I am passionate about design in 3D. Y since the first version of 3D Studio have not stopped looking for that "perfect" image. That need not be explained or justified. It only needs to be seen. Focused and hardworking, self motivated and team oriented; with proven ability to meet deadlines in high pressure and coordinate multiple projects; effective team player with excellent communication and interpersonal skills.

- Architectural Modeling
- Technical Modeling
- Organic Modeling and 3D Product
- Texturing and lighting
- EU4

3d exterior



3d exterior



3d interior



3d interior



3d nature

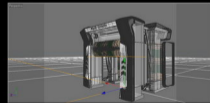
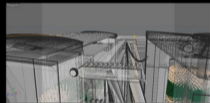
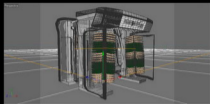
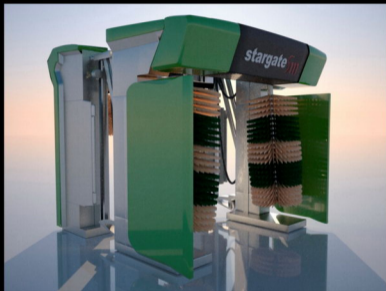




3d nature



3d technical modeling



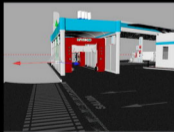
3d technical modeling



3d technical modeling



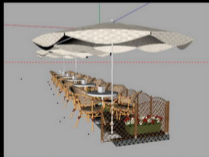
3d photomontage



3d photomontage



3d photomontage



3d cars



3d petrol filling station



3d cars



3d petrol filling station



3d petrol filling station



3d warehouses



photoshop



MY SKILLS

