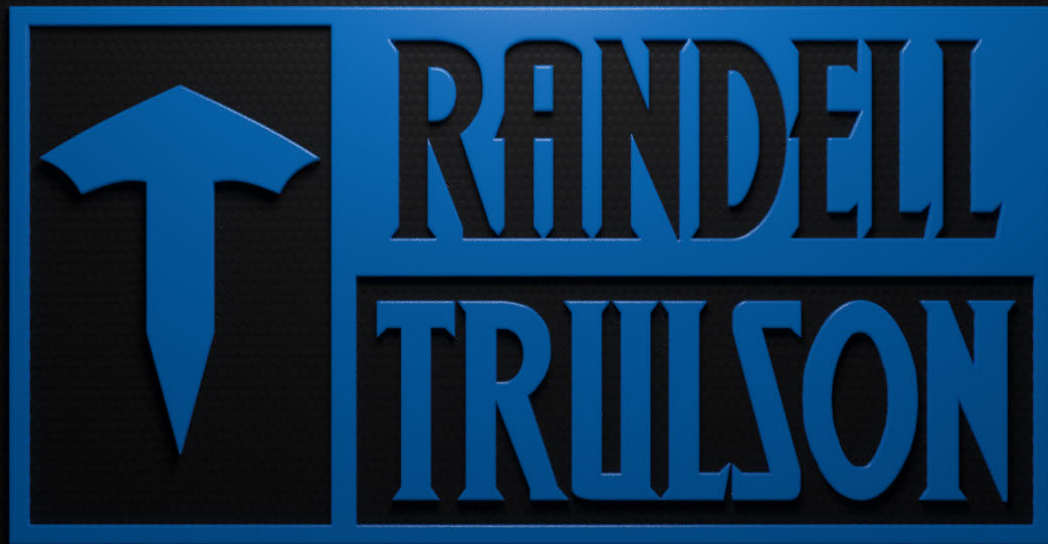




CG ARTIST • ANIMATOR

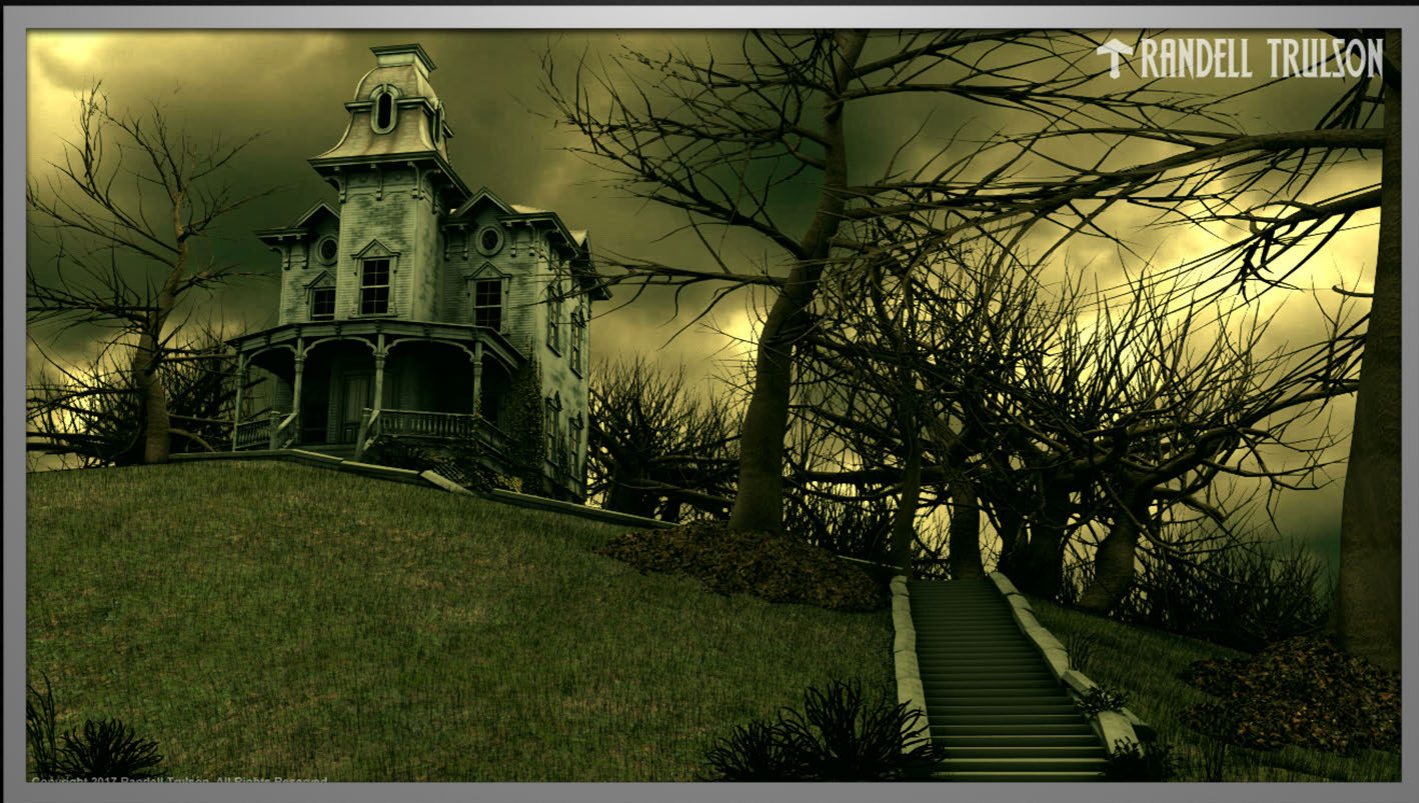


I have 20 years of experience as a 3D modeler, rigger, and animator. I've used my skills in a wide spectrum of disciplines including character and level designs for games, concept visualization for demons and public displays, and even dimensionally accurate precision 3D modeling for machining and manufacturing. The following is a list of my commonly used tools.

- Autodesk 3DS Max
- Pixologic ZBrush
- Adobe Substance Painter
- Adobe CC (from PhotoShop to Animate)
- Mischief
- ArtRage
- Autodesk Toxik (aka Composite)
- Autodesk Match Mover
- DaVinci Resolve

3D ENVIRONMENT CREATION





3D ENVIRONMENT CREATION



↑ **RANDELL TRULSON**



3D ENVIRONMENT CREATION



↑ RANDELL TRULSON



3D ENVIRONMENT CREATION



↑ **RANDELL TRULSON**



3D ENVIRONMENT CREATION



↑ RANDELL TRULSON



3D ENVIRONMENT CREATION

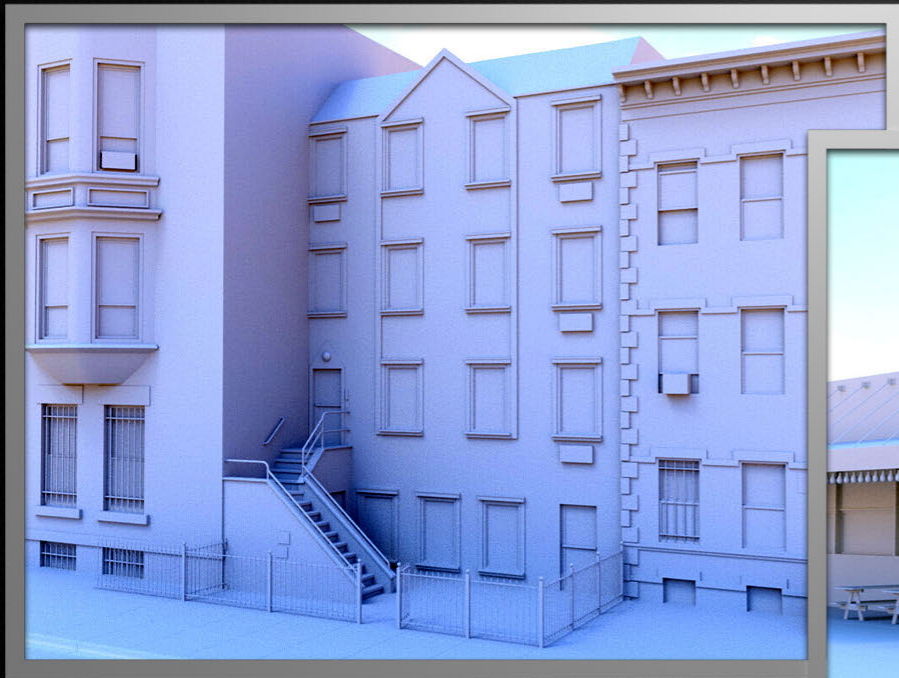


↑ RANDELL TRULSON



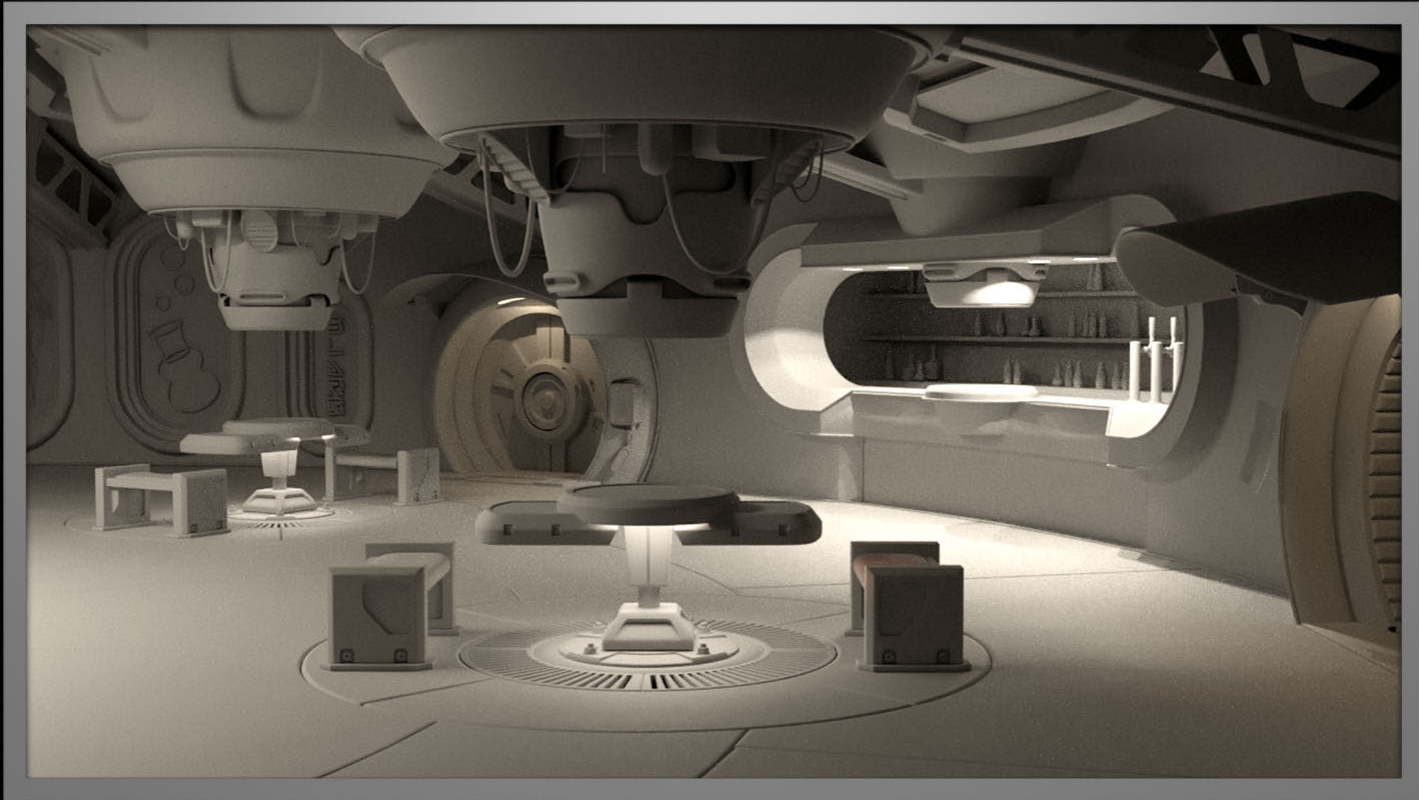
3D ENVIRONMENT CREATION





3D ENVIRONMENT CREATION





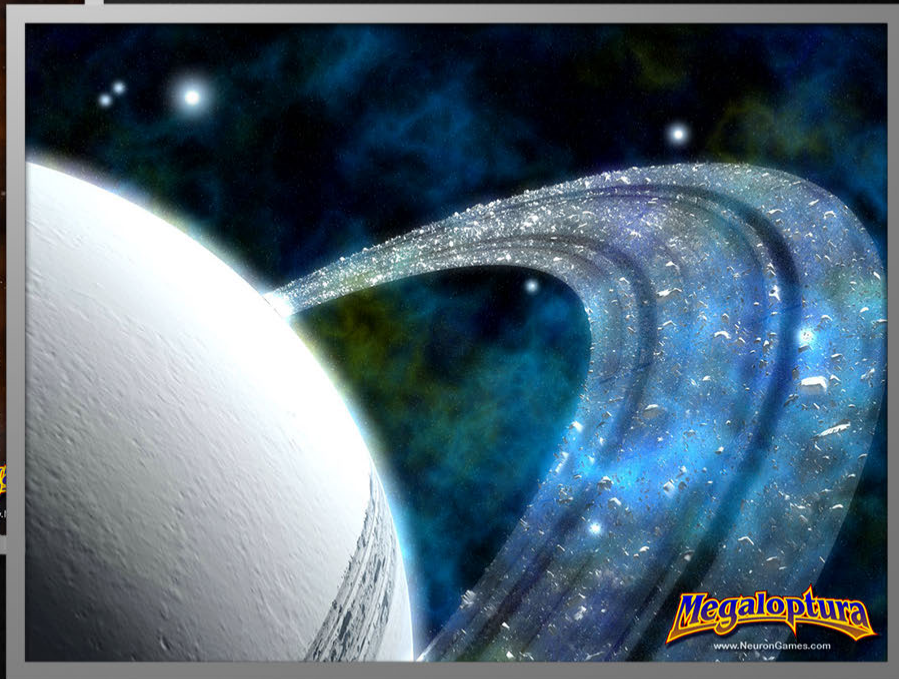
3D ENVIRONMENT CREATION





3D ENVIRONMENT CREATION





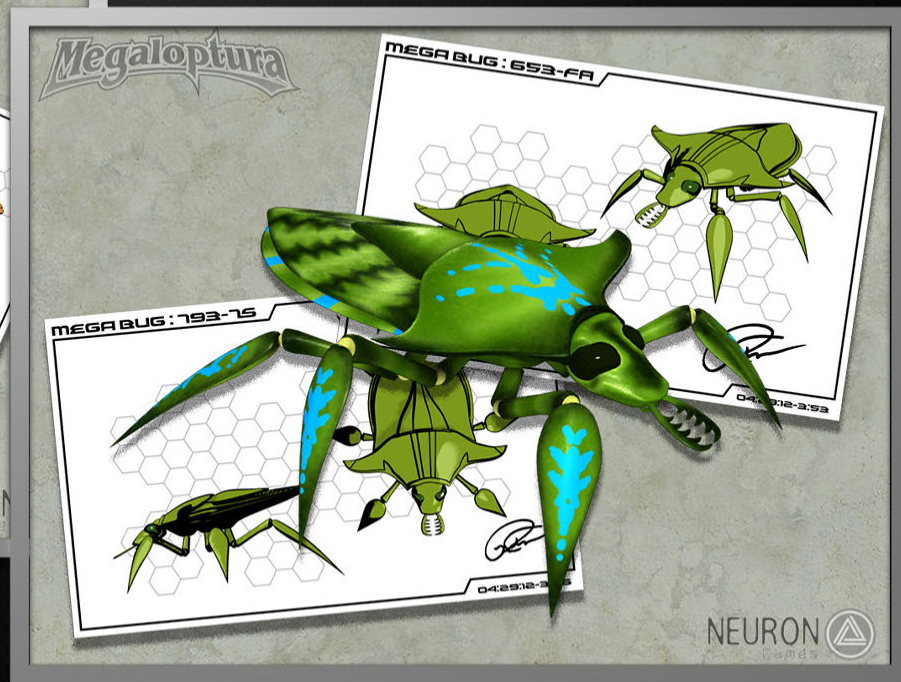
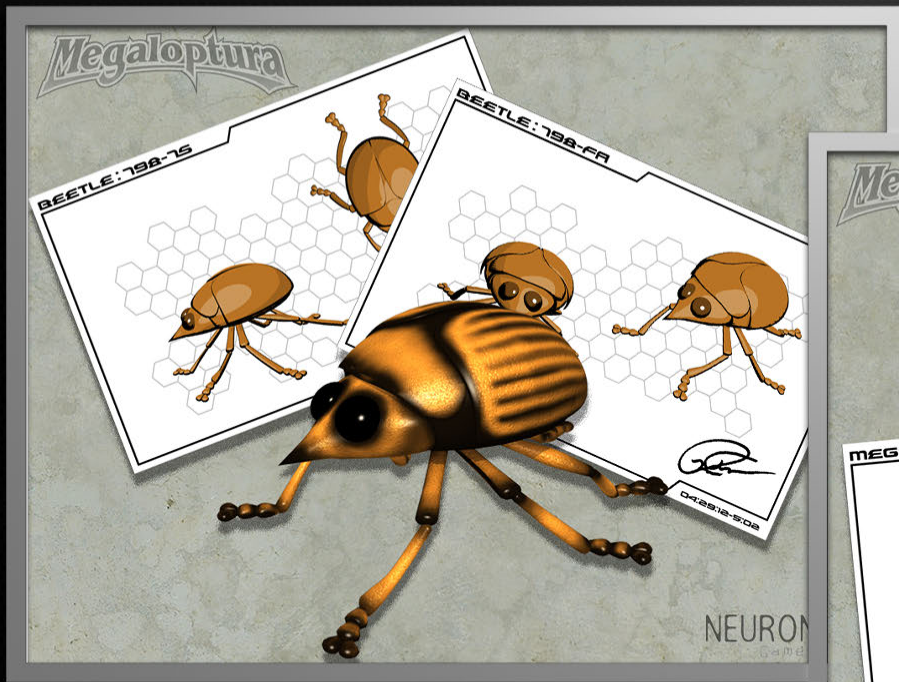
3D ENVIRONMENT CREATION





3D ASSET CREATION





3D ASSET CREATION



↑ RANDELL TRULSON



3D ASSET CREATION



↑ RANDELL TRULSON



3D ASSET CREATION





3D ASSET CREATION





3D ASSET CREATION





3D ASSET CREATION



↑ RANDELL TRULSON



3D ASSET CREATION

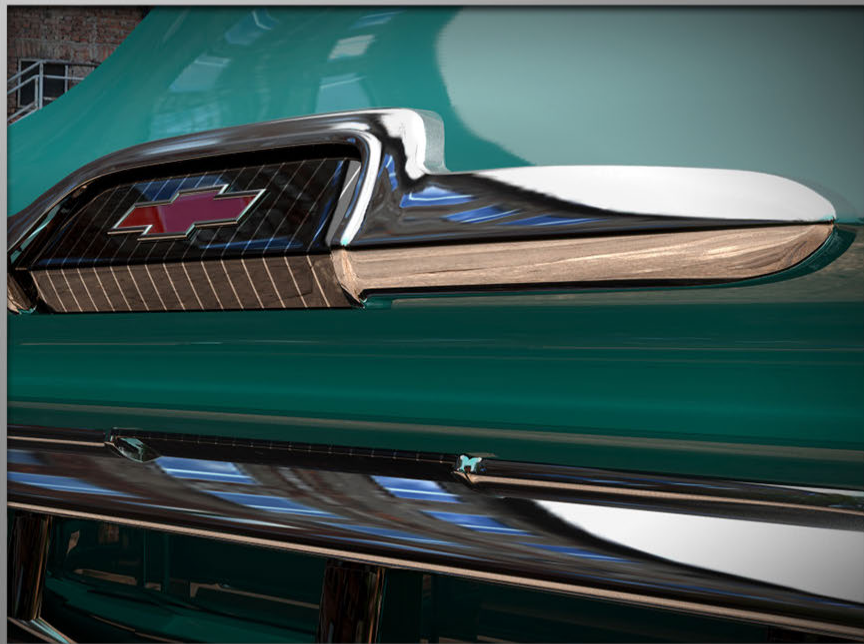
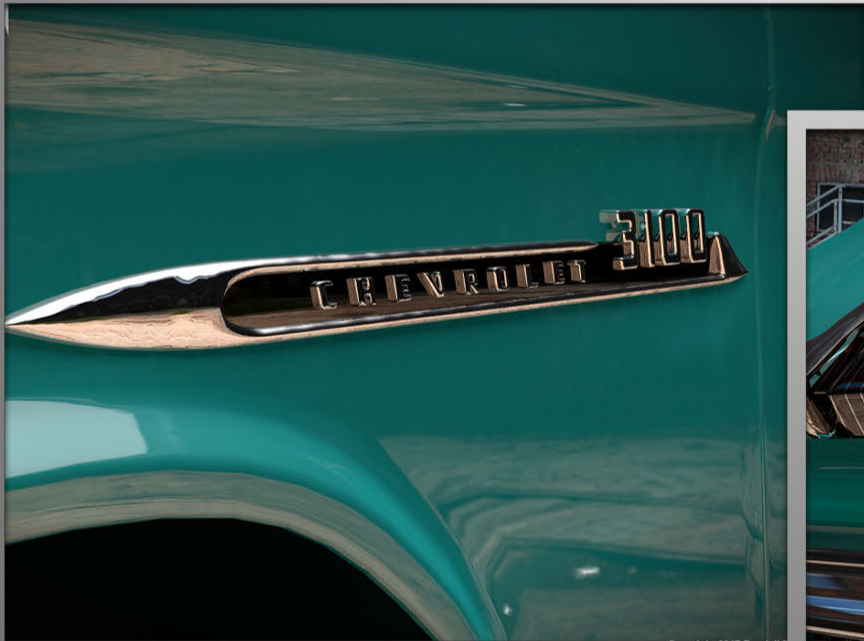


↑ RANDELL TRULSON



3D ASSET CREATION





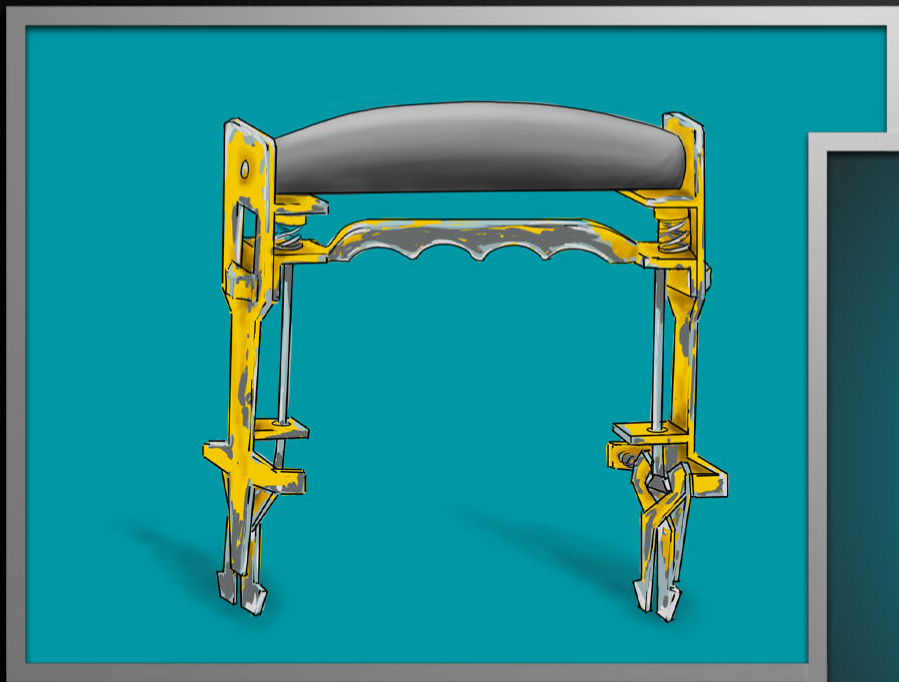
3D ASSET CREATION





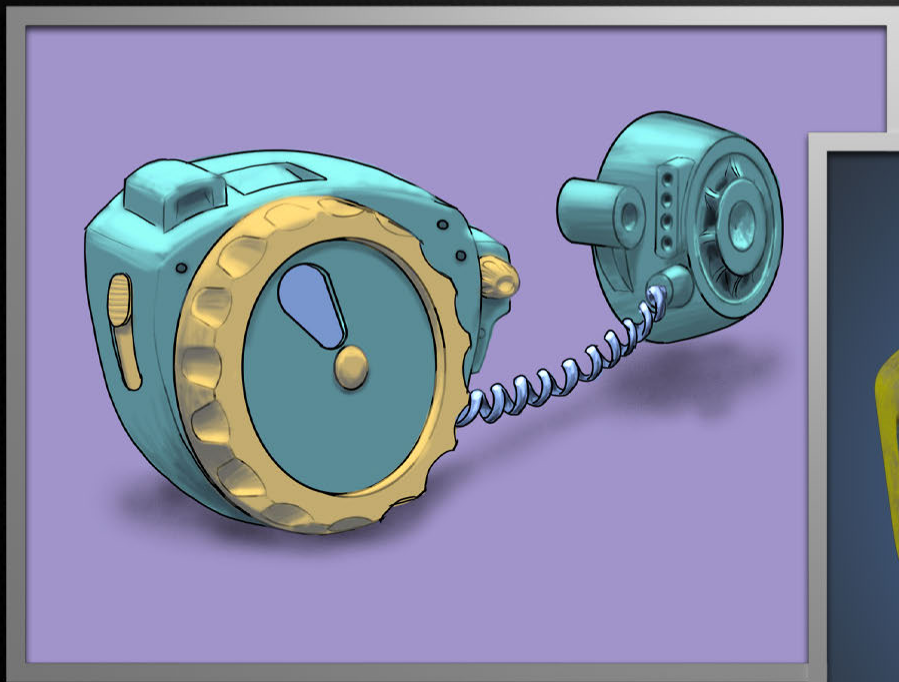
3D ASSET CREATION





3D ASSET CREATION





3D ASSET CREATION





3D ASSET CREATION





3D CHARACTER CREATION





3D CHARACTER CREATION





3D CHARACTER CREATION





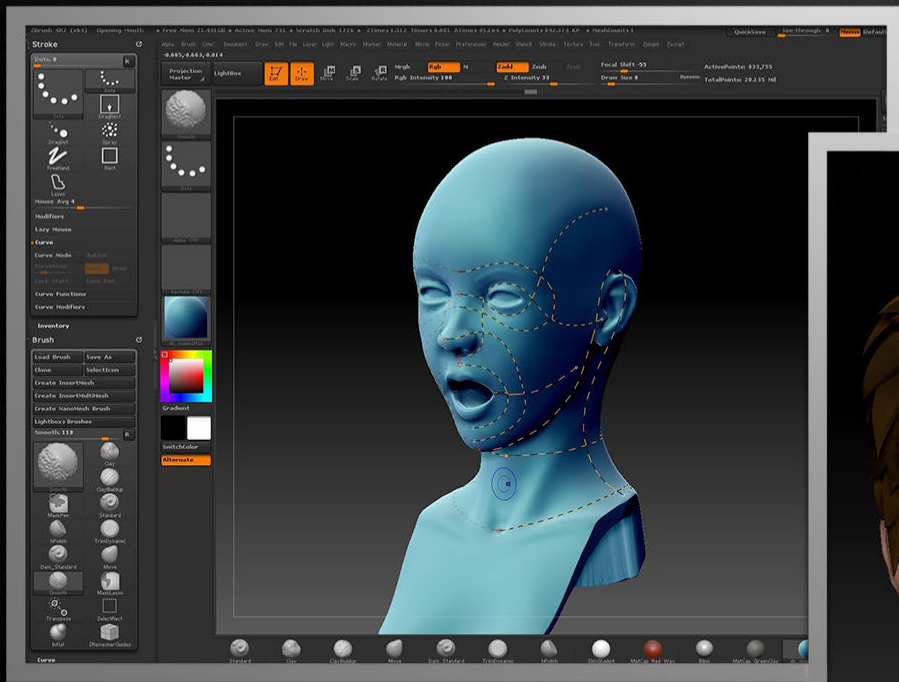
3D CHARACTER CREATION





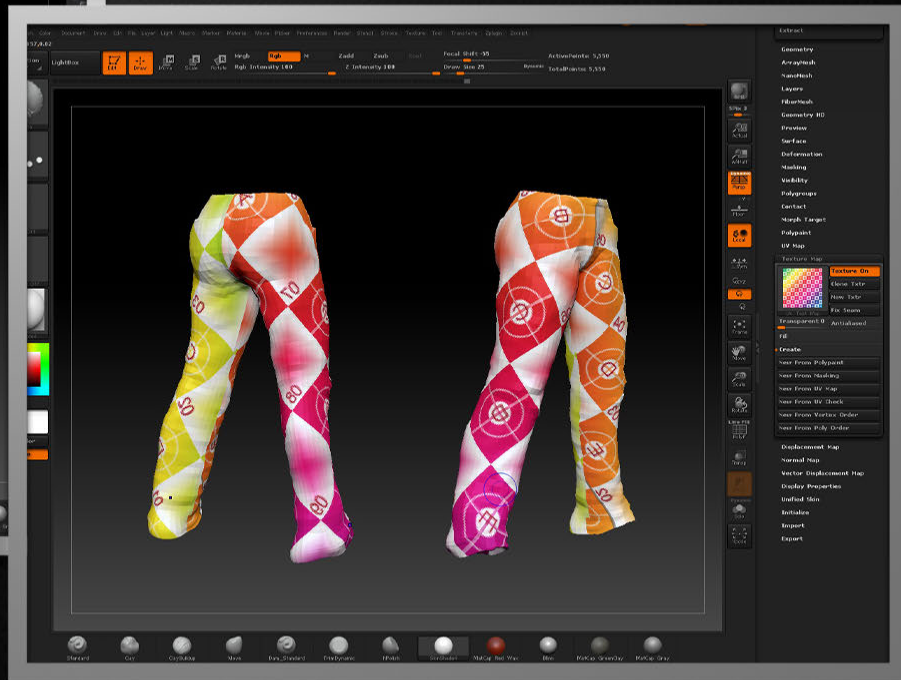
3D CHARACTER CREATION

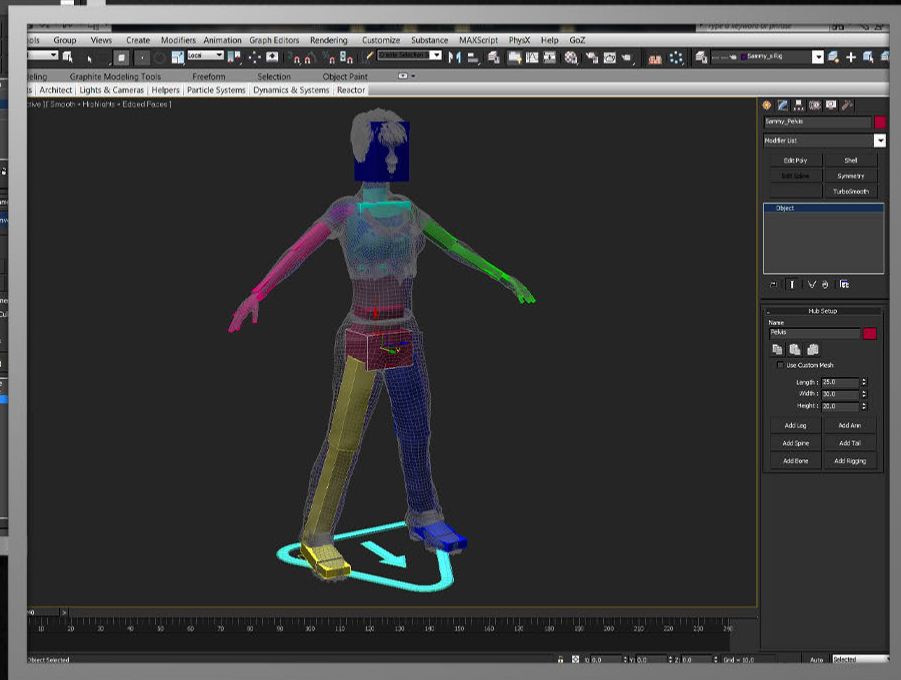
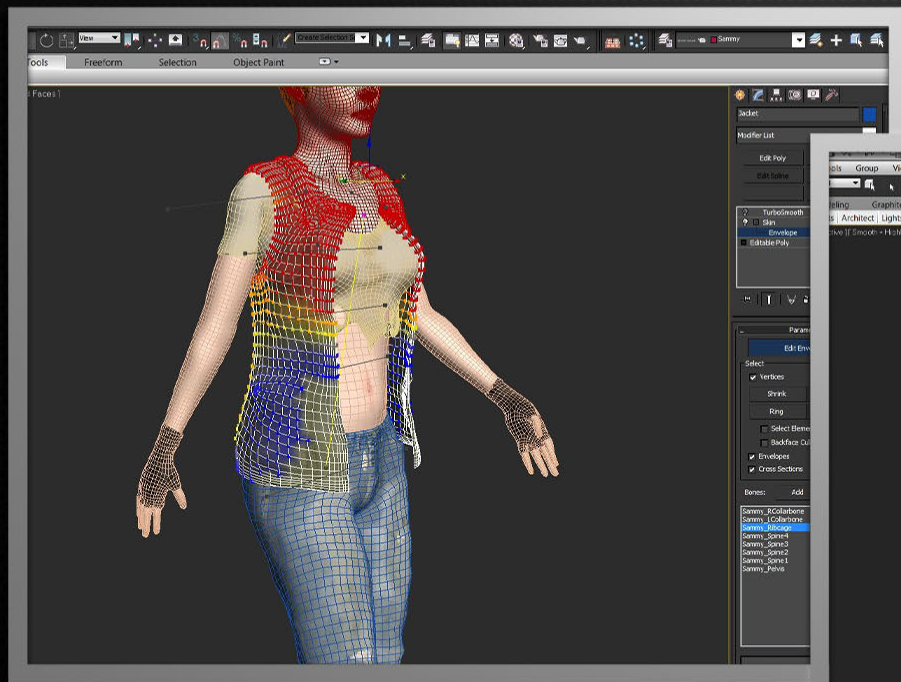




3D CHARACTER CREATION







3D RIGGING





3D MODELING AND PRINTING





Lentil is a French Bulldog with a cleft palate and an internet celebrity. In 2013 Lentil appeared on the show "The Doctors". In order to allow the audience of the show to completely understand Lentil's condition, I was hired to accurately reproduce his skull in as much detail as possible. The skull was then passed among the audience as the show was aired so they could see firsthand his condition.

Using only MRI scans taken from Lentil's surgery, the digital information was extracted and then imported into ZBrush where it was cleaned and detailed. The model is at 1:10000 of an inch tolerance.

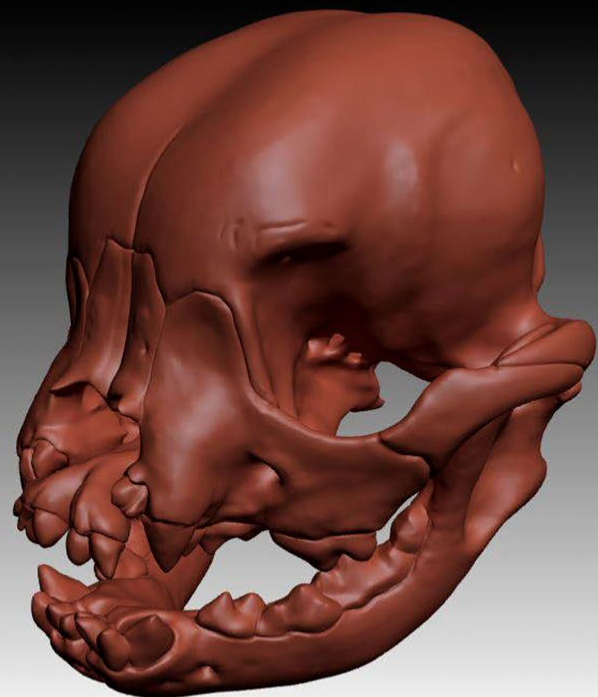
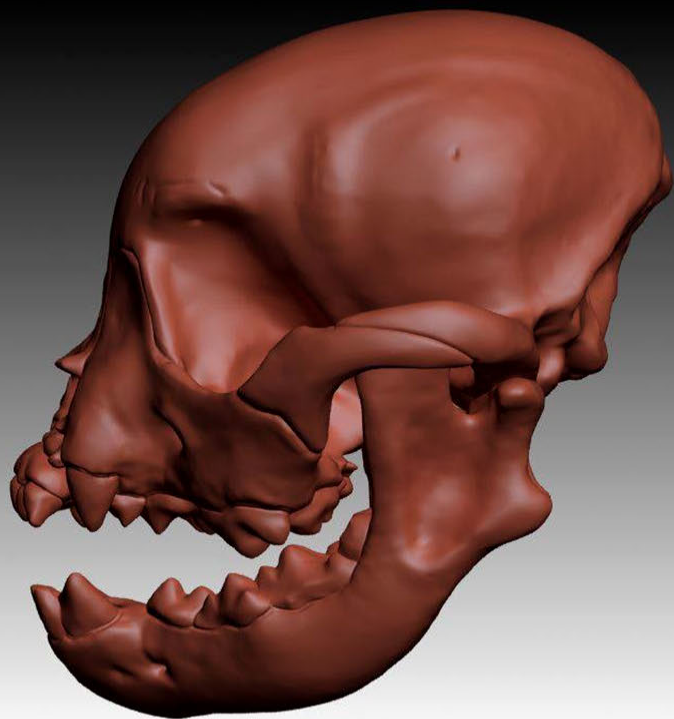
Lentil's skull was the first 100% accurate anatomical body part ever 3D printed.





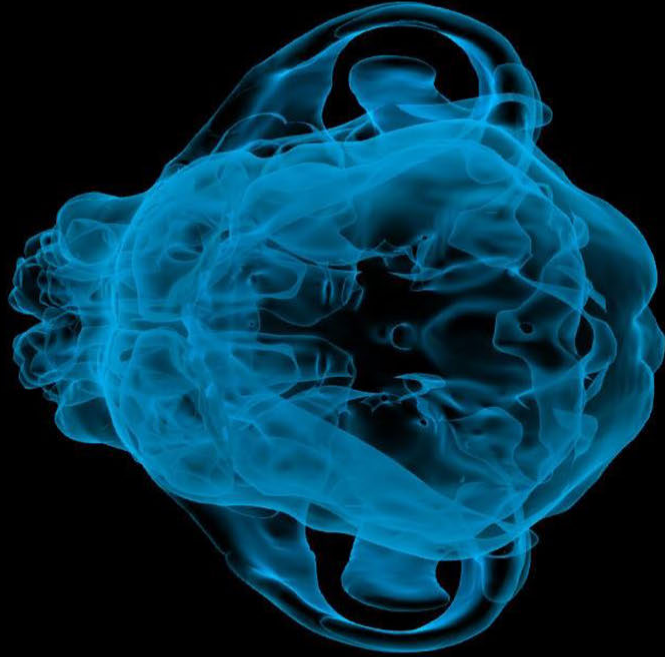
3D MODELING AND PRINTING





3D MODELING AND PRINTING





X-Ray Material



3D MODELING AND PRINTING





3D MODELING AND PRINTING





3D SCULPTING





3D SCULPTING



THANK YOU

RandellTrulson@GMail.com

