



Zora Fu

Unreal Technical Artist



Zora Fu
Environment Artist
2023 Demo Reel

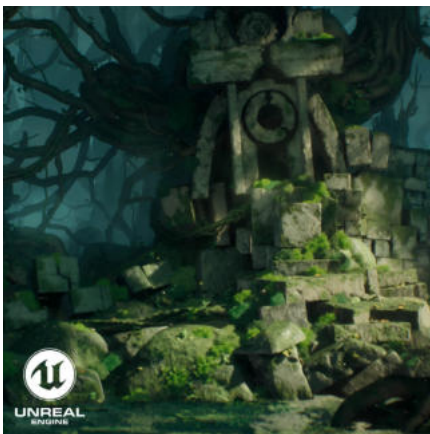


[linkedin.com/in/zoraskyfu](https://www.linkedin.com/in/zoraskyfu) zoraskyfu@gmail.com [zoraskyfu.com](https://www.zoraskyfu.com) [artstation.com/zoraskyfu](https://www.artstation.com/zoraskyfu)

2023 Demo Reel

Gnomon - School of VFX, Games & Animation
Certificate in Digital Production - Emphasis in Game Art

Zora Fu
Environment Artist





CES 2026 Mobility Solutions

A mobility solutions animation showcasing AI-driven, software-defined vehicle experiences. Transforms advanced automotive concepts into tangible user experiences, emphasizing intuitive interaction, adaptive environments, and cross-system integration to explore next-generation in-vehicle HMI.

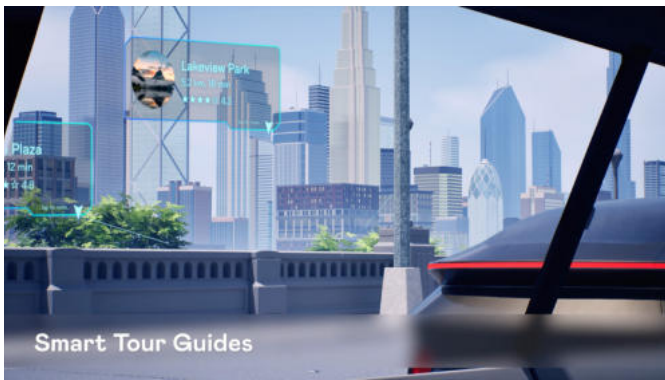
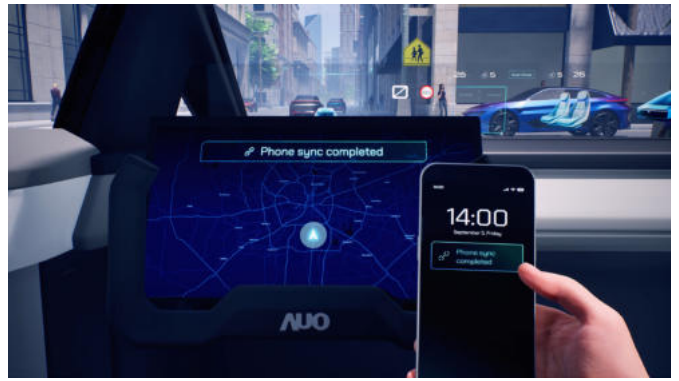


2026 - AUO

Designed in Figma
Modeled in Blender
Animated in After Effects and Unreal
Dressed, rendered, and blueprinted in Unreal

Responsible for aspects in Blender and Unreal
AUO Copyright





Featured Screen

Built a cinematic urban scene in Unreal using custom animations, media player materials, and advanced UV workflows. Integrated MetaHuman and Mixamo characters, with camera rail rig animation for precise cinematic control.

Check recommendations in Panoramic Display?

OK

Skip



Automotive HMI System Design

Smart Cockpit powered by the 8295 SoC and Unreal-based apps, leveraging CID touch synergy with PHUD to deliver a seamless, immersive interactive experience.

2025 - AUO

Designed in Figma

Modeled in Blender

Animated in After Effects and Houdini

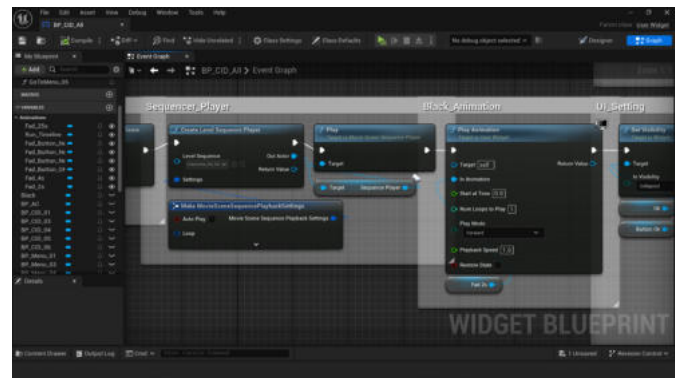
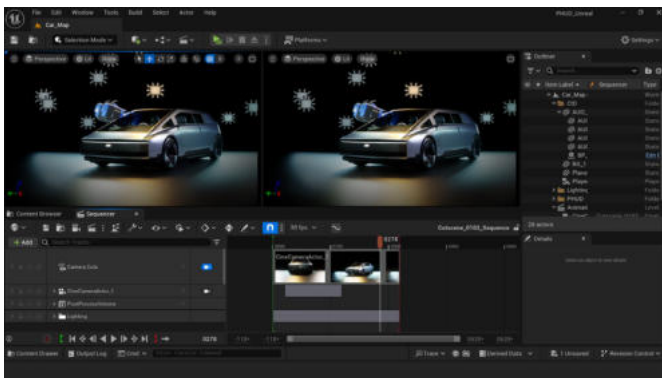
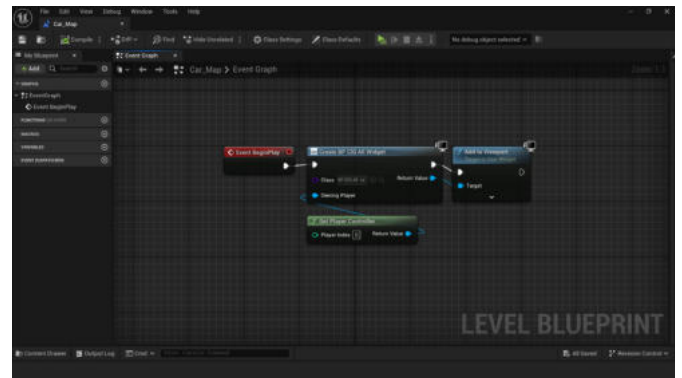
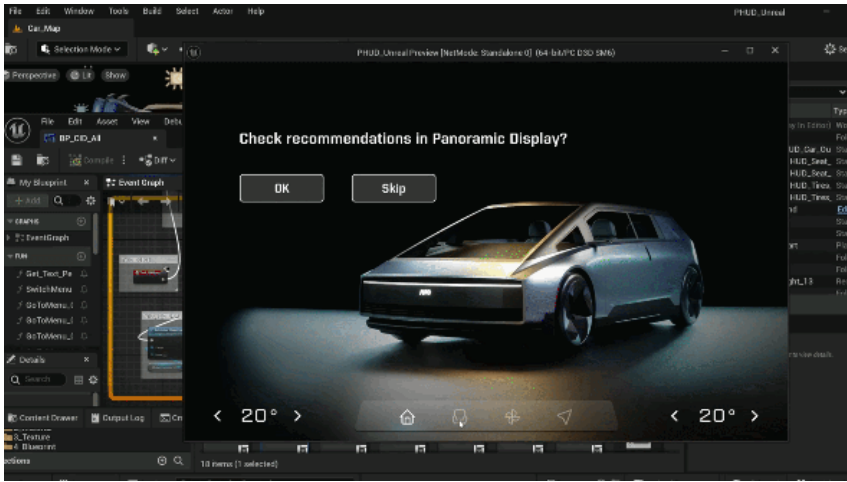
Textured, rendered, and blueprinted in Unreal

Responsible for aspects in Blender, After Effects, and Unreal

AUO Copyright



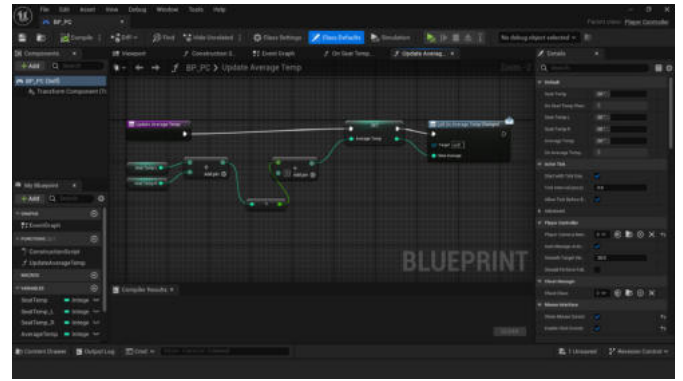
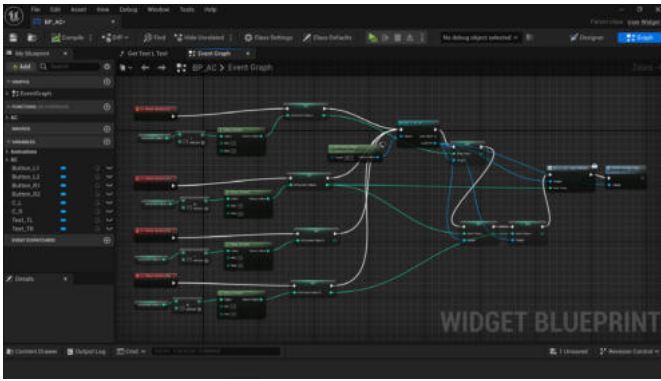
Blueprint Demo



Sequencer Playback

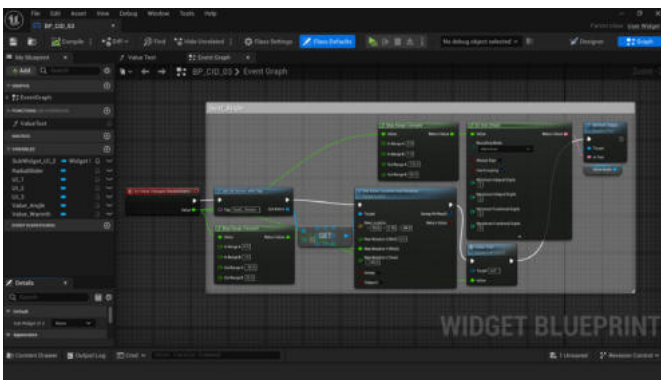
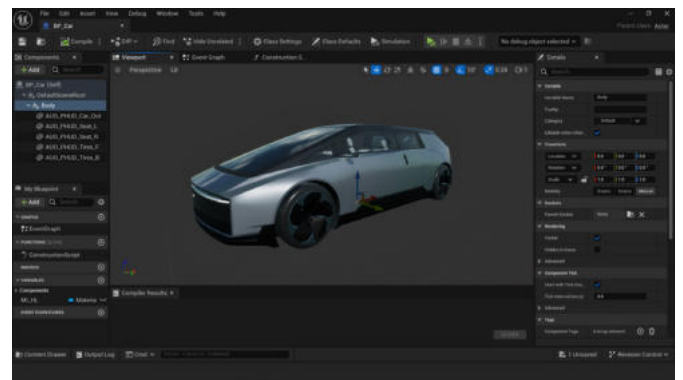
Created a custom cinematic with sequencer and scripted blueprints to trigger playback on game start or via a specific button press.





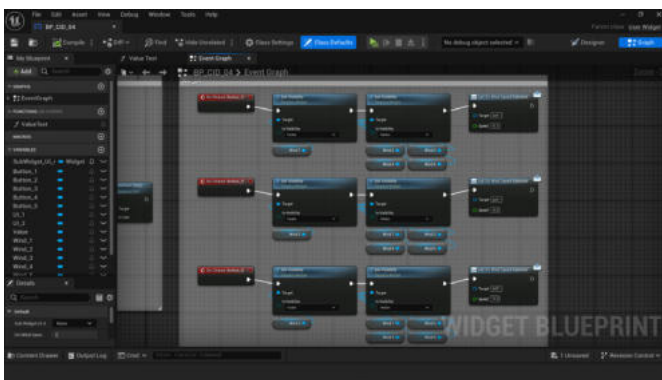
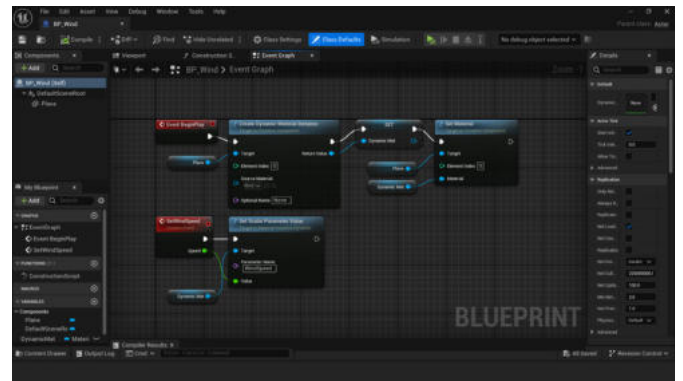
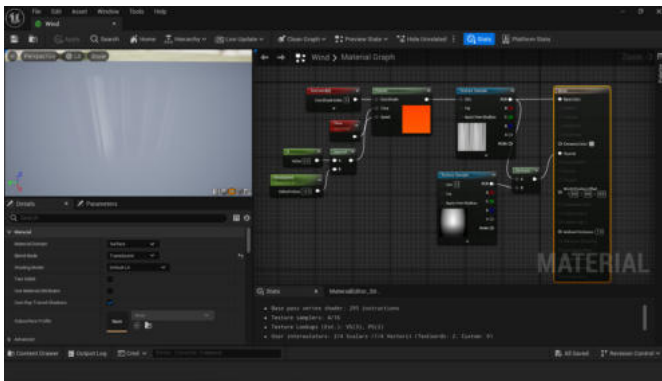
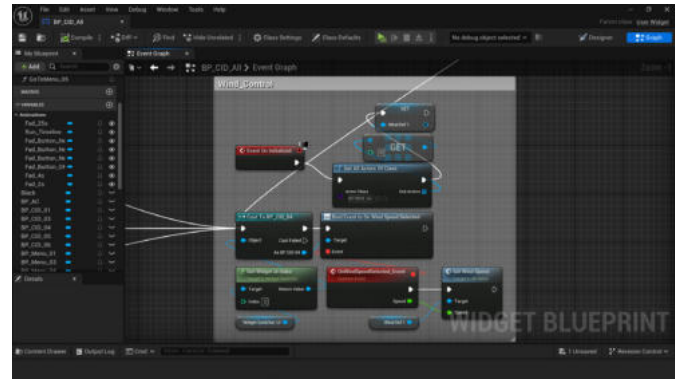
Numerical control

Left and right buttons adjust temperature within a set range, syncing with "Warmth" in real time. The Blueprint averages both inputs and updates the "Temperature" display dynamically.



Actor Movement by Radial Slider

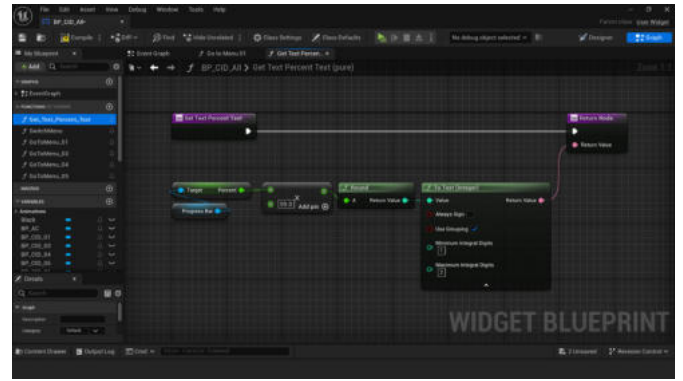
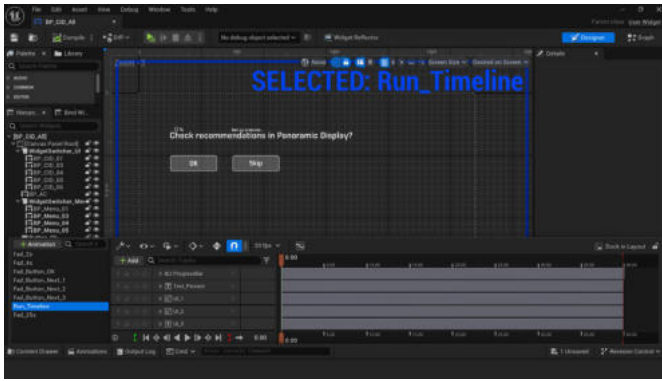
Separated the movable components, retrieved the object's actor data within the level, and defined both the rotation angles and their corresponding values.



Actor Material Control

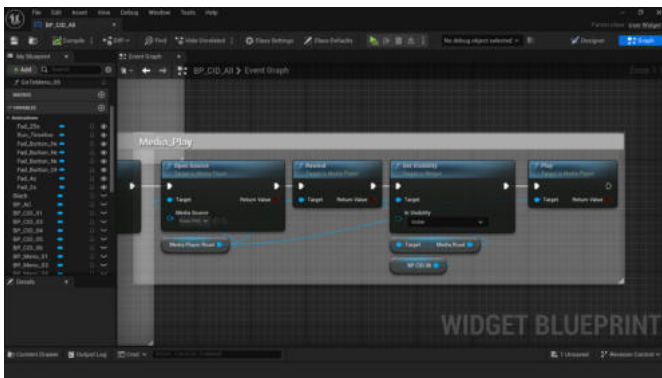
Created a wind material and applied it to the actor, using Blueprints to control texture panning. UI buttons sync intensity icons with flow rate for dynamic wind control.





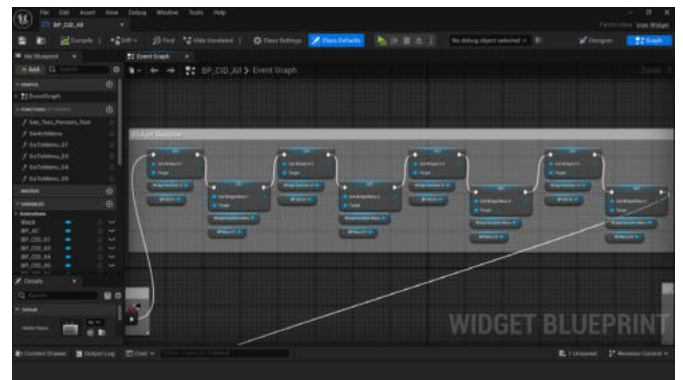
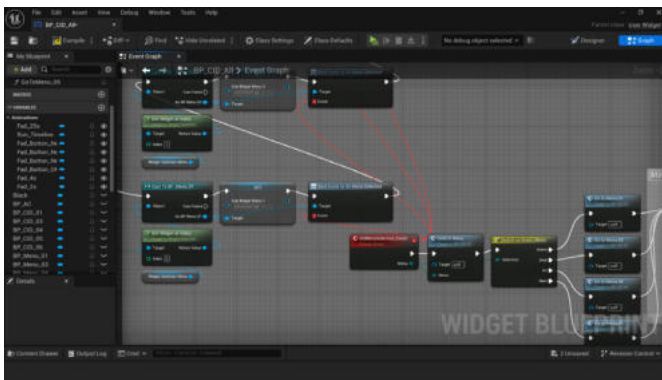
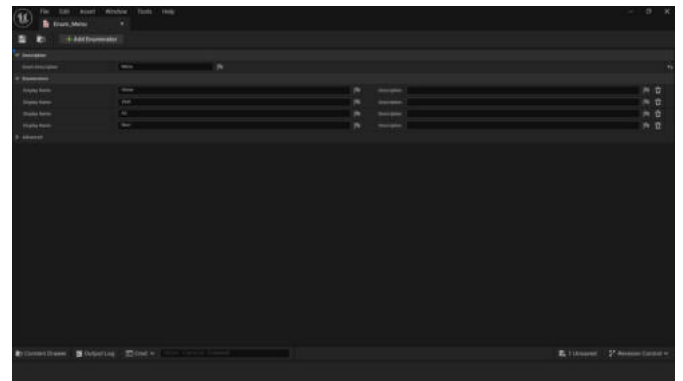
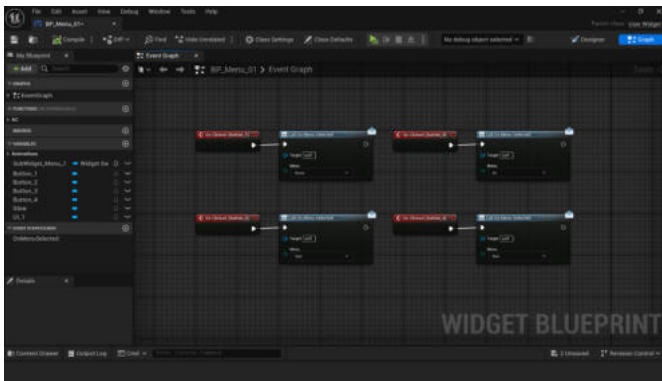
Animation Setting

Designed widget animations and utilized blueprints to bind data to progress bars, ensuring real-time value synchronization during playback.



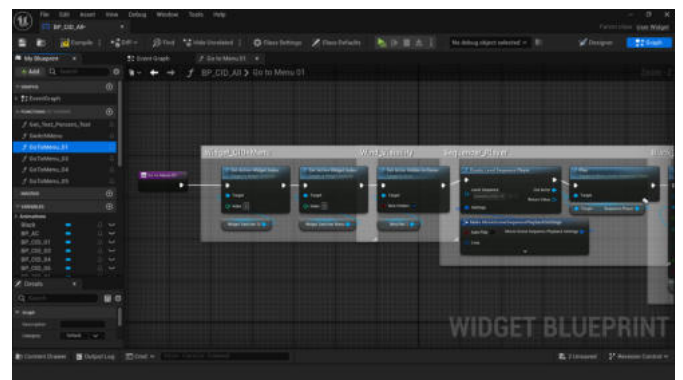
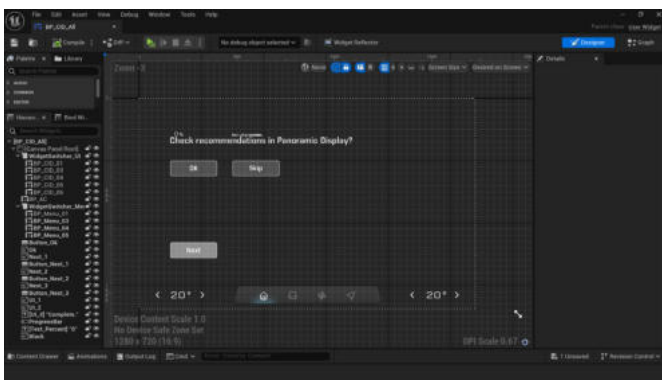
Level Restart by Media Player

Configure the media player with blueprint to detect media playback completion and trigger an automatic level restart for seamless looping.



Widget Switcher

Created widget buttons with Event Dispatchers and Enums for centralized control. The main widget casts to child widgets to trigger pages and toggle variables dynamically.



Function Setting

Optimized the main widget layout by using functions to streamline the interface and reuse pre-designed Blueprint.



On Device Testing





Forest Remains

Gnomon - School of VFX, Games & Animation
Certificate in Digital Production - Emphasis in Game Art

2023 - Game Creation 2

Modeled in Maya, ZBrush, SpeedTree, and Houdini
Textured in Substance 3D Painter
Rendered in Unreal Engine 5
Edited in Photoshop and After Effects

Responsible for all aspects
Based on the concept by Sergey Vasnev

Rookies Award 2023 - Game Development
Award | Rookie of the Year - Finalist / Draft Selection





Channle Breakdown

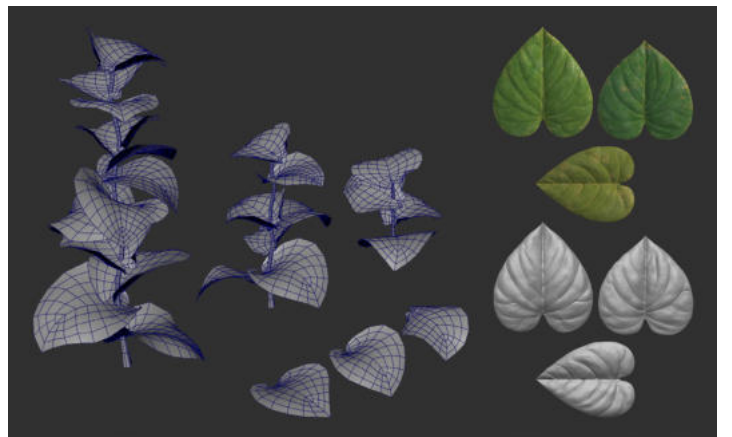
Lighting / Unlit / Z-Depth / Value



Process Breakdown

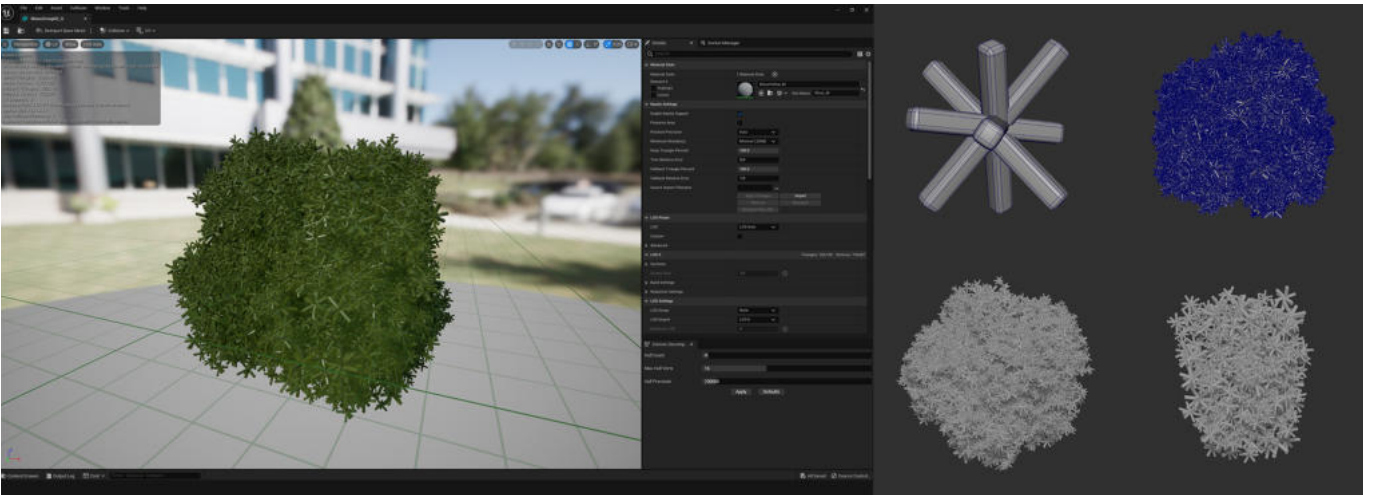
Directional Light / Detail Light /
Exponential Height Fog / Emitter Dust
& Niagara Firefly





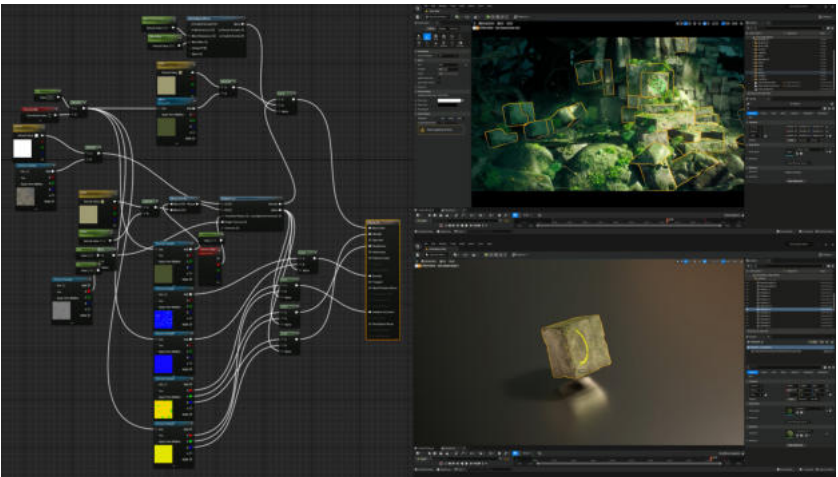
Assets Breakdown

Blockouted in Maya & Sculpted in ZBrush & Built in SpreadTree & Textured in Substance 3D Painter



Moss Breakdown

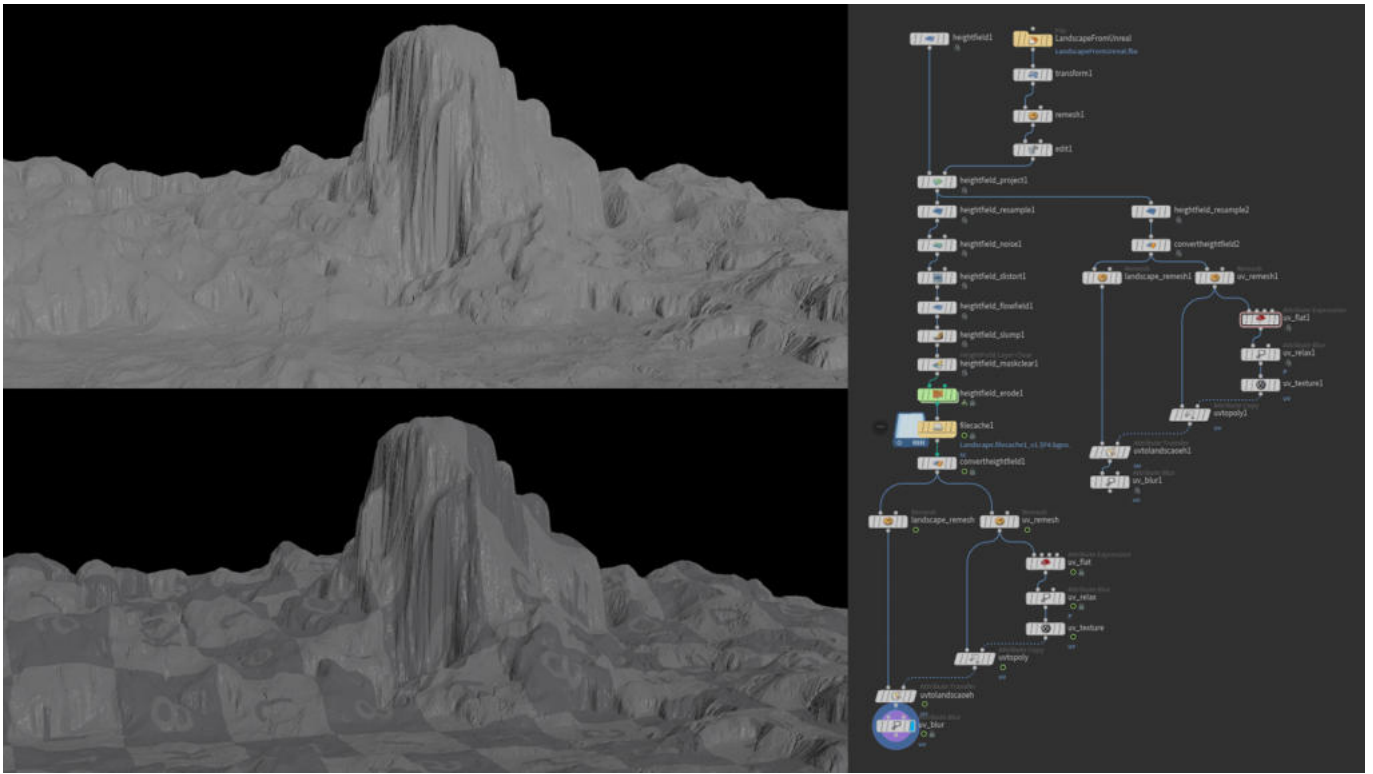
Modeled in Maya & Built in ZBrush & Render in Unrea Engine 5 Nanite System



Tech Demo

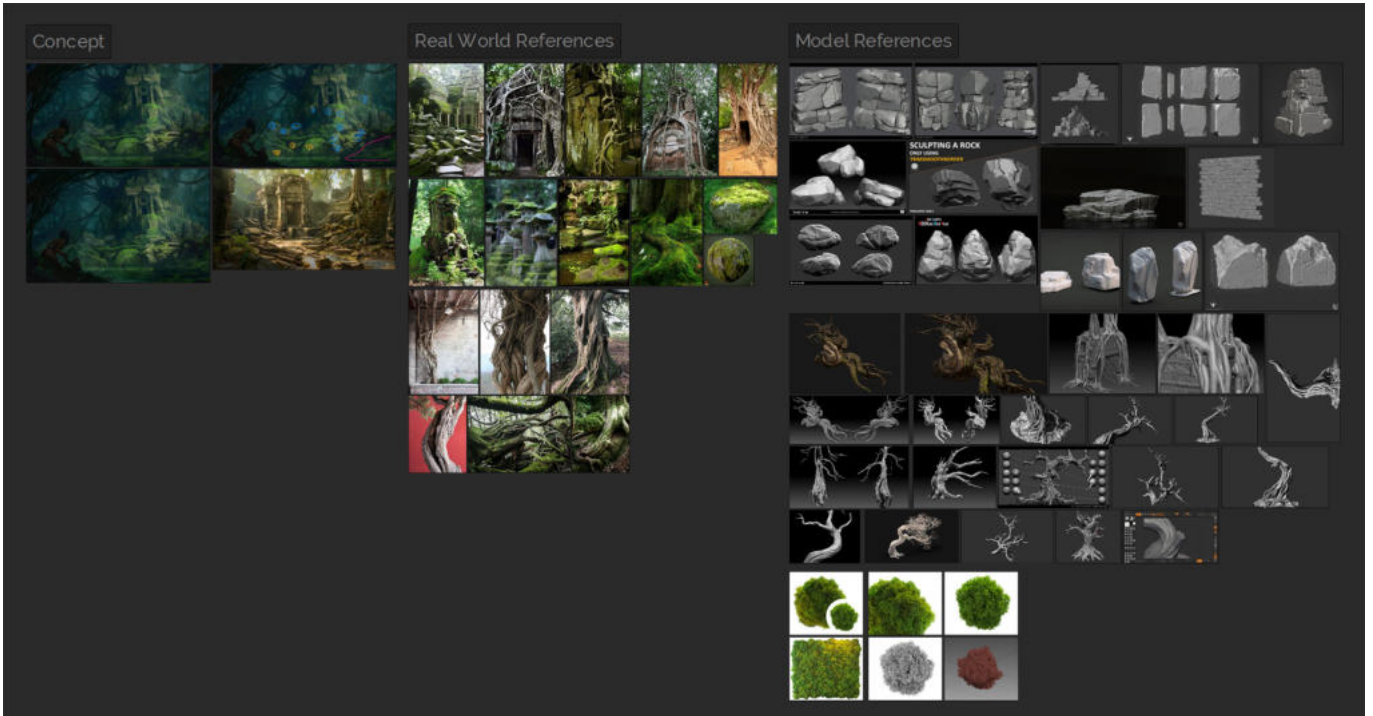
Vertex Painting & World Aligned Blend Material in Unreal Engine 5





Landscape Breakdown

Blockouted in Unreal Engine 5 using Landscape Tool & Refined Geometry and Fix UV in Houdini



References



Old Street

Gnomon - School of VFX, Games & Animation
Certificate in Digital Production - Emphasis in Game Art

2022 - Environment Creation for Games

Modeled in Maya and ZBrush
Textured in Substance 3D Painter and Substance 3D Designer
Rendered in Unreal Engine 5 and Marmoset Toolbag 4
Edited in Photoshop and After Effects

Responsible for all aspects except megascans plants and word decals
Based on the concept by Jay Wang

Rookies Award 2023 - Game Development
Award | Rookie of the Year - Finalist / Draft Selection
The Rookies
Shared | Instagram Post





Channle Breakdown

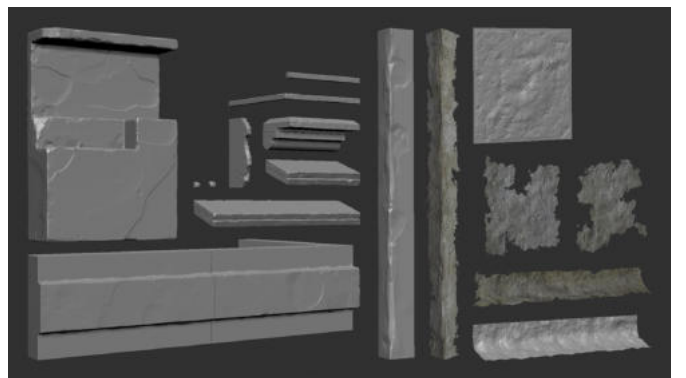
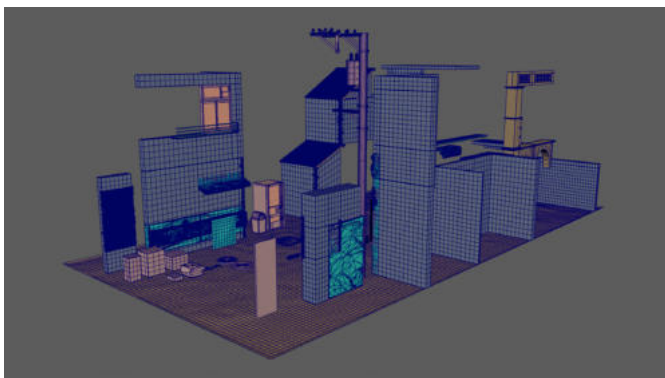
Lighting / Unlit / Z-Depth / Value



Process Breakdown

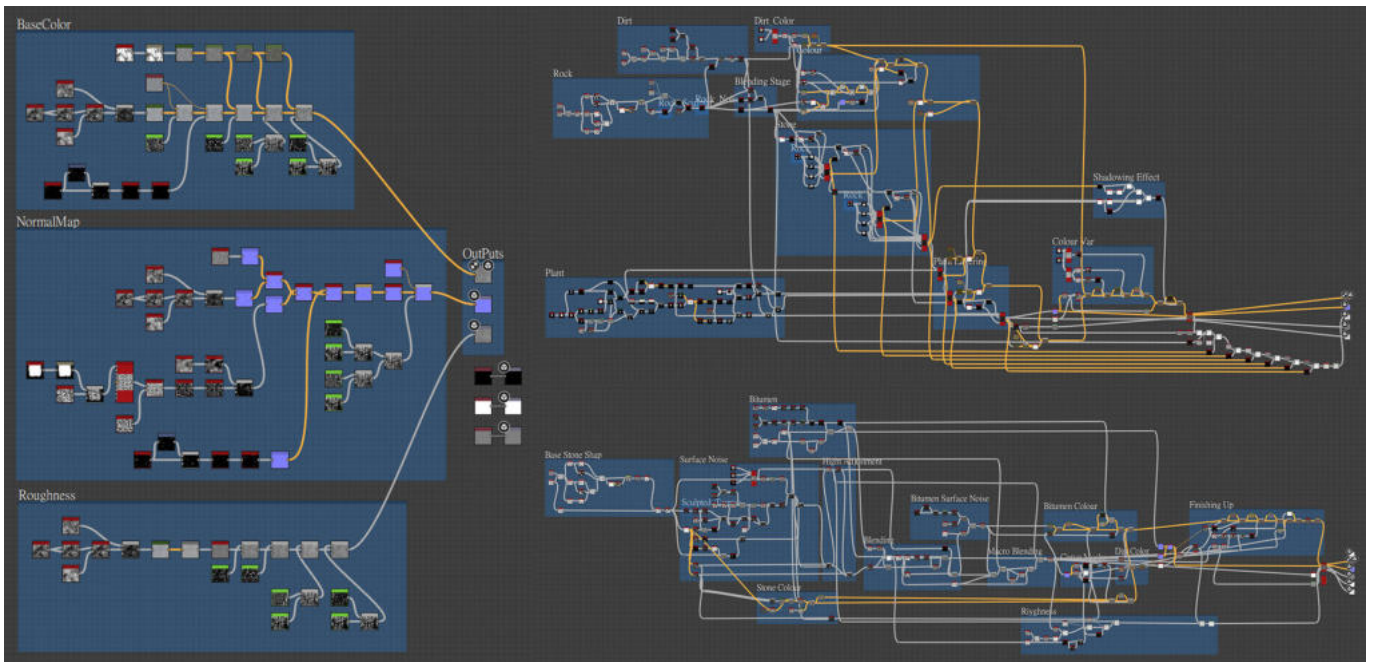
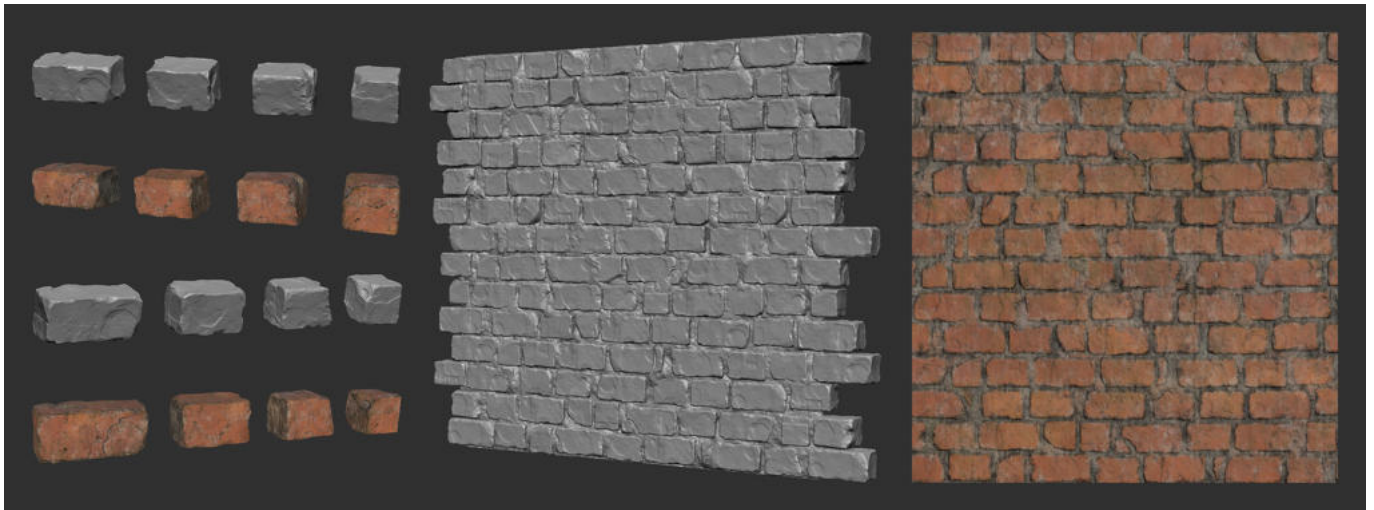
Directional Light / Detail Light /
Exponential Height Fog / Post Process
Volume





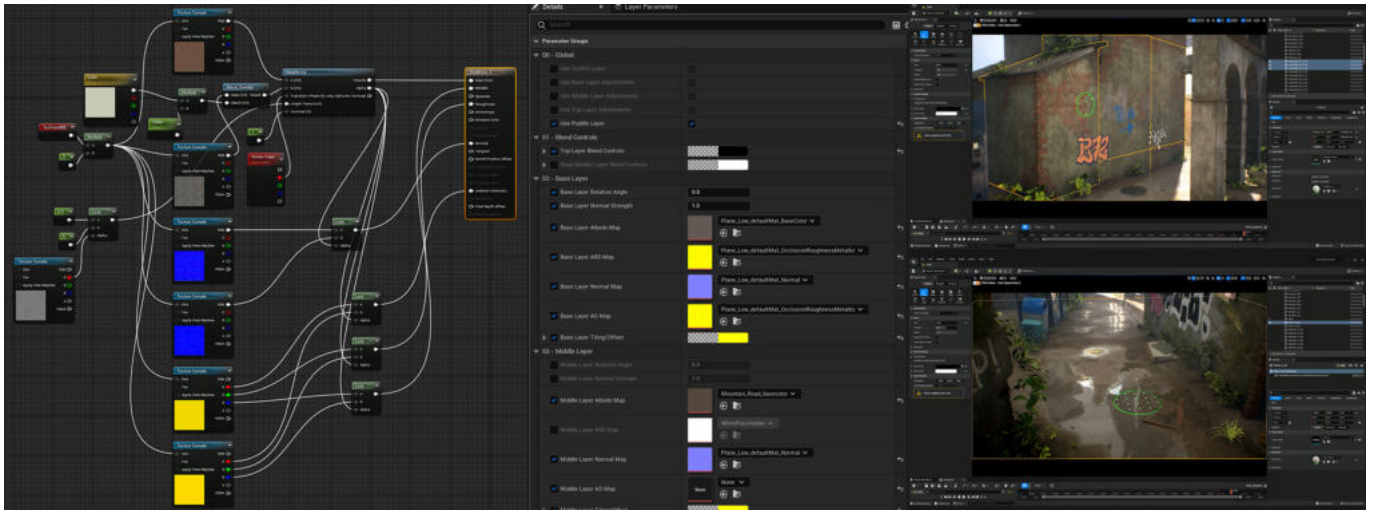
Assets Breakdown

Modeled in Maya & Sculpted in ZBrush & Textured in Substance 3D Designer and Substance 3D Painter



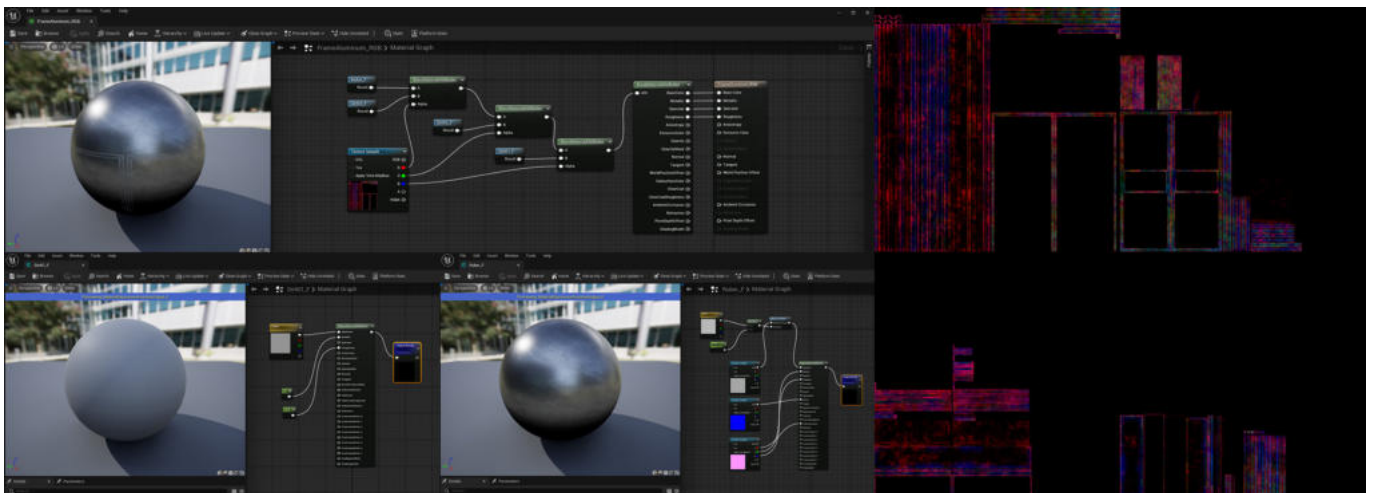
Material Breakdown

Sculpted in ZBrush & Textured in Substance 3D Painter / Nod in Substance 3D Designer & Rendered in Marmoset Toolbag 4



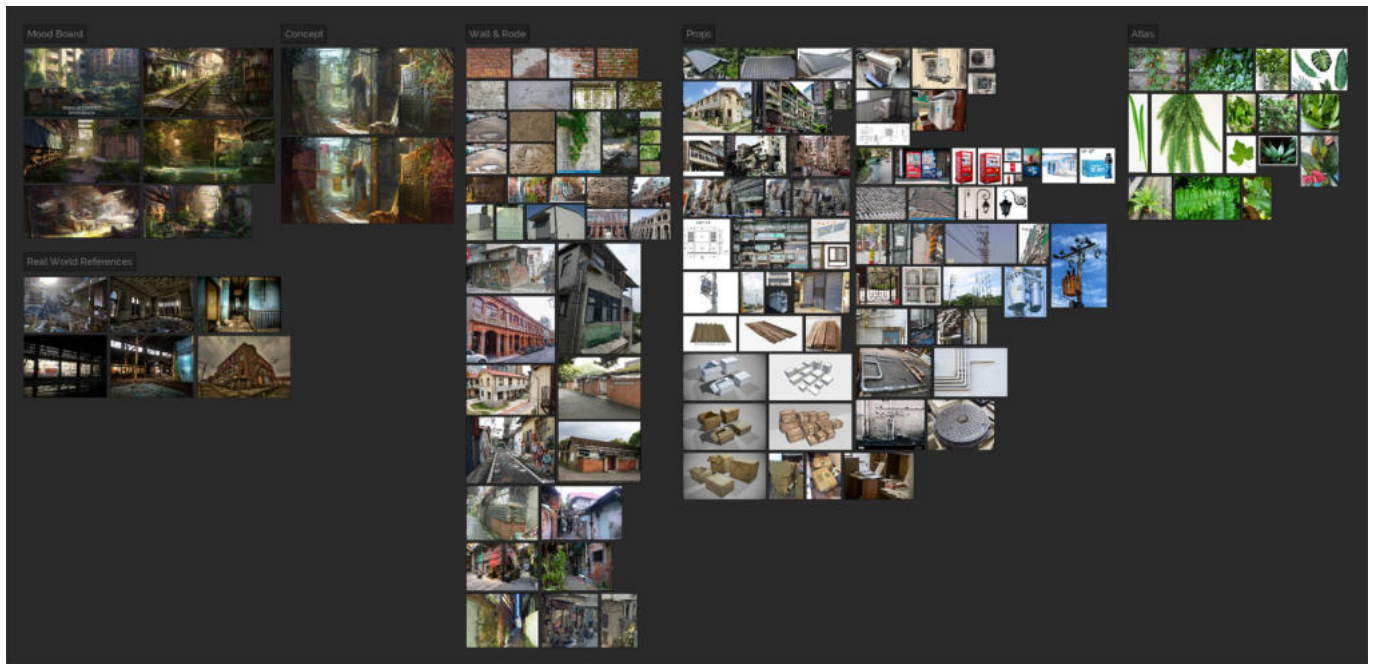
Tech Demo

Vertex Painting & Blend Material in Unreal Engine 5



RGB Material Breakdown

Textured in Substance 3D Designer and Substance 3D Painter & Combined RGB maps in Photoshop & Nod in Unreal Engine 5



References



Chinese Tea Room

Gnomon - School of VFX, Games & Animation
Certificate in Digital Production - Emphasis in Game Art

2022 - Game Creation 1

Modeled in Maya, ZBrush and Marvelous Designer
Textured in Substance 3D Painter
Rendered in Unreal Engine 5 and Marmoset Toolbag 4
Edited in Photoshop and After Effects

Responsible for all aspects except megascans plants and food
Based on the concept by 魚依

Rookies Award 2023 - Game Development
Award | Rookie of the Year - Finalist / Draft Selection
Gnomon - School of VFX, Games & Animation
Featured | Gnomon 2023 Student Gallery





Channle Breakdown

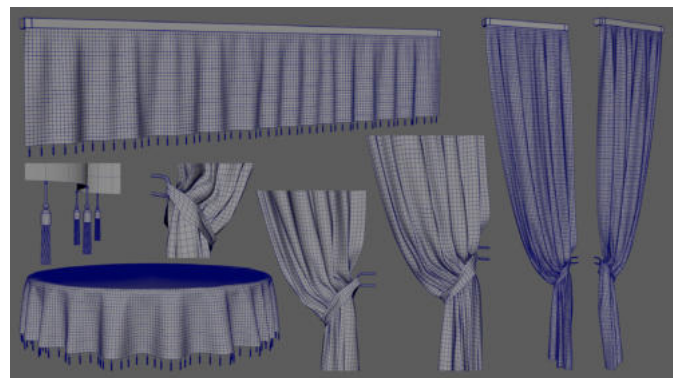
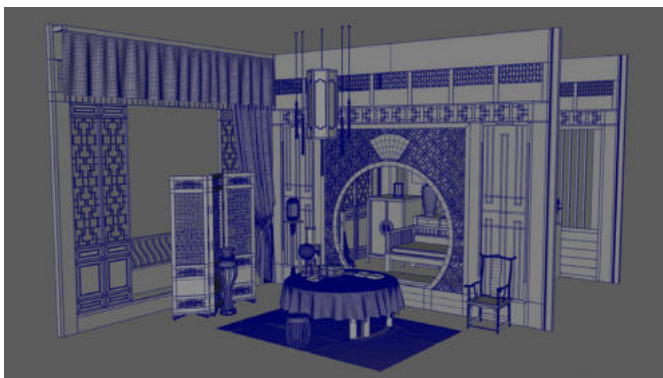
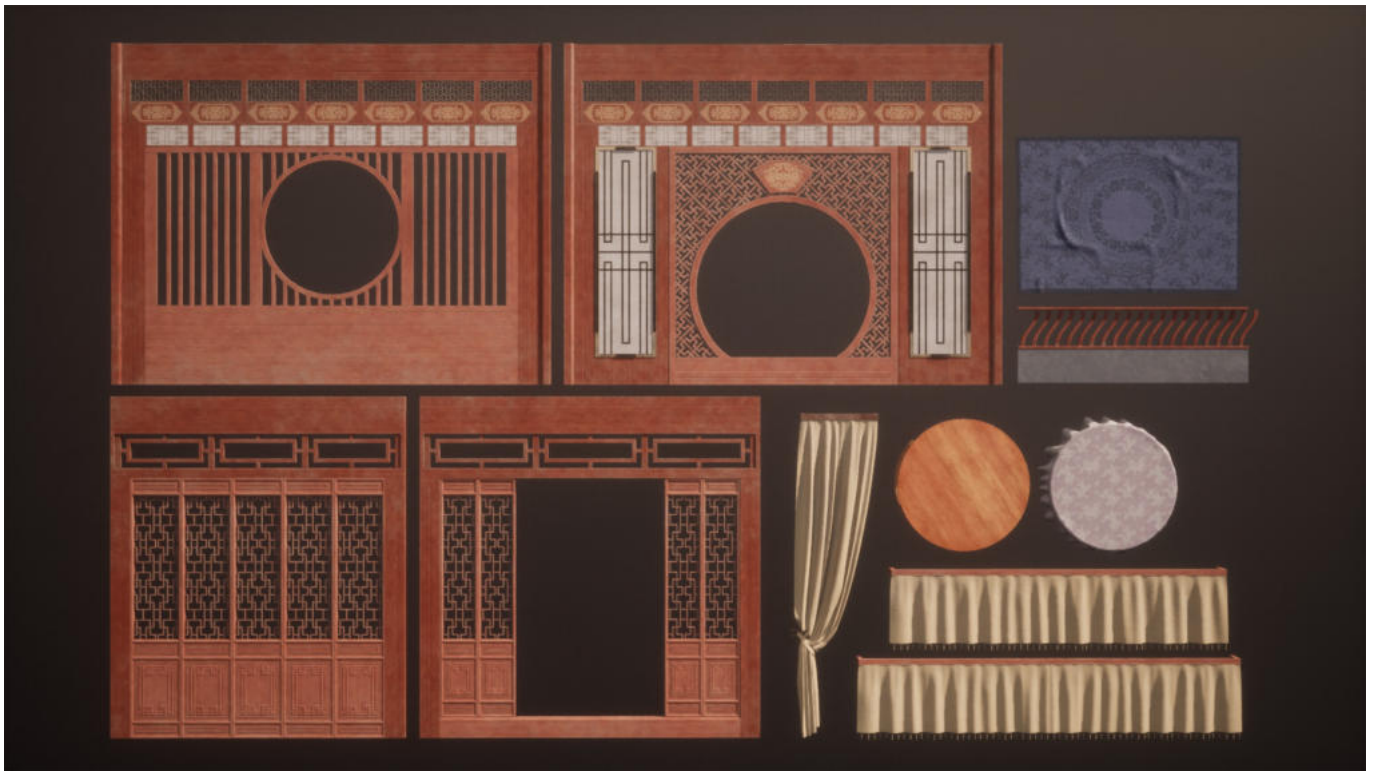
Lighting / Unlit / Z-Depth / Value

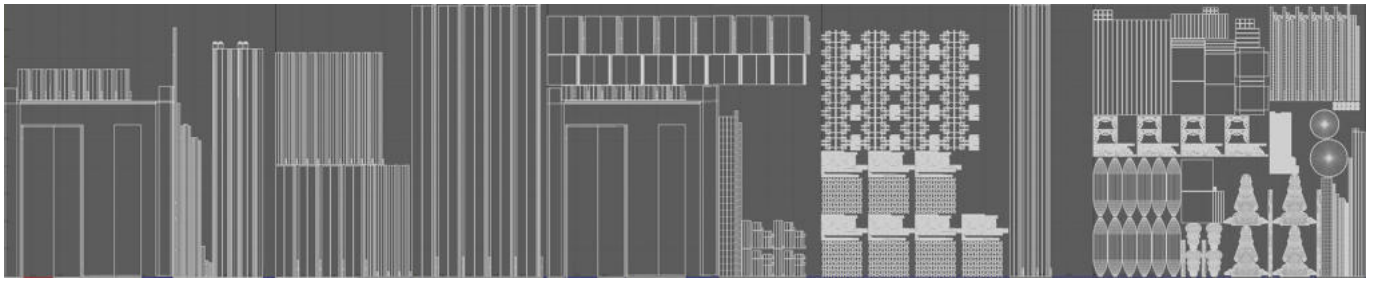


Process Breakdown

Directional Light / Exponential Height
Fog / Emitter Dust







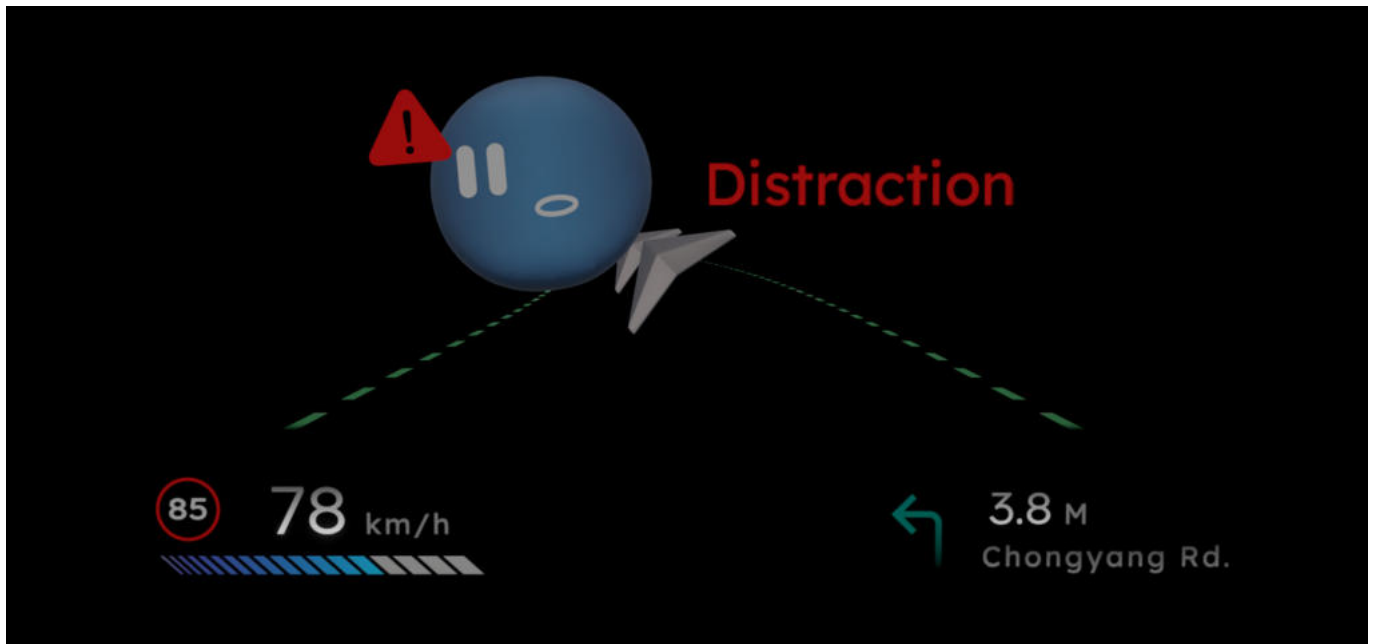
Assets Breakdown

Modeled, retopology and unwarped in Maya & Sculpted in ZBrush & Simulated in Marvelous Desinger & Textured in Substance 3D Painter



Material Breakdown

Textured in Substance 3D Painter & Rendered in Marmoset Toolbag 4



3D AR Head-Up Display

The head-up display utilizes high-brightness Micro LED as its image source and incorporates eye-tracking technology, allowing the driver to experience glasses-free 3D visuals with a maximum perceived depth of up to 20 meters.



2025 - AUO

Designed in Illustrator and Photoshop
Modeled in Maya and Houdini
Animated in After Effects, Maya, Houdini and Unity
Textured and Rendered in Unity

Responsible for aspects in Unity except programming
AUO Copyright

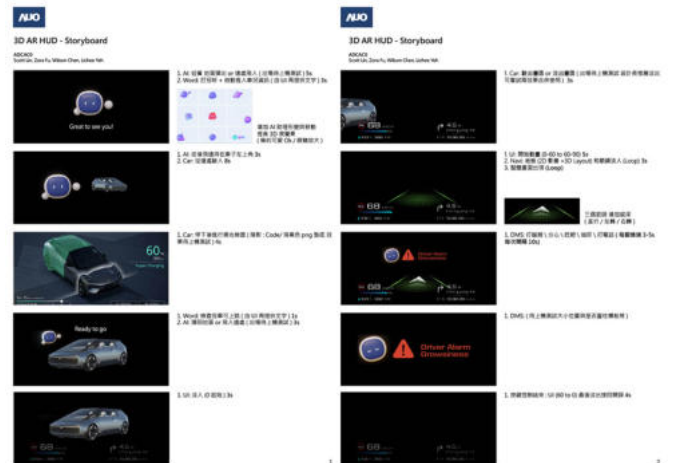
Touch Taiwan 2025
AUO Showcases Three Pillars of Technology and Integration Capabilities



touch
TAIWAN



On Device Testing

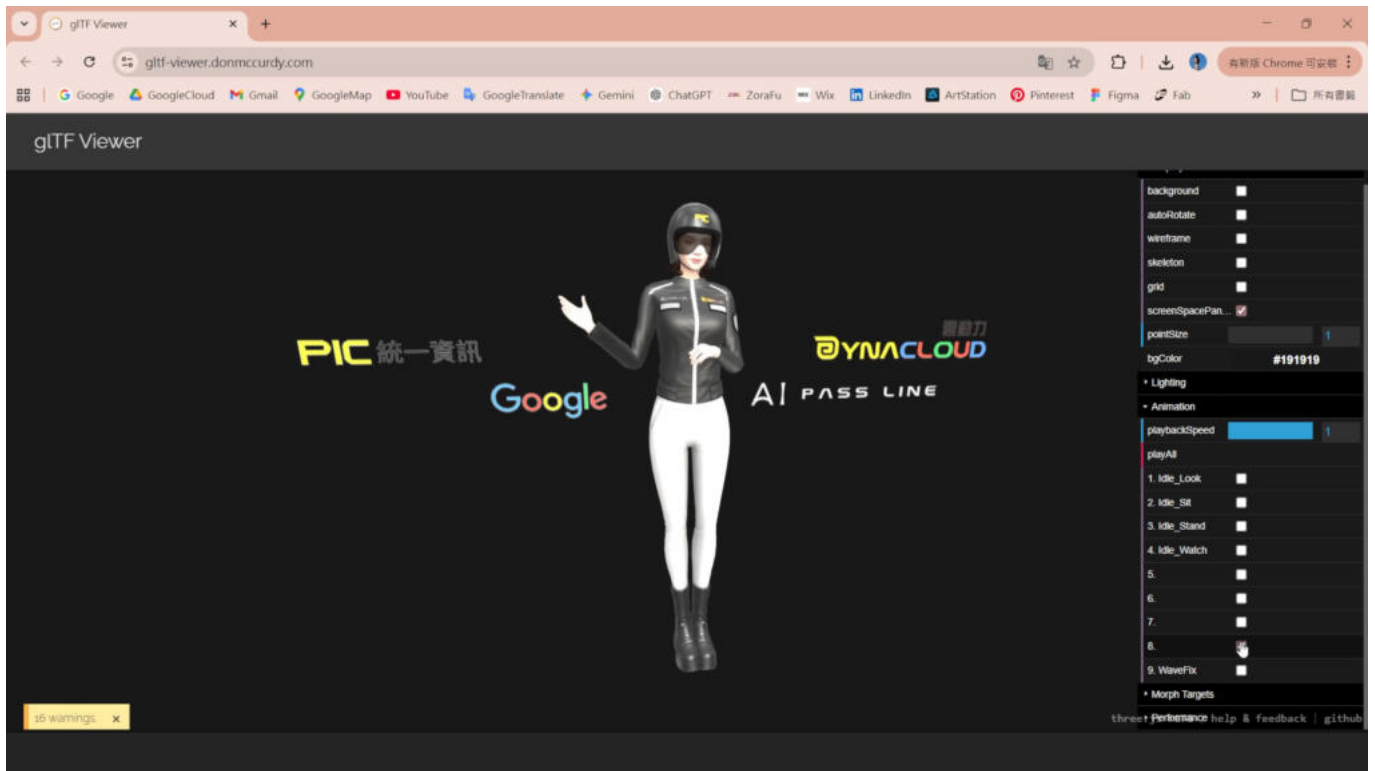


Character Design / Storyboard



Introduction





Interactive AI Store Assistant

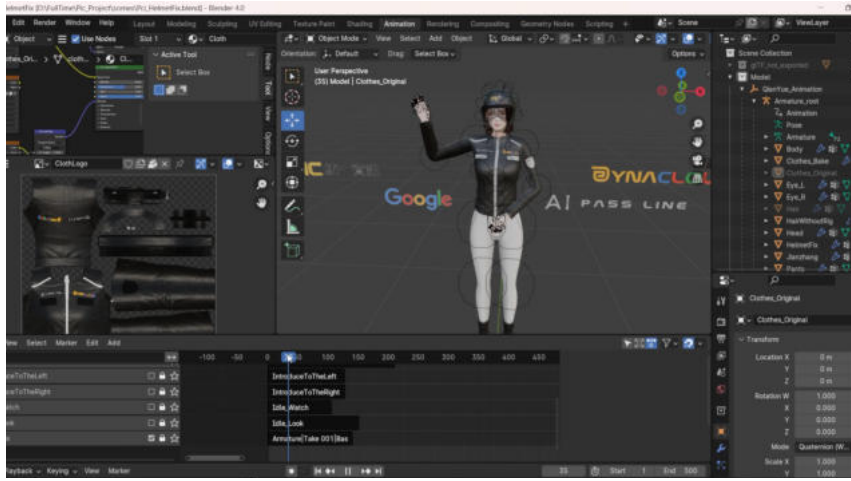
AI-powered virtual retail assistant developed for a smart convenience store demo with PIC and Google, enabling real-time customer interaction through AI and character animation.

2024 - PIC × Google

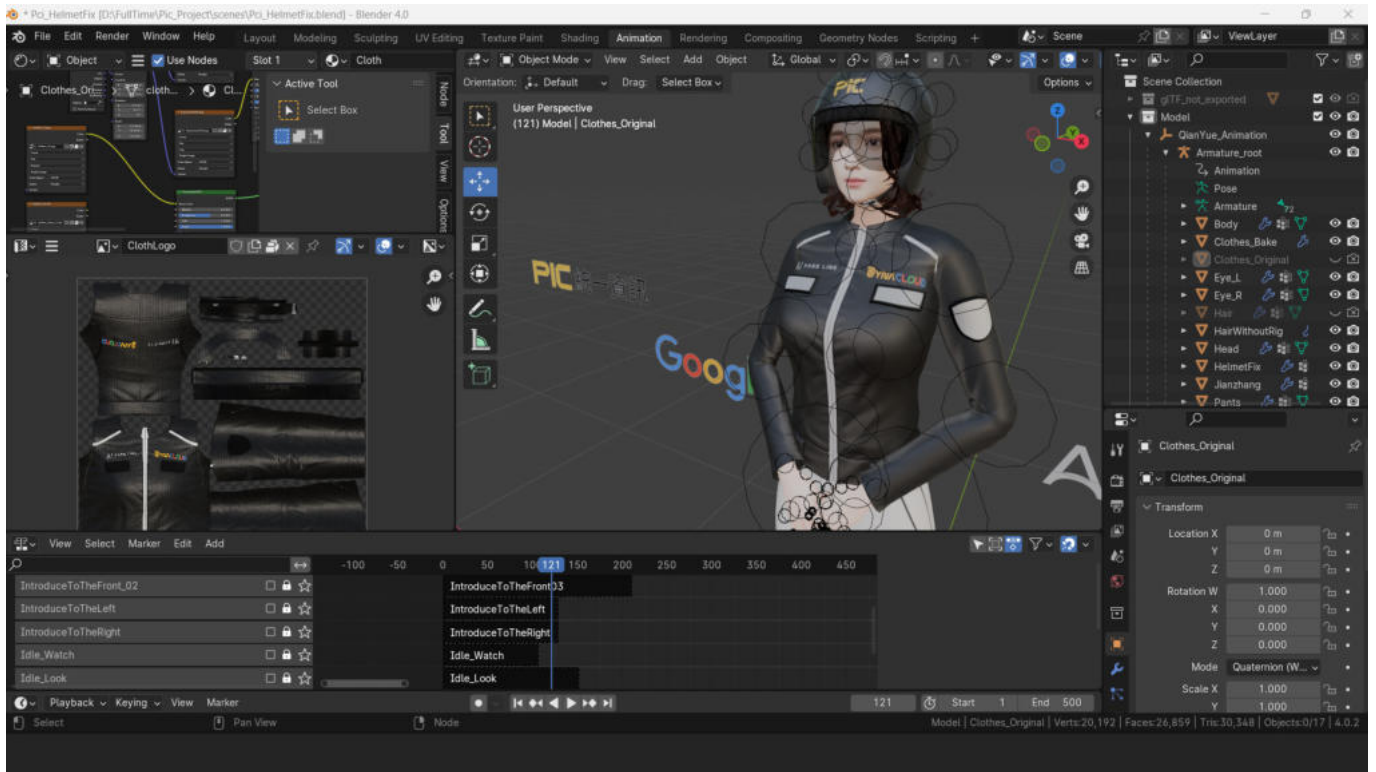
Animated and textured in Blender
Rendered in GLB and Unity

Responsible for all aspects except programming
PIC × Google Copyright





Blender Demo



Featured Screen

Produced character animations in Blender, exported optimized GLB assets, and collaborated with engineers to integrate them into Unity, ensuring animation compatibility and a stable cross-engine pipeline.



■ Create Your Workspace

With a presence in over 40 countries, ICY BOX develops storage solutions and hardware designed for designers handling large project files, high-resolution media, and demanding creative workflows.

2024 - ICY BOX

Model from ICY BOX
Textured and animated in Maya and Blender
Rendered in Cycle
Edited in After Effects

Responsible for set dressing
ICY BOX Copyright





Wheelbarrow

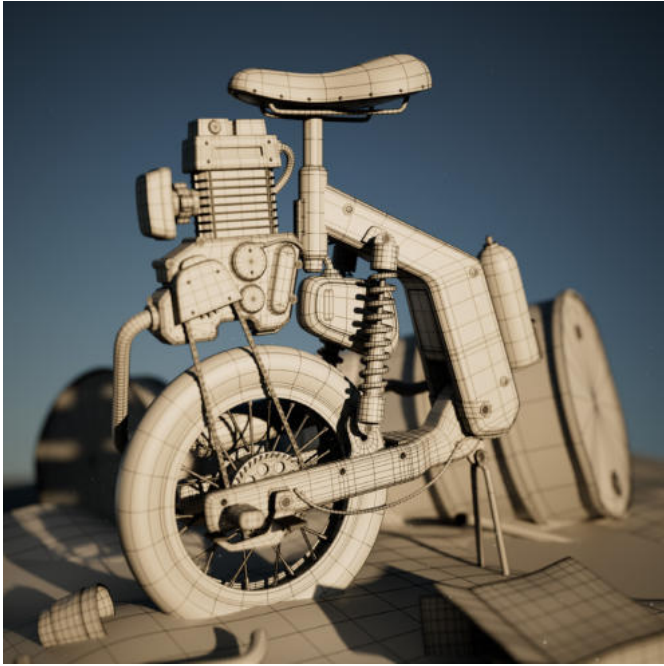
Gnomon - School of VFX, Games & Animation
Certificate in Digital Production - Emphasis in Game Art

2022 - Hard Surface 1 & Texturing and Shading 2

Modeled in Maya
Textured in Substance 3D Painter
Rendered in Redshift
Edited in Photoshop and After Effects

Responsible for all aspects except ground texture
Based on Picture by がとりんぐ三等兵

Gnomon - School of VFX, Games & Animation Instagram
Selected | Gnomon 2023 Student Reel



Channle Breakdown

Lighting & Wireframe / Value



Process Breakdown

Directional Light / Detail Light / Post Effects





Teplo Restaurant

Gnomon - School of VFX, Games & Animation

Certificate in Digital Production - Emphasis in Game Art

2021 - Introduction to 3D with Maya

Modeled in Maya and ZBrush

Simulated in Blender

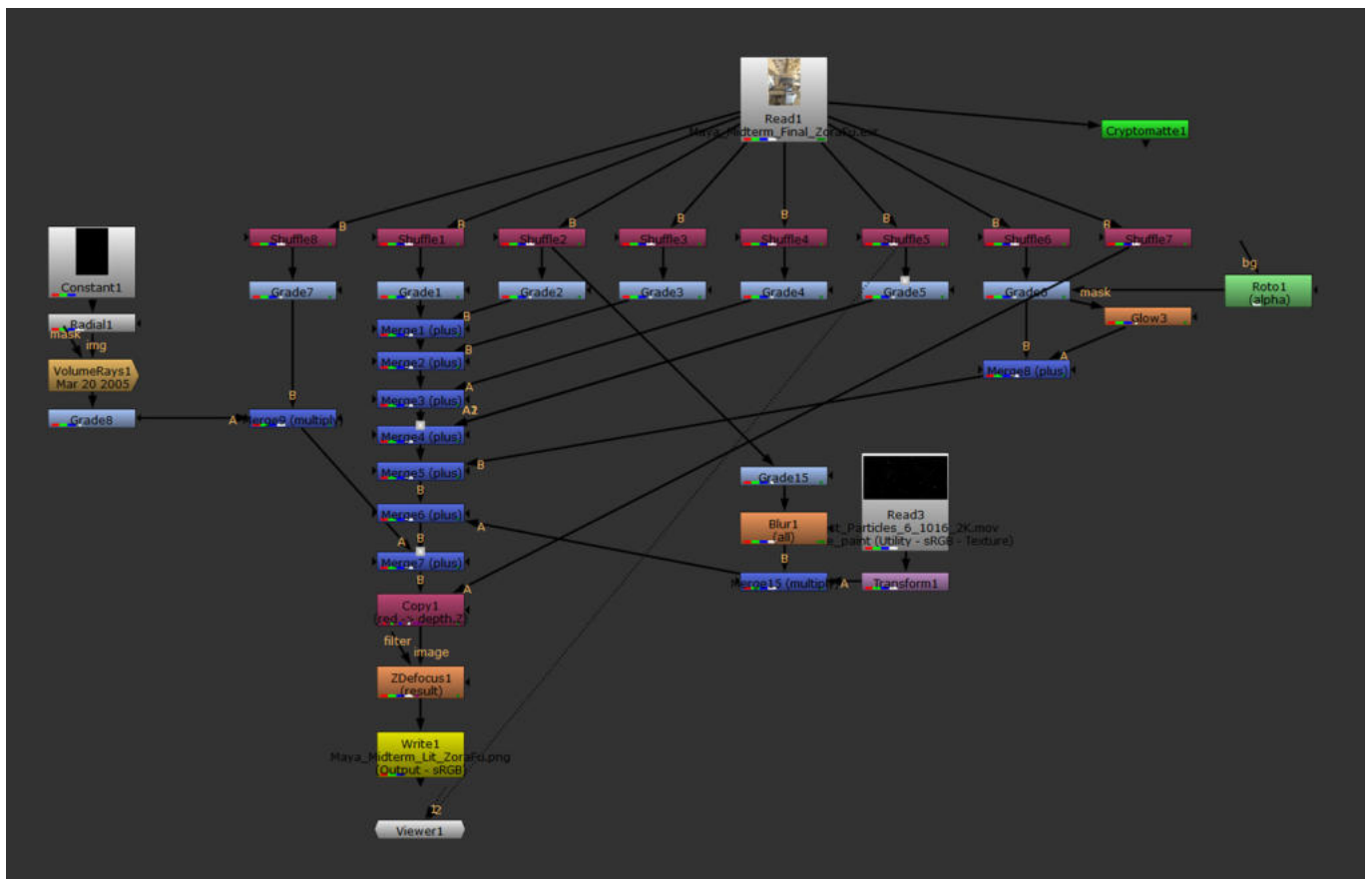
Rendered in V-Ray and Nuke

Edited in Photoshop

Responsible for all aspects except texture from Ambient CG

Based on Picture by YOD Group

Gnomon - School of VFX, Games & Animation
Shared | Instagram Post

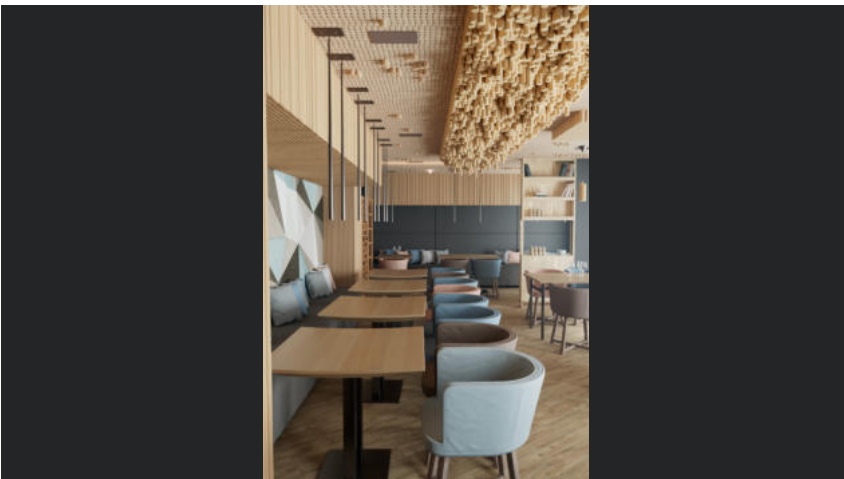


Nuke Breakdown



Channle Breakdown

Lighting / Value



Process Breakdown

Light selection / Particle Dust / Defocus





Zora's Planet

Fu Jen Catholic University
Bachelor of Fine Art in Applied Arts - Emphasis in Computer Animation

2020 - Show Reel Opening Animation

Modeled, textured, and animated in Blender
Rendered in Eevee
Edited in Premiere and After Effects

Responsible for aspects





Tie

Fu Jen Catholic University
Bachelor of Fine Art in Applied Arts - Emphasis in Computer Animation

2020 - Graduation Project

Modeled in Blender
Textured in Substance 3D Painter
Animated in 3ds Max
Rendered in Eevee
Edited in After Effects and Premiere
Painted in Clip Studio Paint and Procreate

Chia Sheng (Johnny) Wu - Director

Character Design | 2D Animation | 3D Animation | Post Production

Ruo Tian (Zora) Fu - Producer

Environment Design | Lighting Design | 3D Animation | Post Production

Taiwan Original Animation Concert 2024

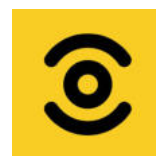
Vision Get Wild Award 2020

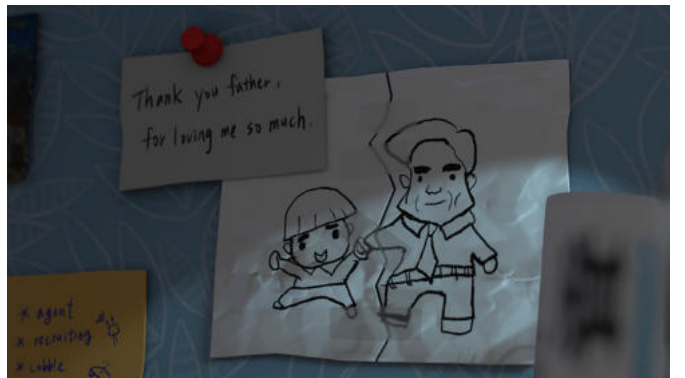
Award | 3D Animation - Merit Award

Nomination | 2D Animation / Creative Planning / Cross Disciplinary
Experiment and Mixed-Media Animation

Bahamut ACG Competition 2021

Nomination | 3D Animation





Featured Screen



Trailer

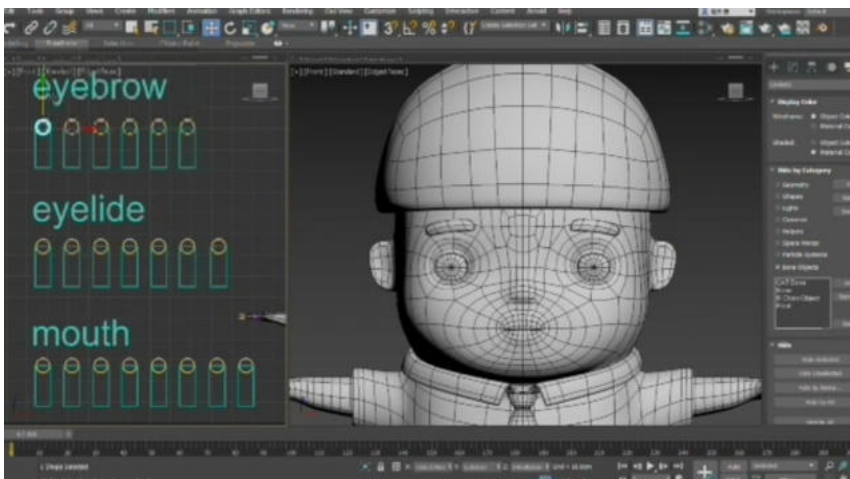


Animatic



Character Display

Model / Texture / Animation



Tech Demo

Rigging and Facial Articulation



