

Hello! I'm **AYELEI KYI**, but you can call me **Daraen** instead.

I'm a 3D artist primarily focusing on modeling and sculpting characters, as well as rigging and creating environmental assets to emphasize the characters' personalities and notable traits.

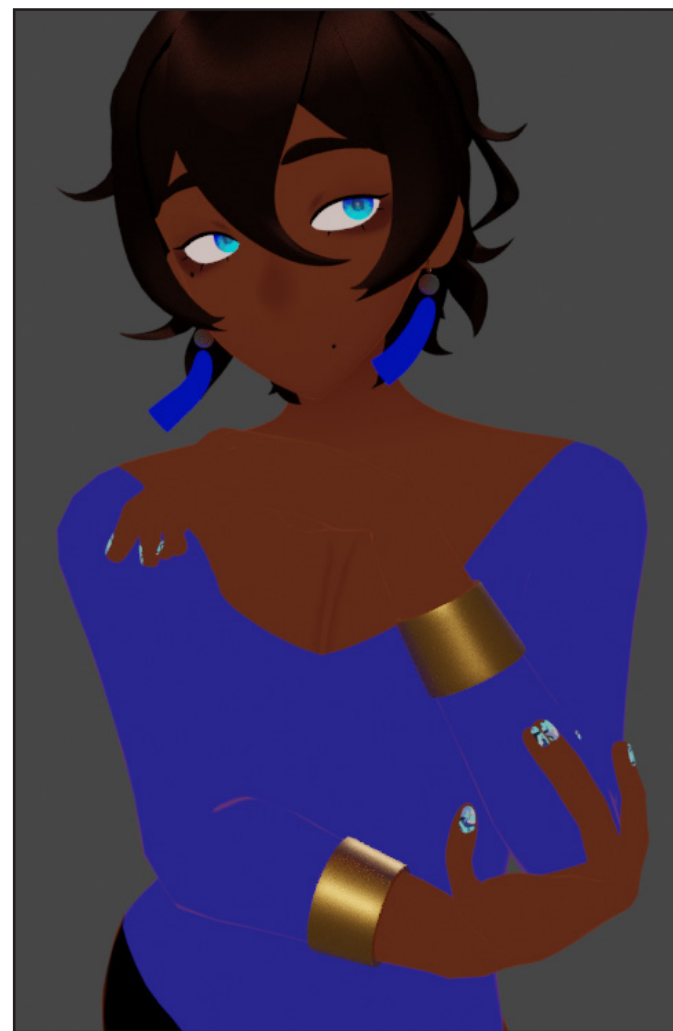
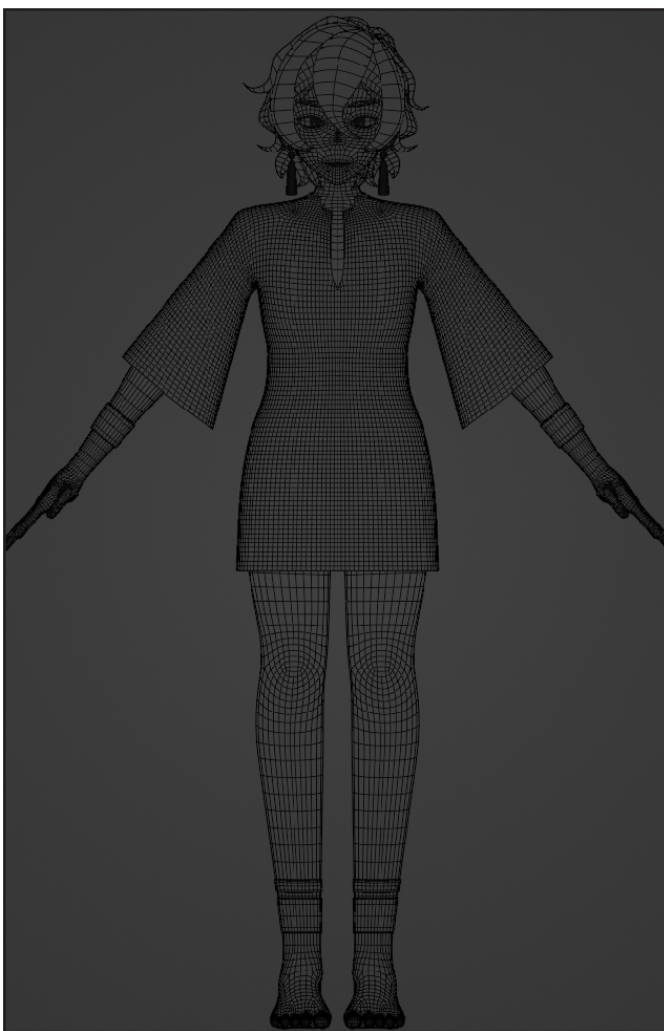
You could say... I'm a **3D Character Artist!**





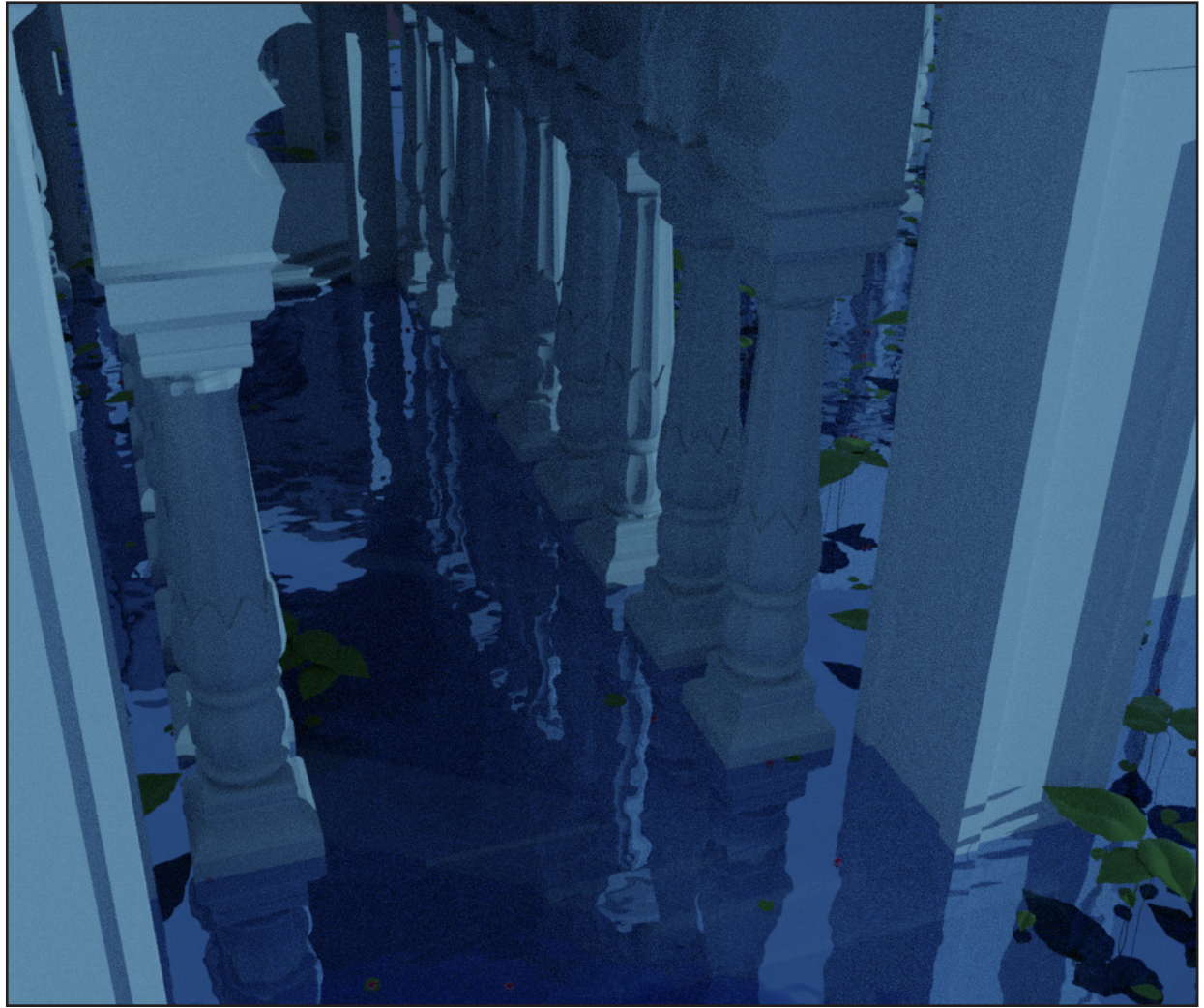
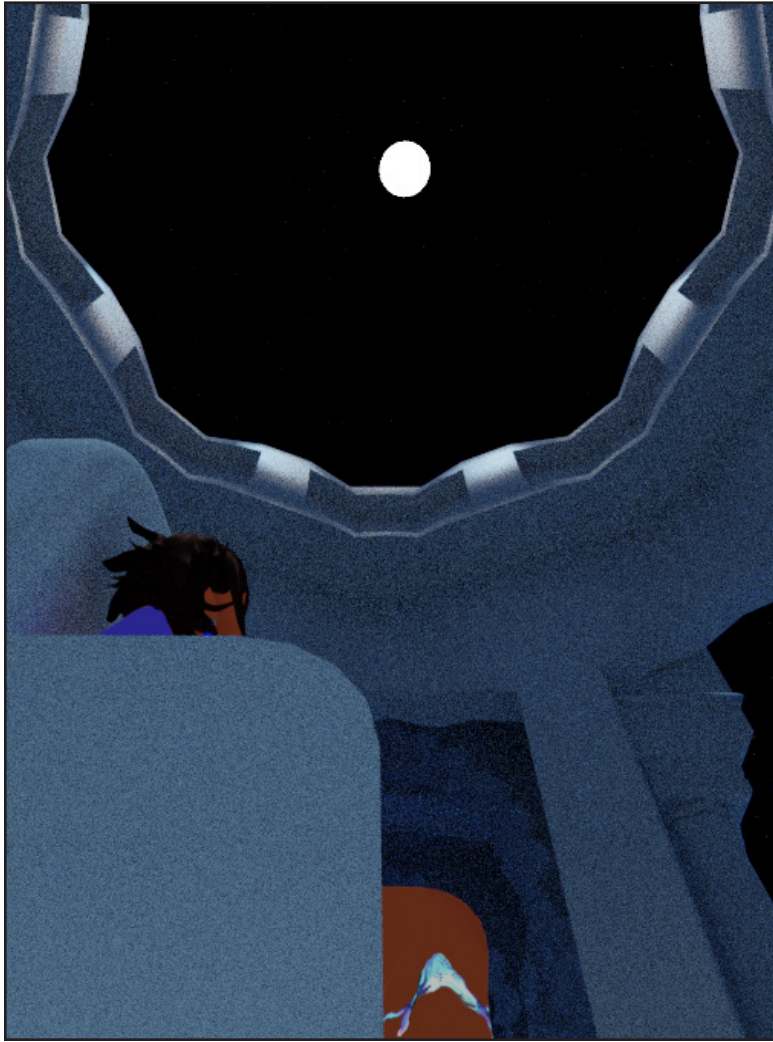
LOKI

Loki was modeled with the lessons learned from Chandra and Patient Zero, the first two models I had made and completed, in mind. His creation process has a much more optimized topology, flat painted textures, and combined armatures for body, clothing, and hair. His hair also uses the curves system that Chandra has.



CHANDRA

Chandra is the second model I made, with the goal to push past the limits of the first model, Patient Zero. This includes a more detailed modeling process and significantly more bones for parts such as individual toes and fingers and the earrings. This model was made in conjunction to the temple, both being a set together.



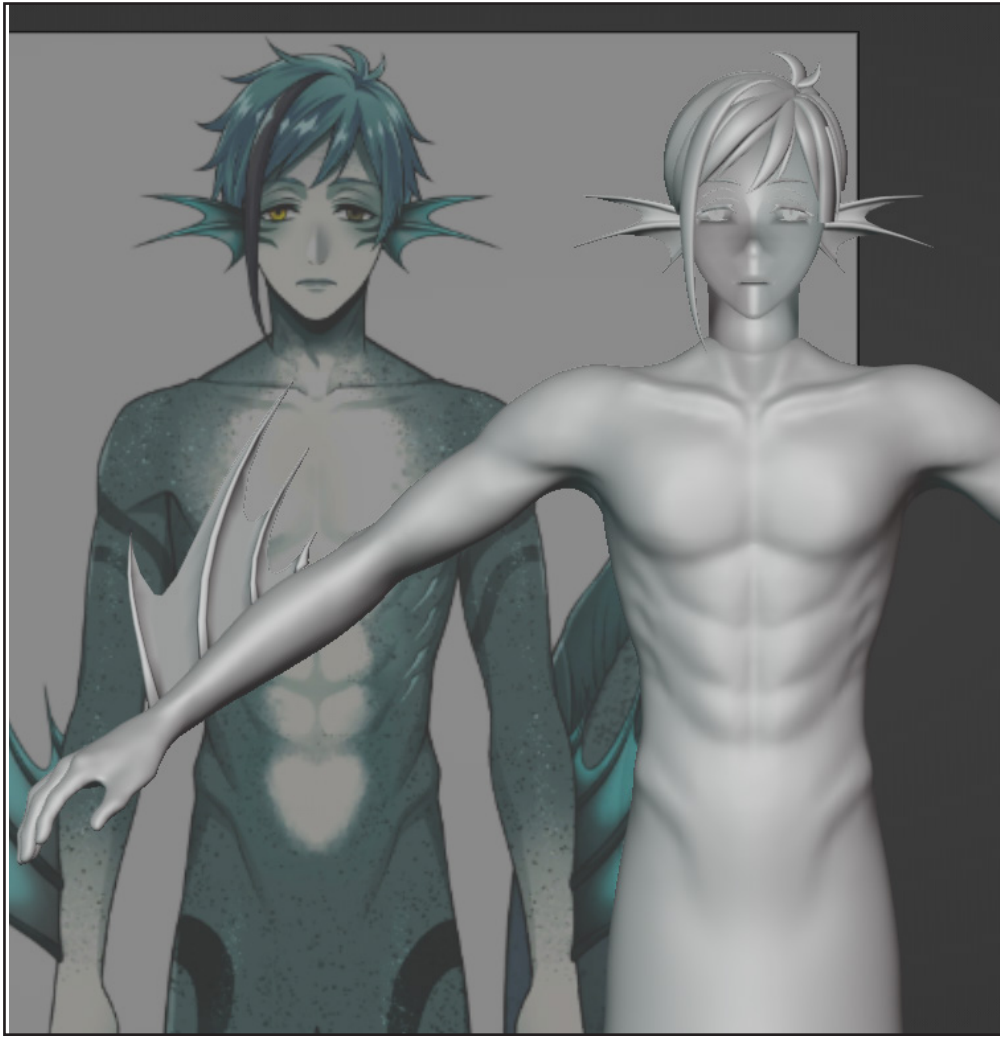
THE TEMPLE

The temple is a setting created in conjunction to Chandra. It loosely bases itself off of Indian architecture and open air spaces, such as the Mandapa temple, Rajarani blueprints, and the Garbhajgriha temple. The organic environment assets also match the theme with lotuses and water with the use of geometry nodes.



PATIENT ZERO

One of my earliest modeling experiences was creating this character, Patient Zero was meant to be a full commitment of creating my first finished model with a rig, completed mesh, and mesh textures. He's not overly detailed, and leans into the low-poly side. Also, he has no bones or blendshapes for his facial features. He uses a custom shader that changes images on a faceplate, with a float value determining the current expression.



SCULPTING

Other models require a base sculpt to retopologize. This step of the process typically happens if the character is overly detailed or not my own, such as...

...pre-existing IPs like the two images shown here. Usually the hair is sculpted with the help of curves, rather than hair cards, and the more complex the reference is the more blockout and separation is done.



Thanks for looking at my work!

I hope you learned a little bit more about what I do and the field im interested in by going through this portfolio.

