# Zora Fu

Unreal Artist | Environment Artist

Demo Reel

# 2023 Demo Reel

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

Zora Fu
Environment Artist

Unreal Artwork

# Forest Remains

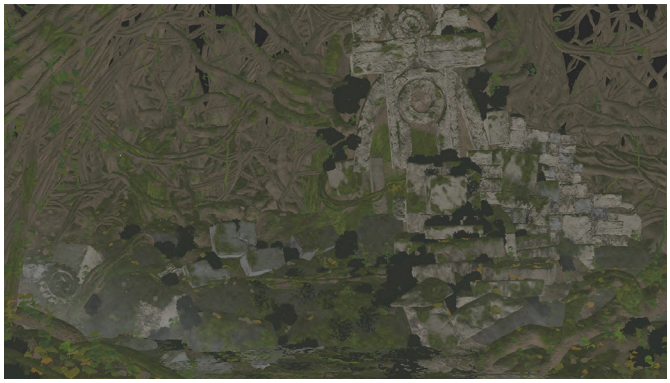
Gnomon - School of VFX, Games & Animation
Certificate in Digital Production - Emphasis in Game Art

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

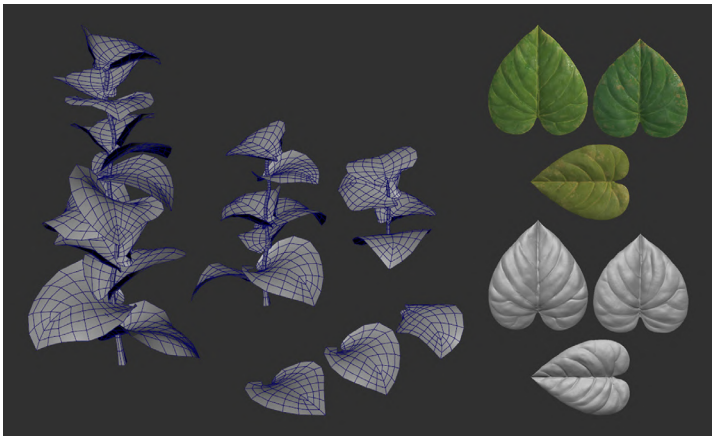


## Channle Breakdown

Lighting / Unlit / Z-Depth / Value

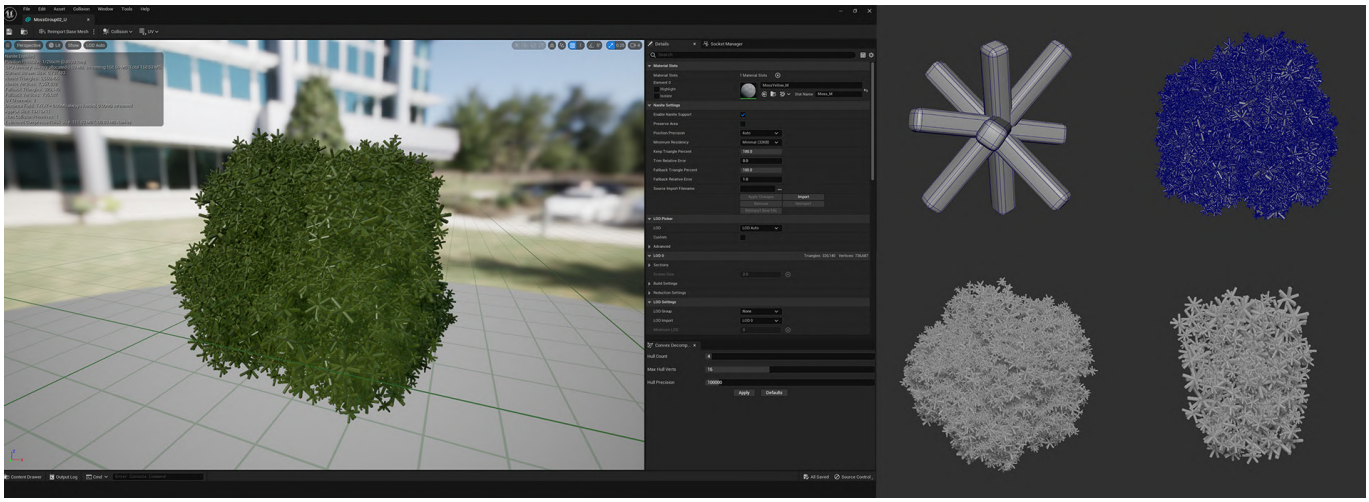
## Process Breakdown

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



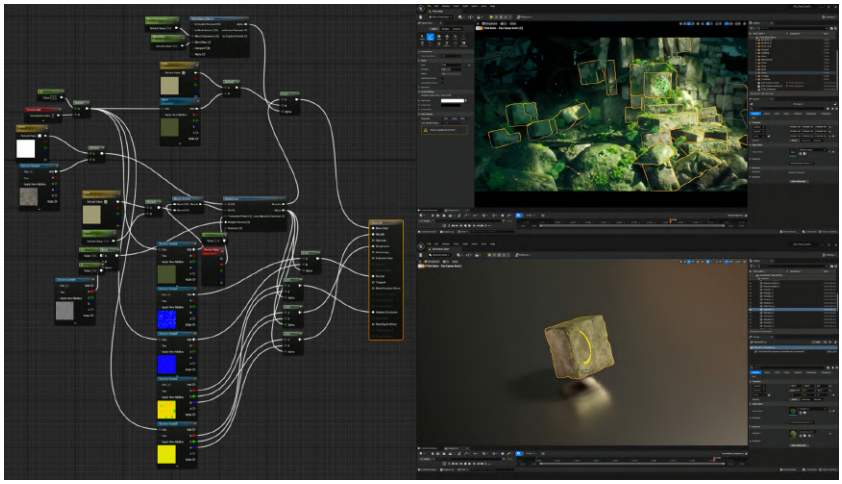
## Assets Breakdown

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



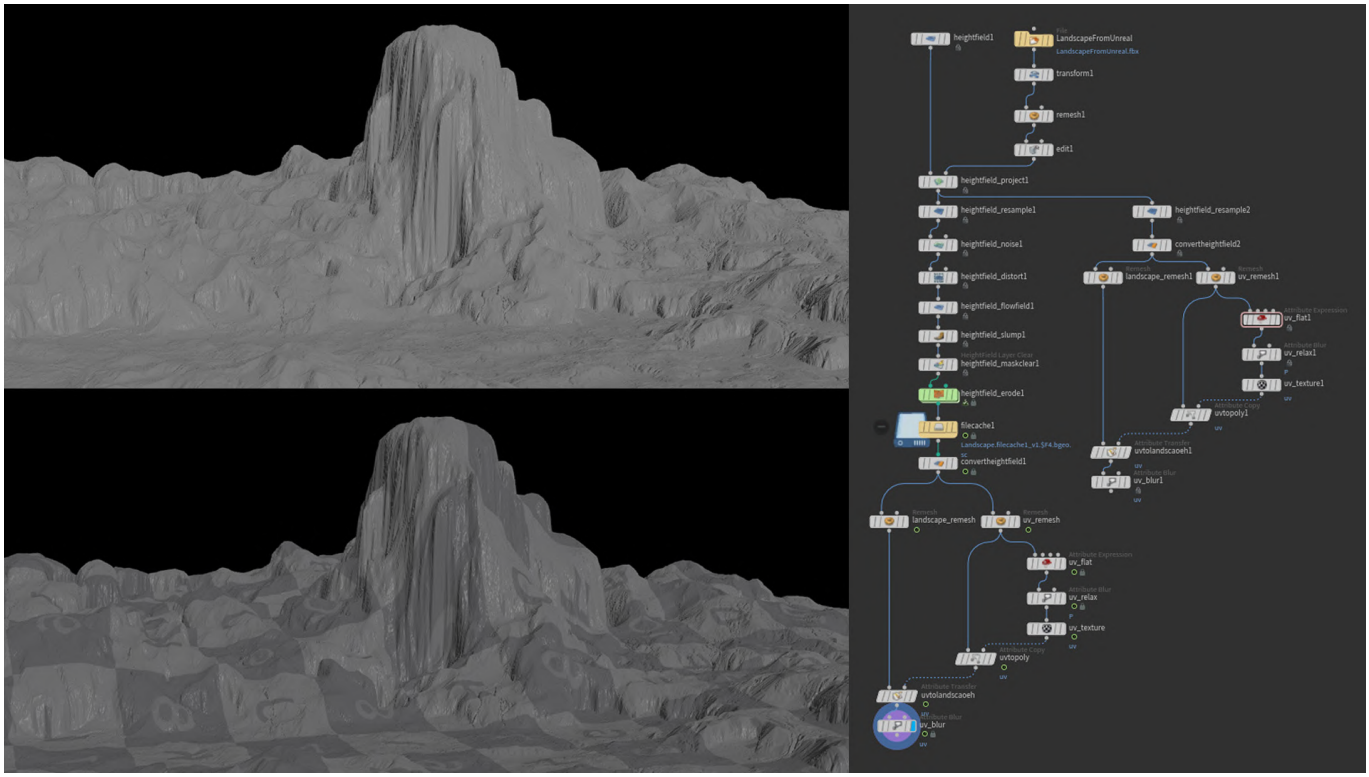
## Moss Breakdown

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



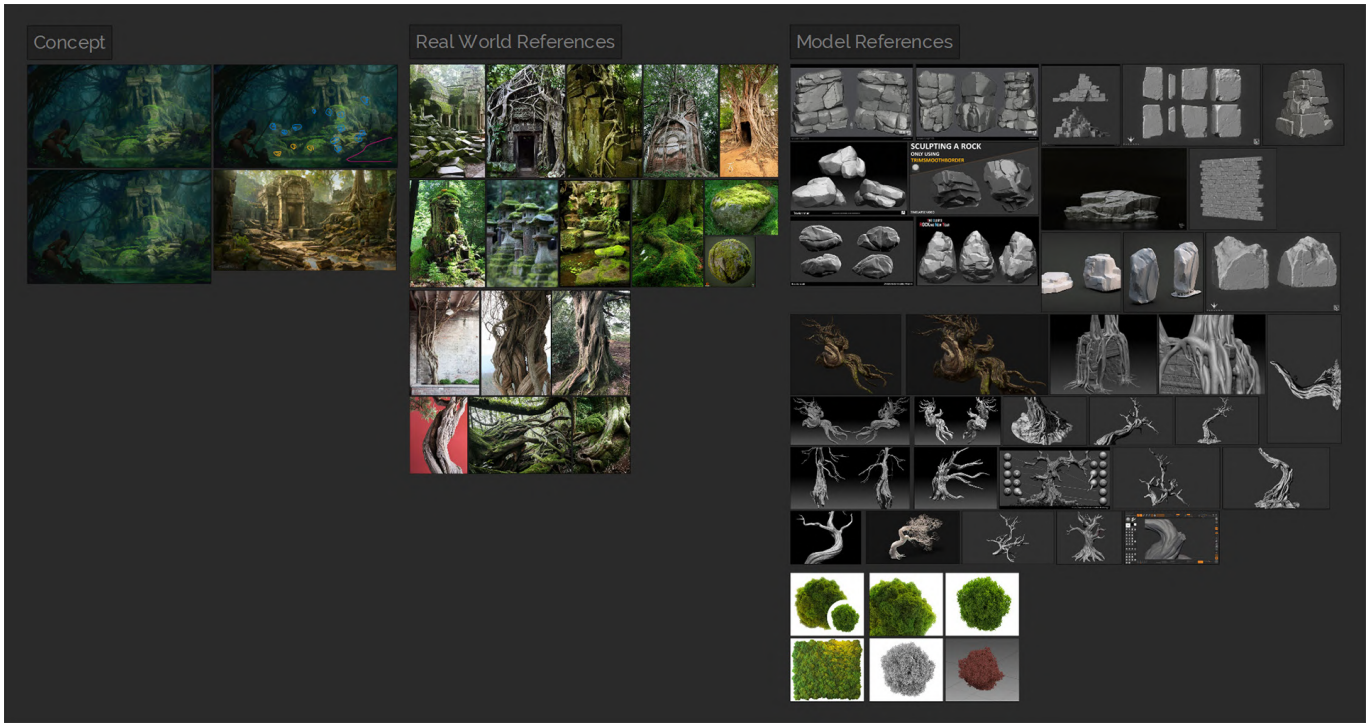
## Tech Demo

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

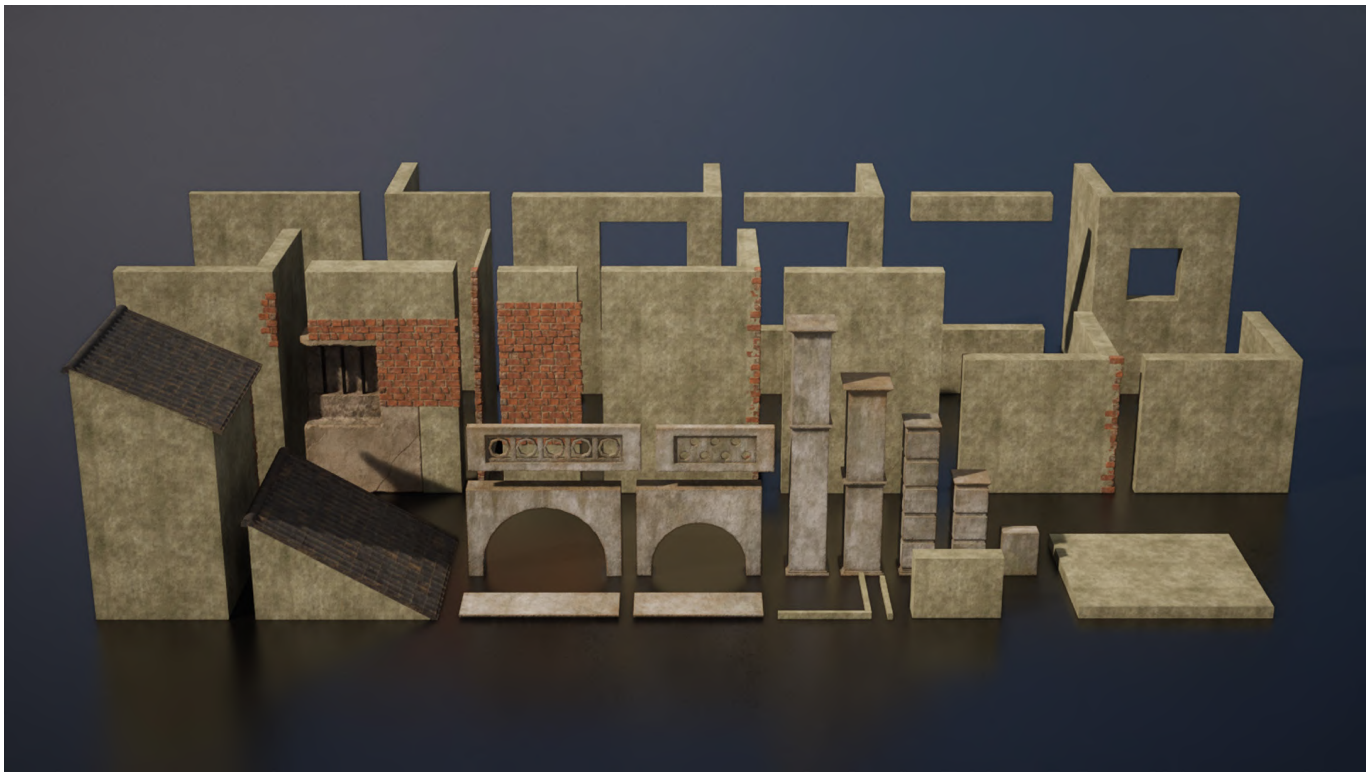
Rookies Award 2023 - Game Development
Award | Rookie of the Year - Finalist / Draft Selection
The Rookies
Shared | Instagram Post

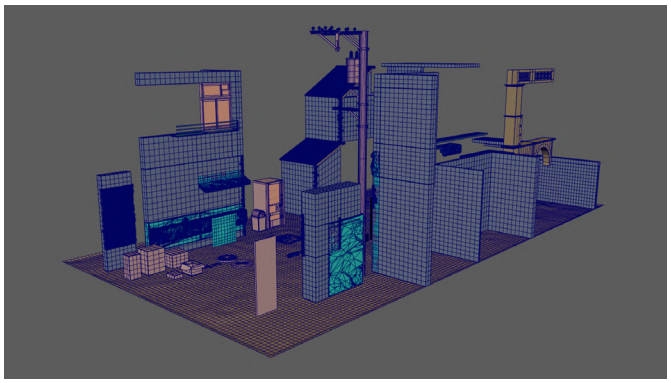
## Channle Breakdown

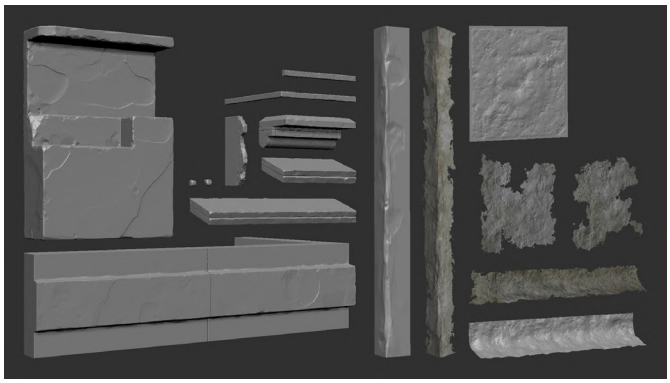
Lighting / Unlit / Z-Depth / Value

## Process Breakdown

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

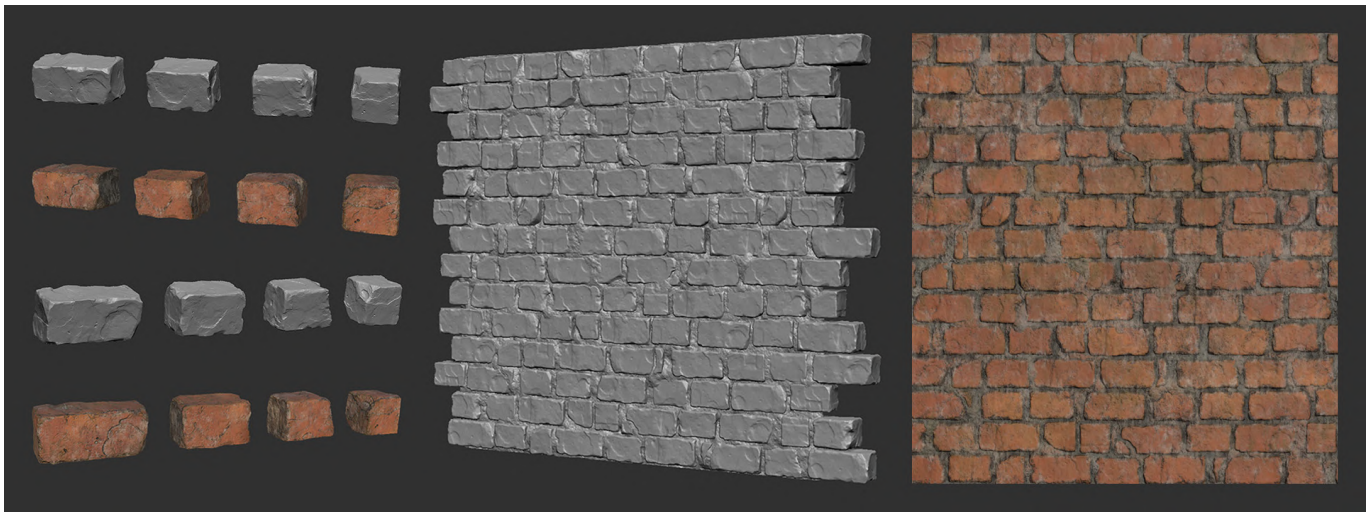


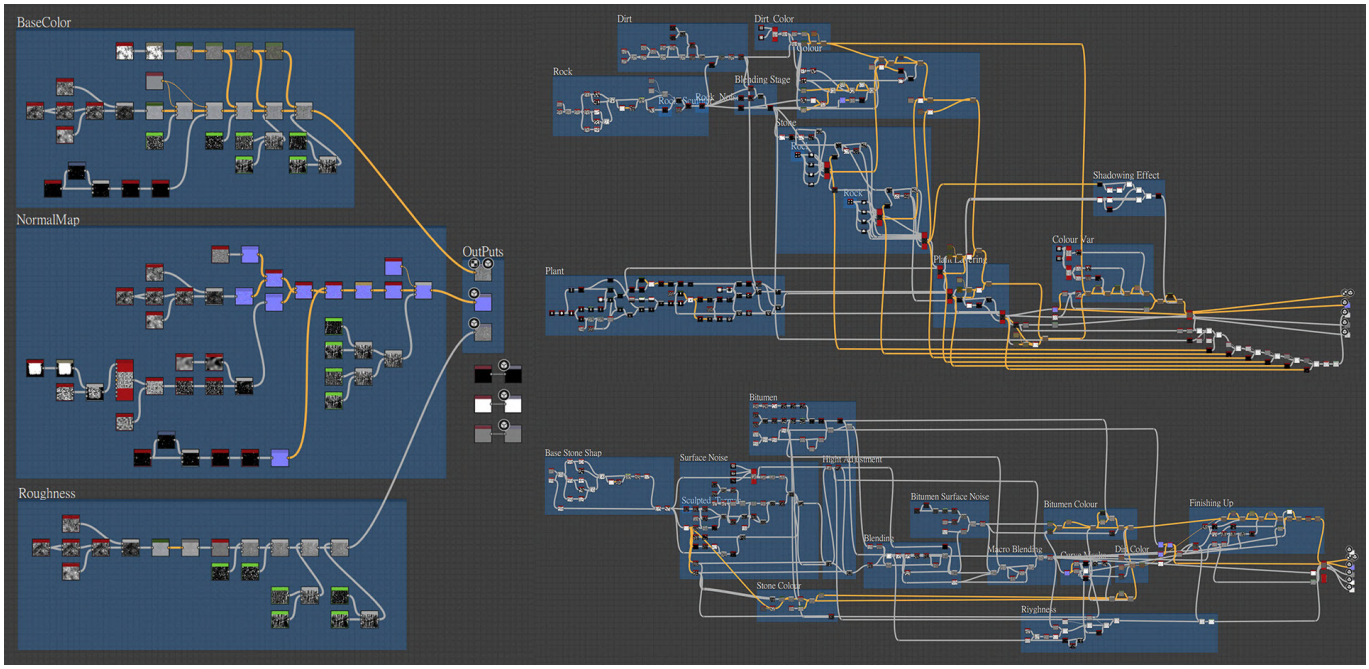




## Assets Breakdown

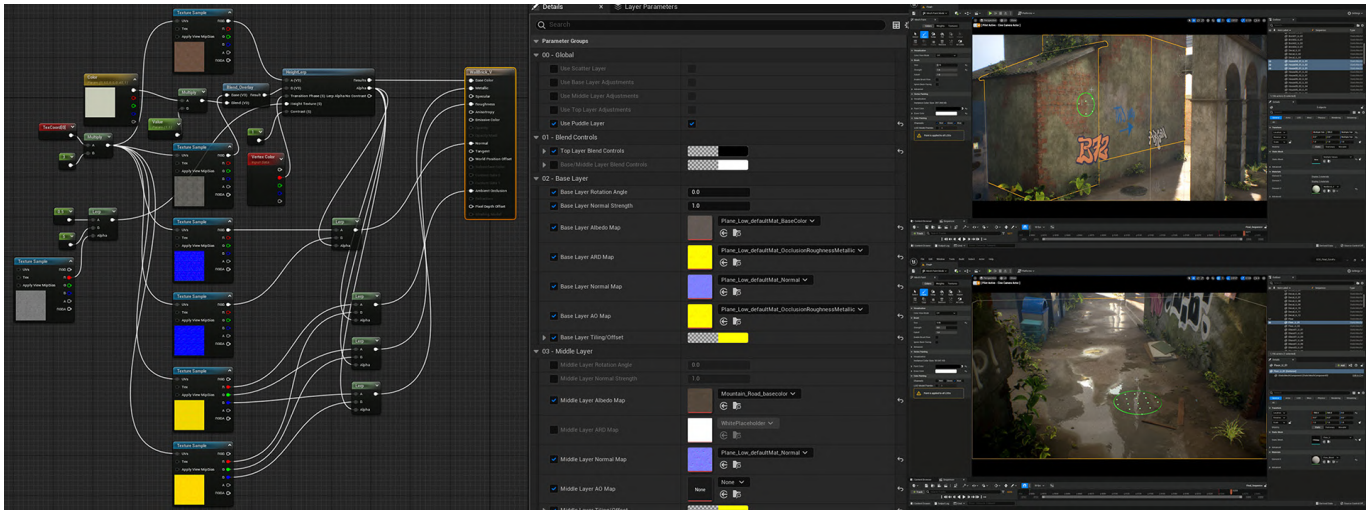
Modeled in Maya & Sculpted in ZBrush & Textured in Substance 3D Desinger and Substance 3D Painter





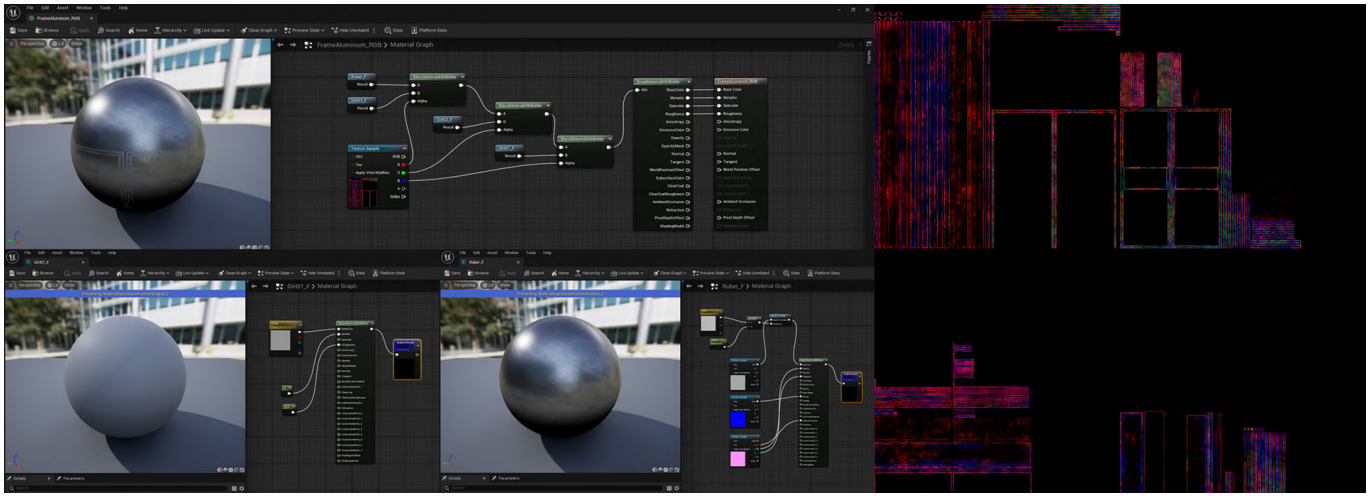
## Material Breakdown

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



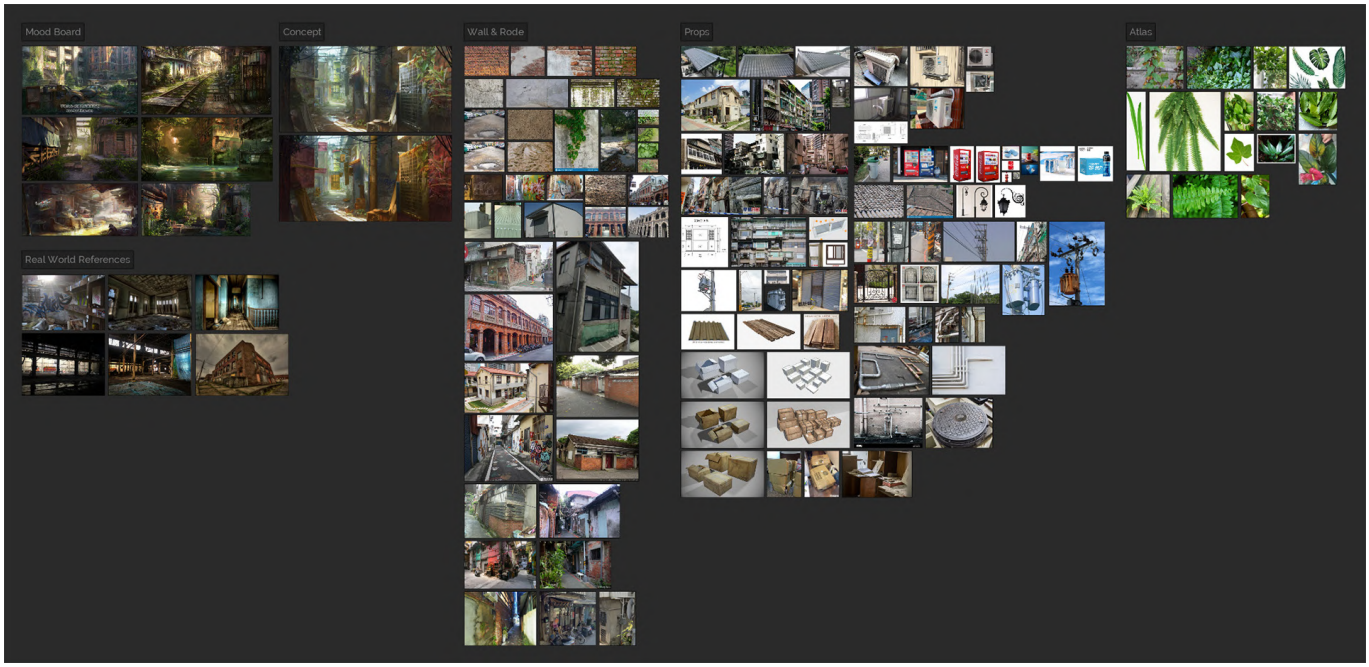
## Tech Demo

Vertex Painting & Blend Material in Unreal Engine 5



## RGB Material Breakdown

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


Mood Board
Concept
Wall & Rode
Props
Atlas
Real World References

## 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

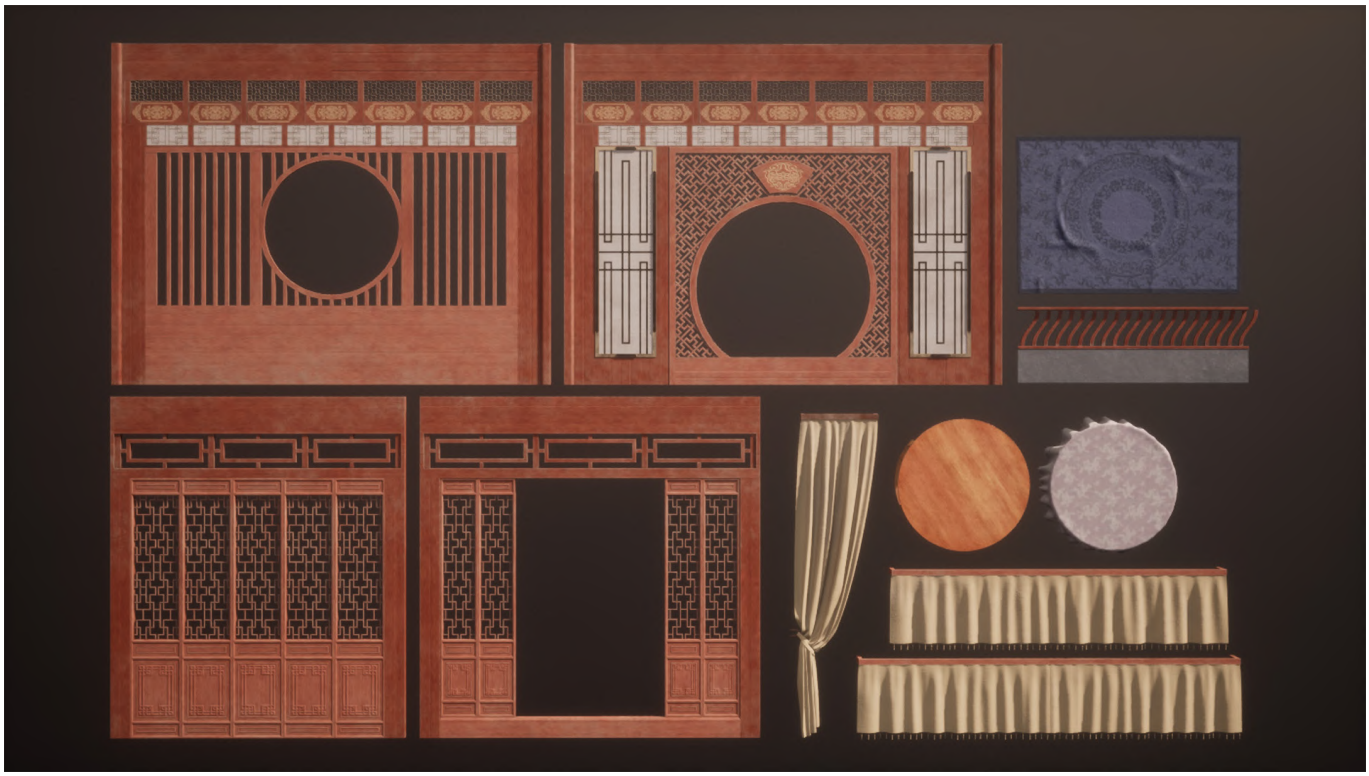
Rookies Award 2023 - Game Development
Award | Rookie of the Year - Finalist / Draft Selection
Gnomon - School of VFX, Games & Animation
Featured | Gnomon 2023 Student Gallery

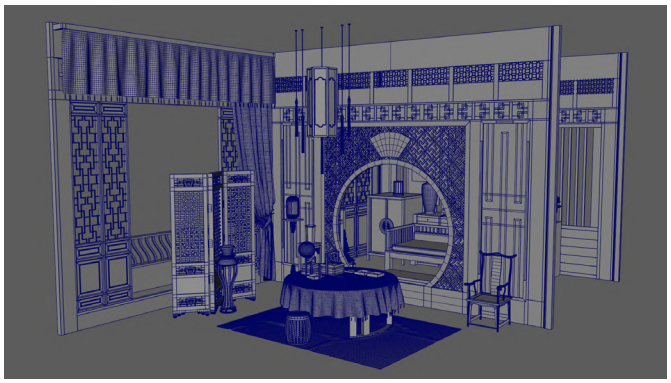
## Channle Breakdown

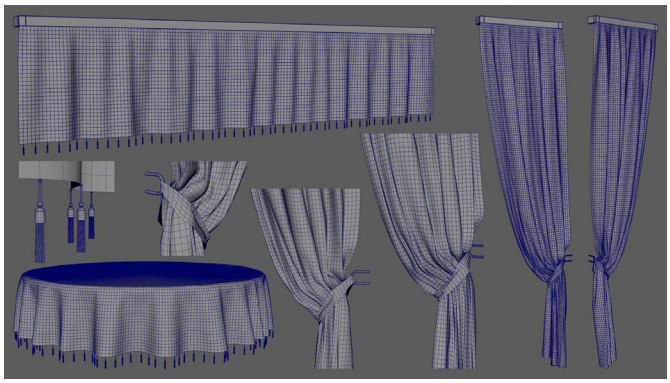
Lighting / Unlit / Z-Depth / Value

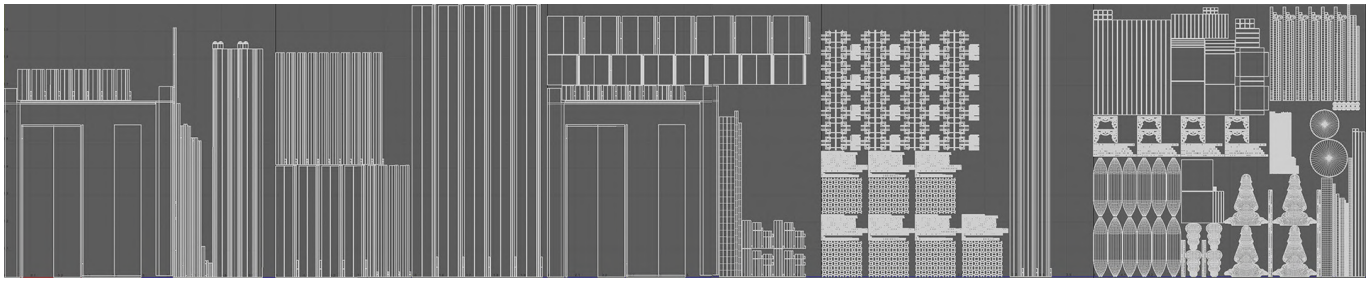
## Process Breakdown

Directional Light / Exponential Height Fog / Emitter Dust







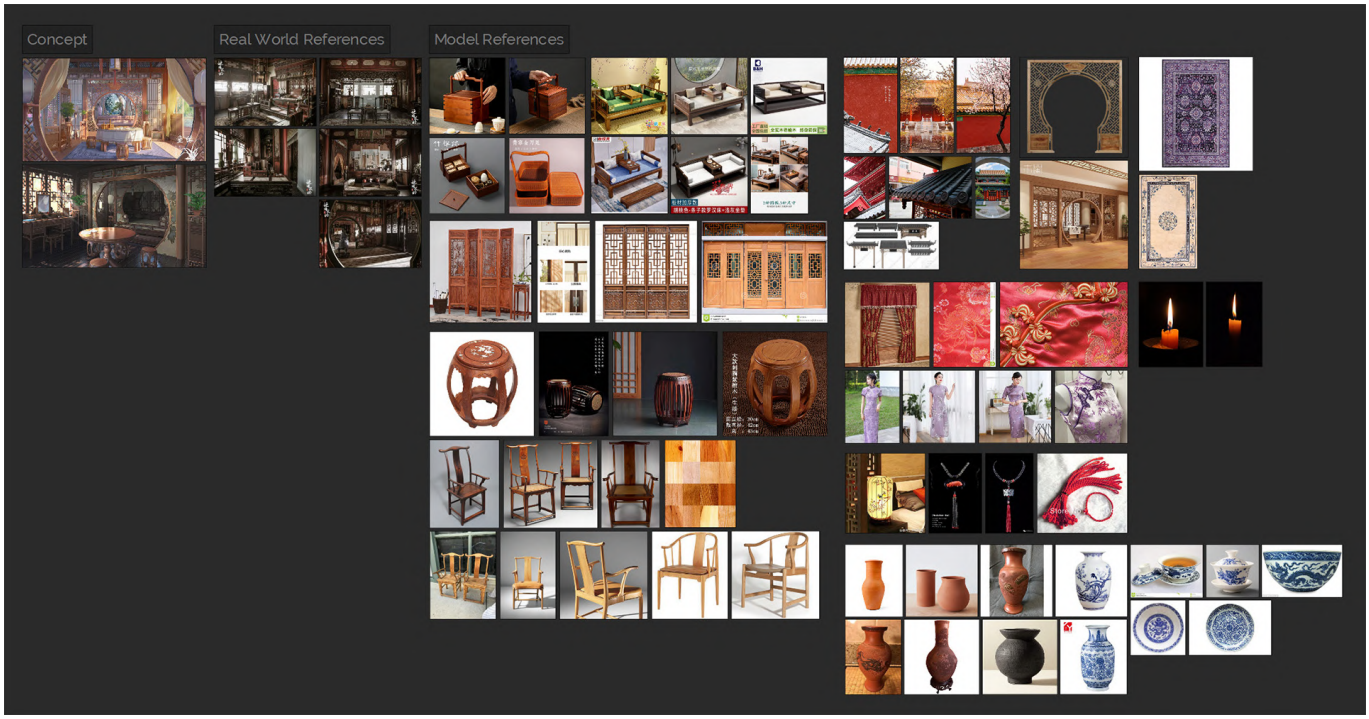


## Assets Breakdown

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

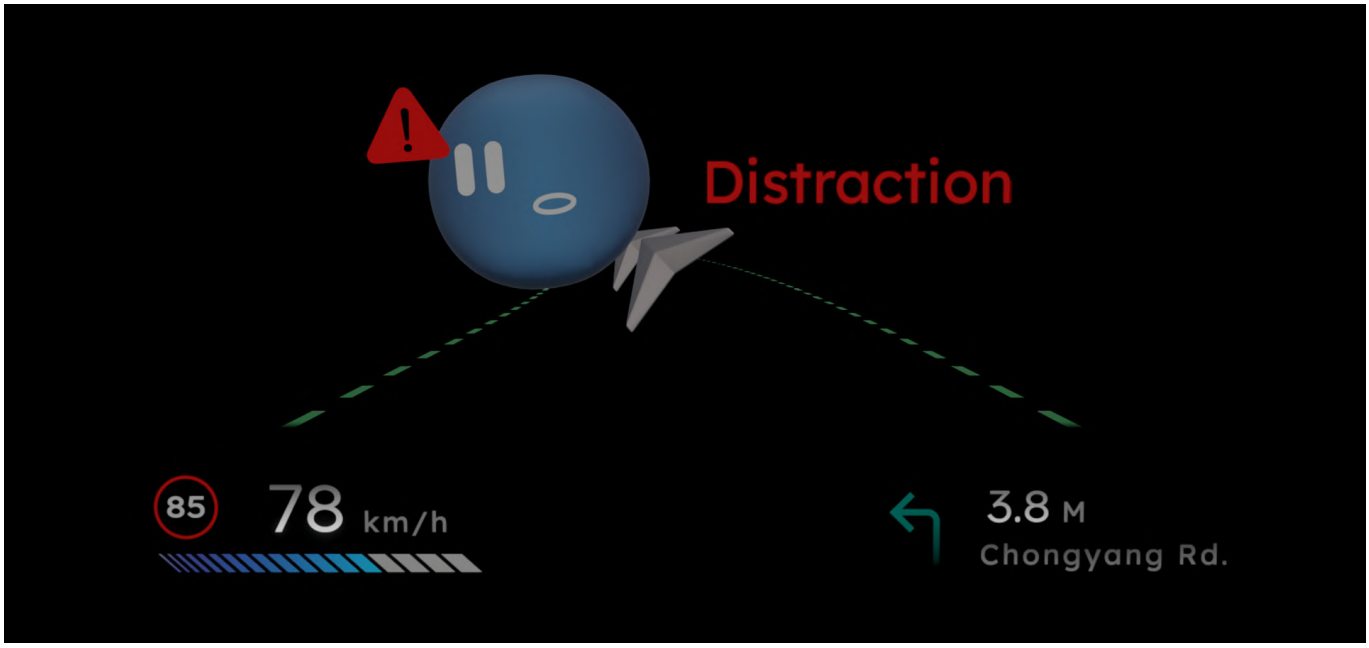
## Material Breakdown

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




## References

Unity Artwork




# 3D-AR-HUD

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.

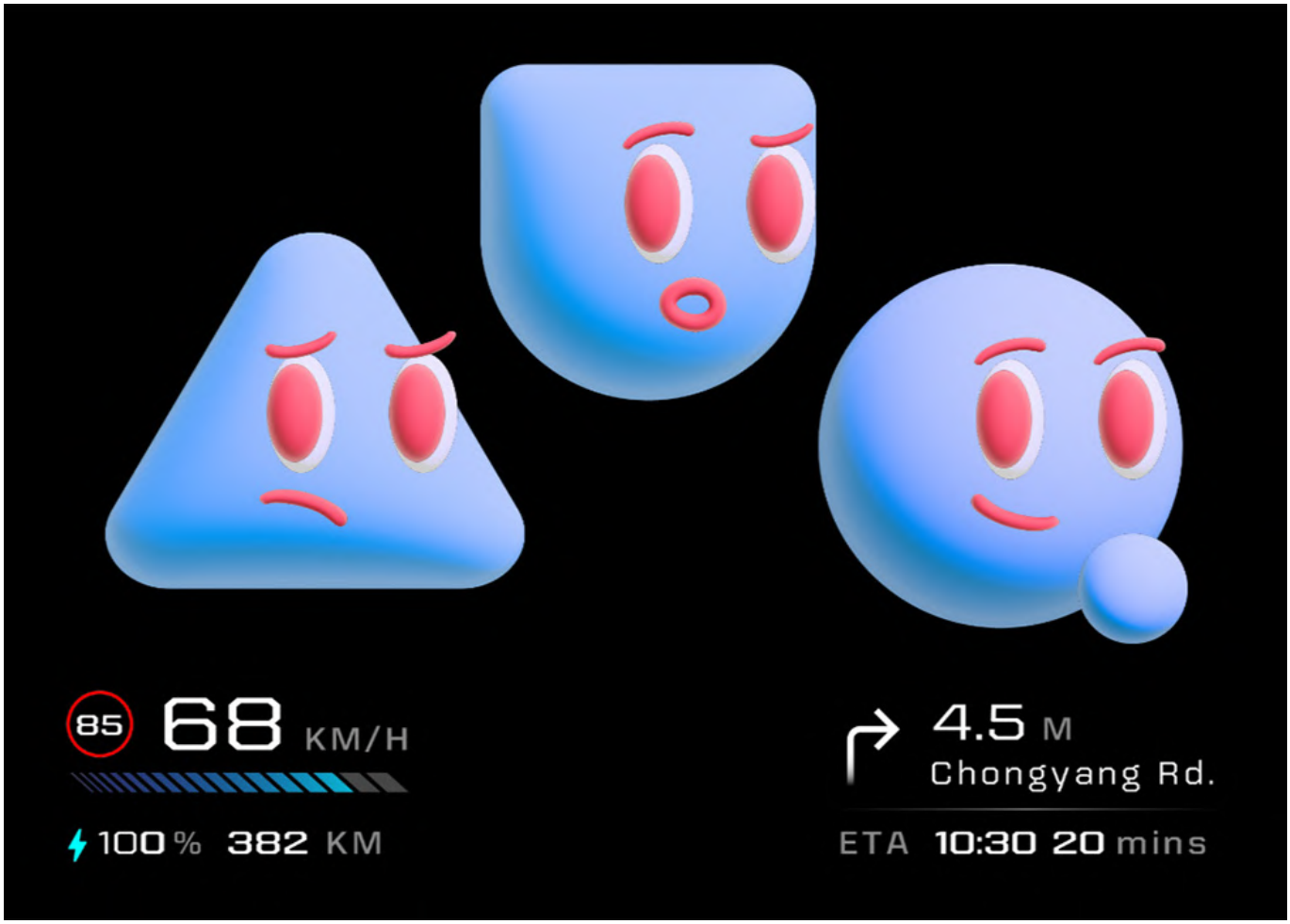
2025 - AUO

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

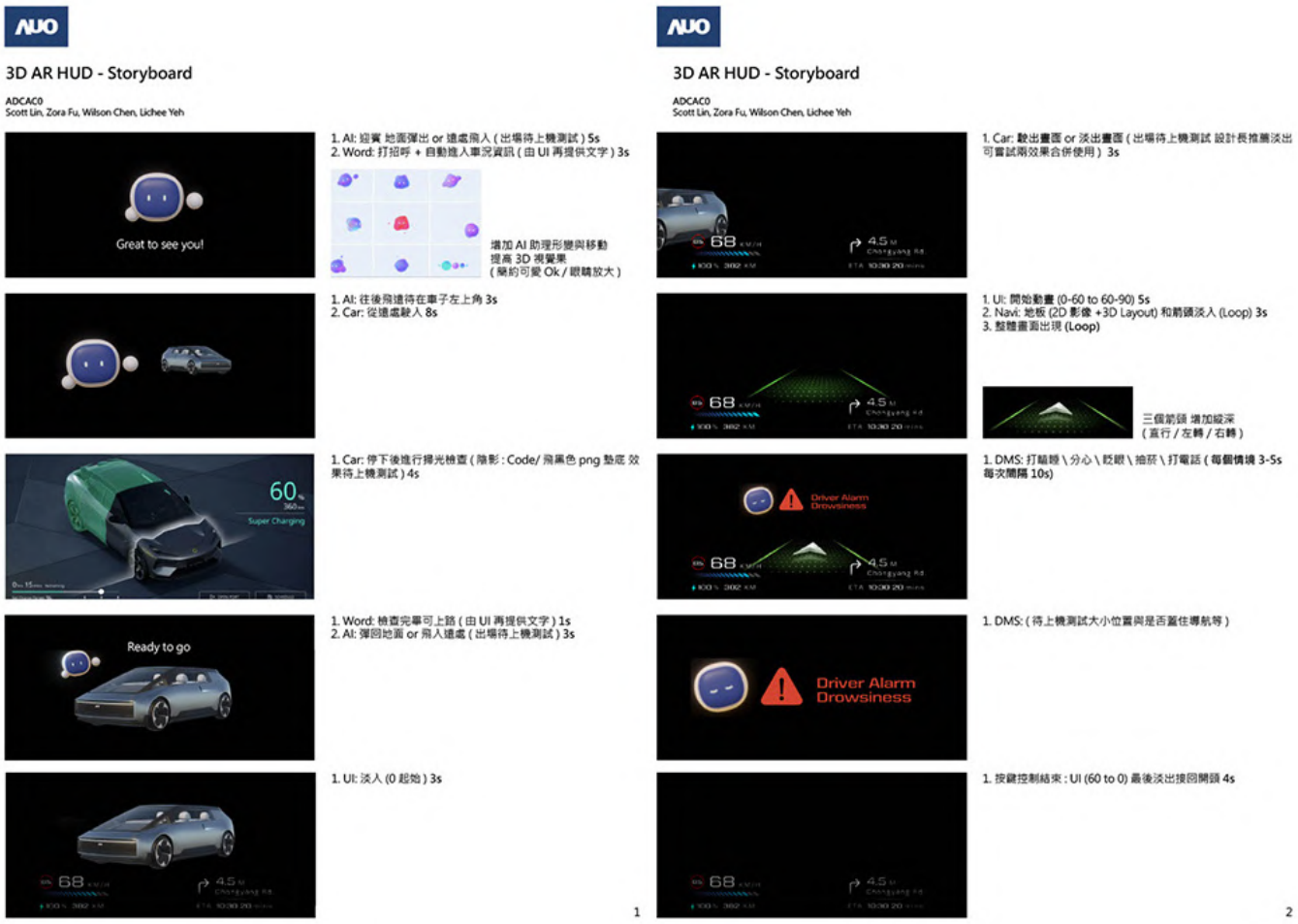
Responsible for aspects in Unity except programming
AUO Copyright

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

## Industrial Design



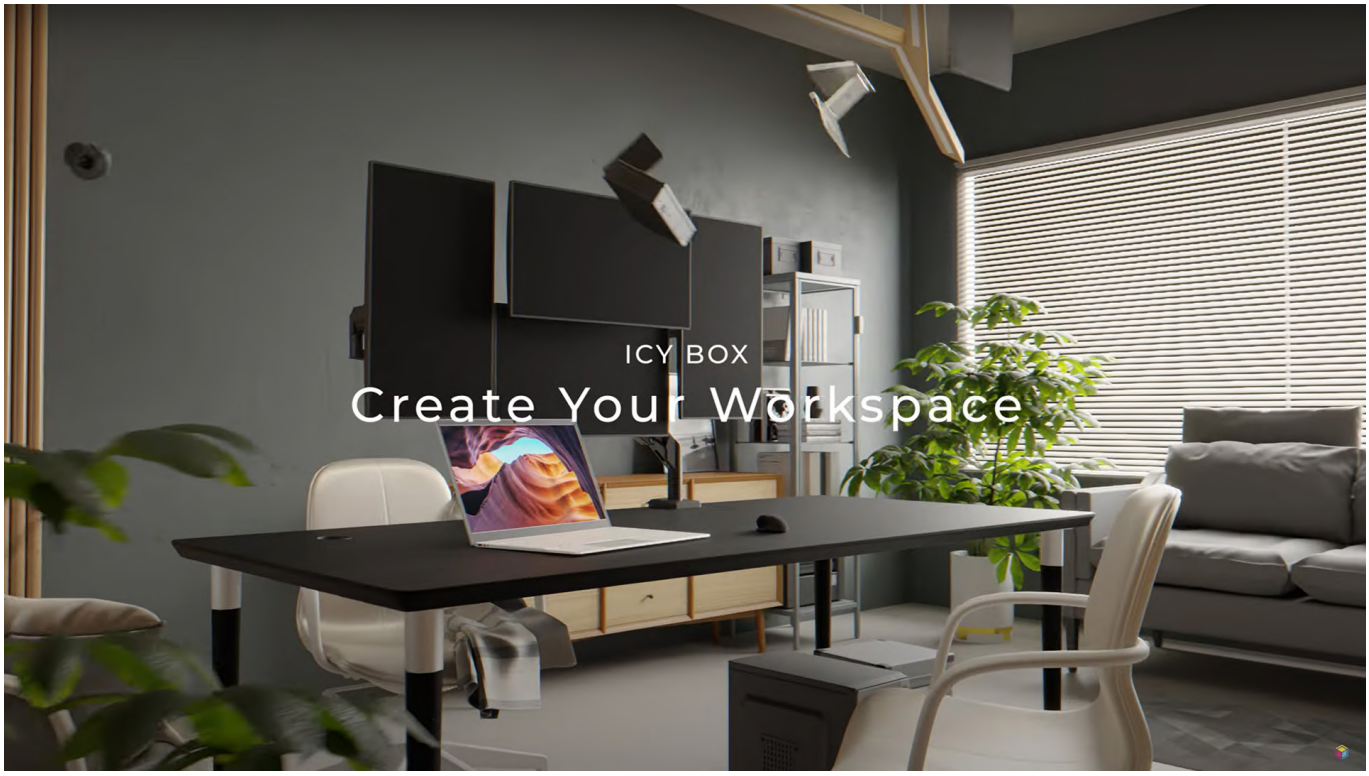

## Character Design




## Storyboard

## Introduction

3D Artwork




# ICY BOX - 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

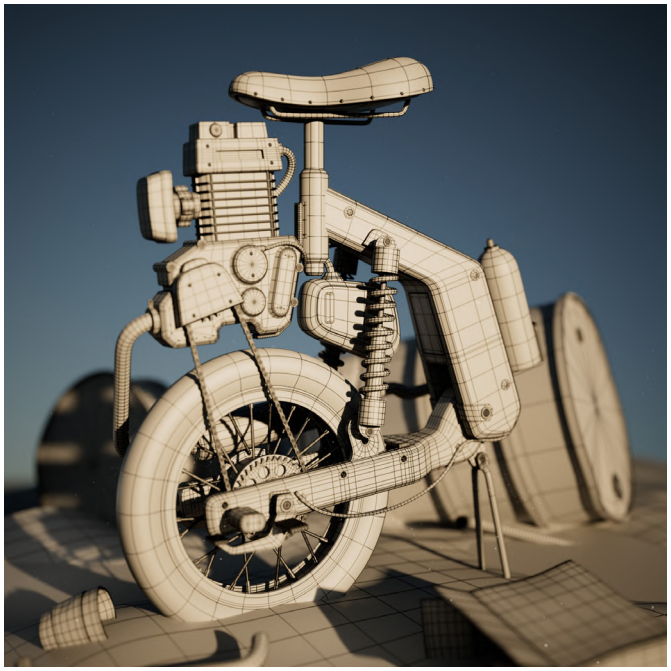
Gnomon - School of VFX, Games & Animation
Certificate in Digital Production - Emphasis in Game Art

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 & AnimationInstagram
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

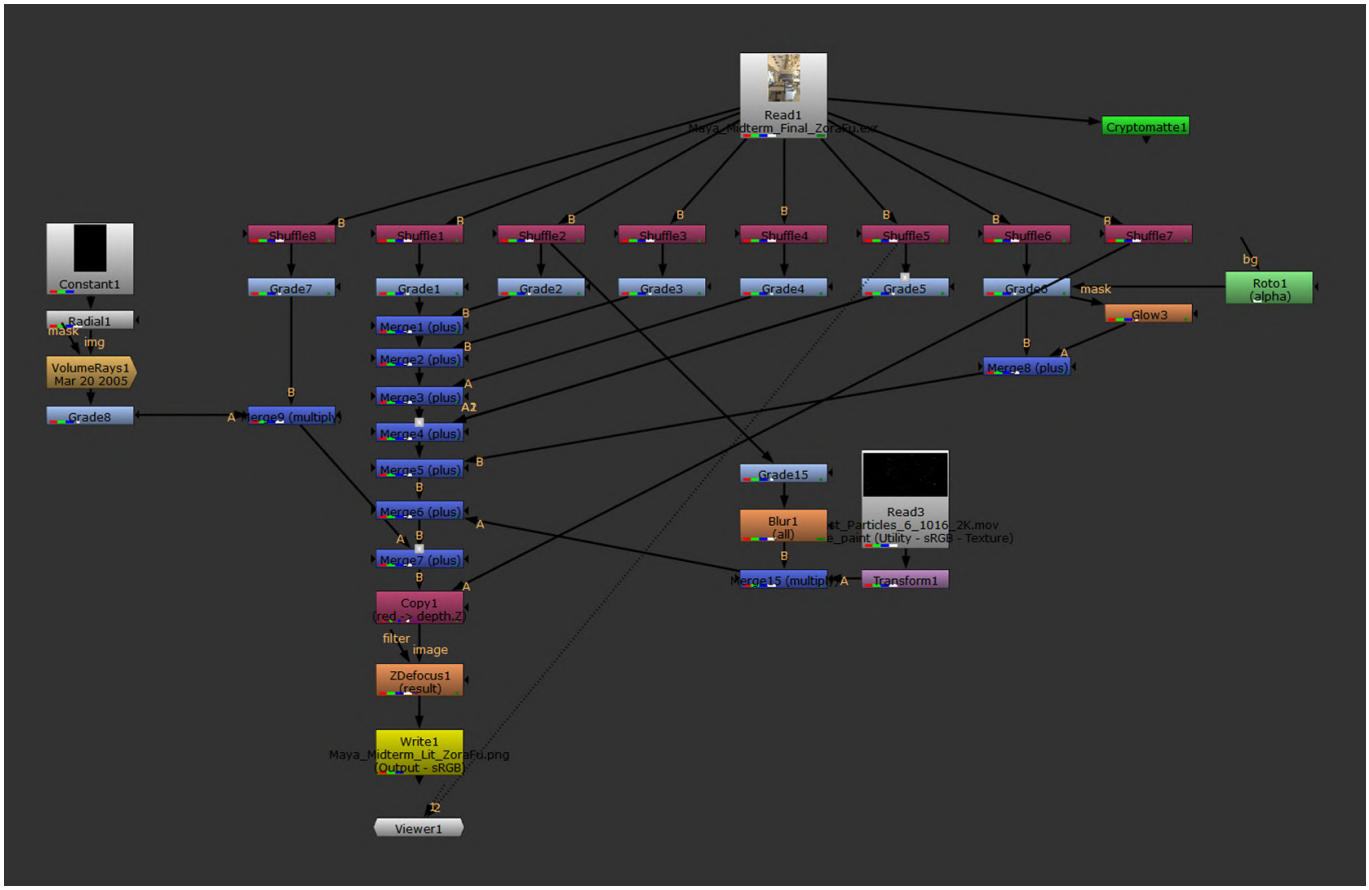
Certificate in Digital Production - Emphasis in Game Art

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 Opeing Animation

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

Responsible for aspects

# Tie

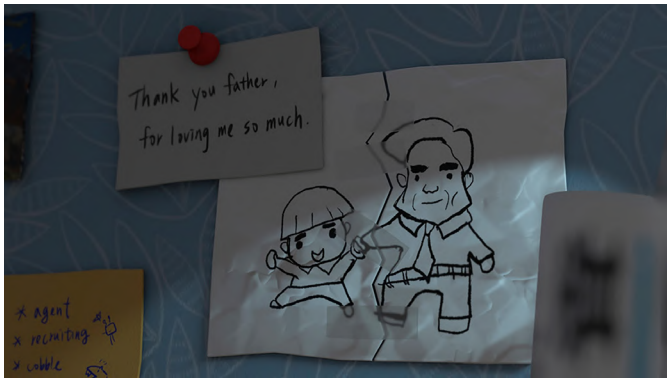
Fu Jen Catholic University
Bachelor of Fine Art in Applied Arts - Emphasis in Computer Animation

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



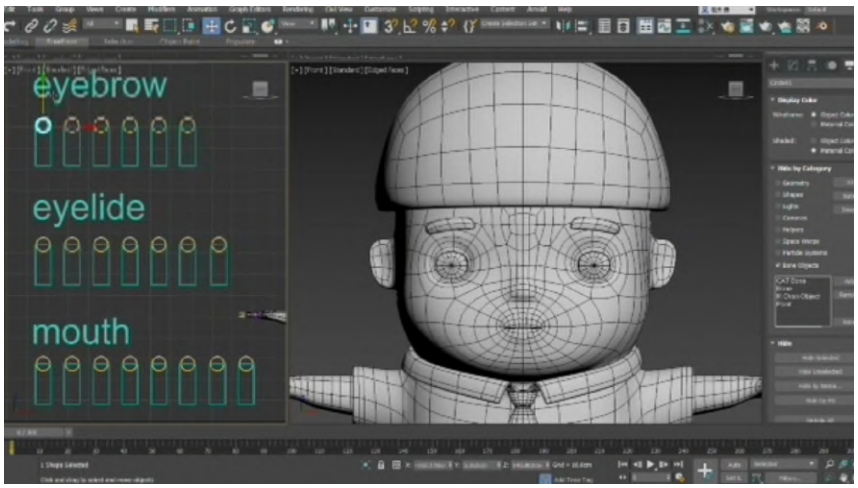
## Featured Screen

## Trailer

## Animatic

## Character Display

Model / Texture / Animation




## Tech Demo

Rigging and Facial Articulation

2D Artwork

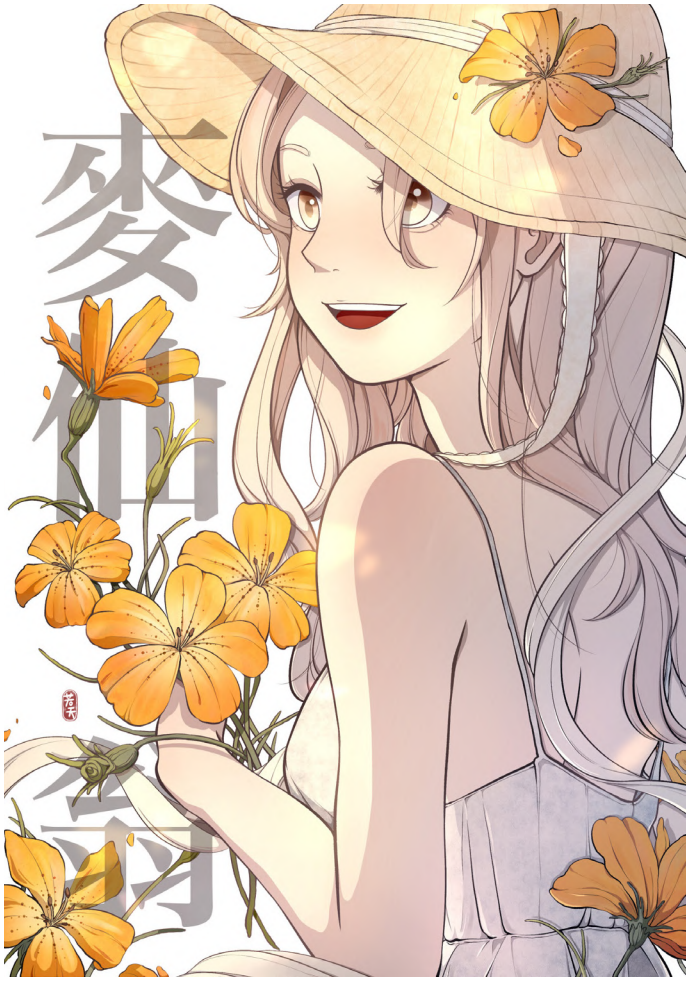
## Iris

Freelance

2021 - Illustration

Printed in Procreate

Responsible for all aspects




## Iris

Freelance

2022 - Illustration

Printed in Procreate

Responsible for all aspects