



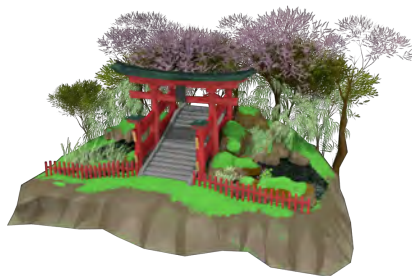
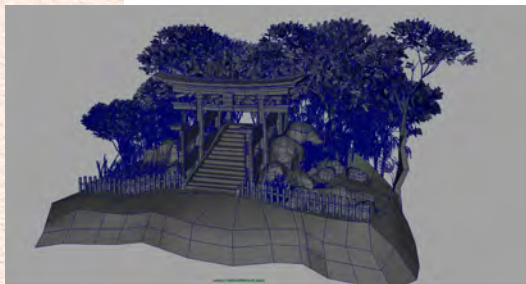
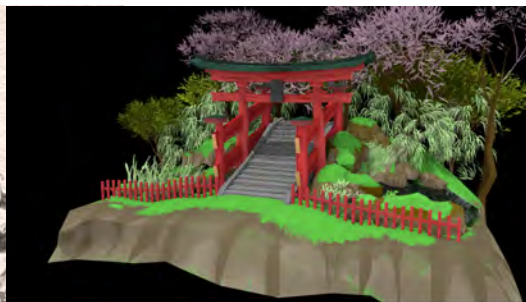
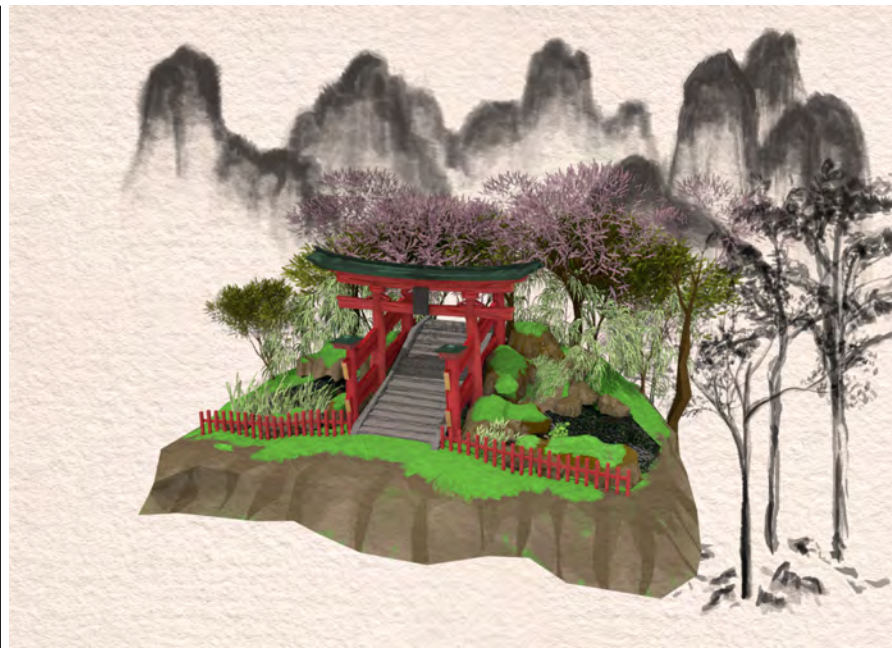
LAURA LILIANA HERNÁNDEZ ALVARADO

Portafolio Digital 2017

l.hernandez0509@gmail.com

lauraphernandez.daportfolio.com

<https://eguilau.wordpress.com/>



SUMIE SHRINE

3D Render / Ilustración

Ilustración: Photoshop CC

Modelado: Laura Hernández

Maya 2017

Texturas: Photoshop CC

Materiales: Laura Hernández

Vray 3.0

Maya 2017

Iluminación: Vray 3.0

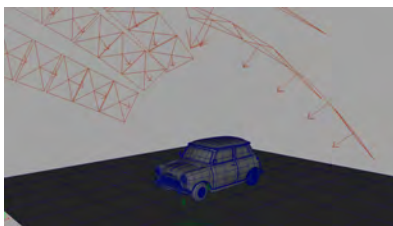


BODEGÓN

3D Render

Escena: CG Preceptor:
Modelado, Texturas, Materiales

Iluminación: Laura Hernández
Vray 3.4
3D Max 2017



MINI COPPER

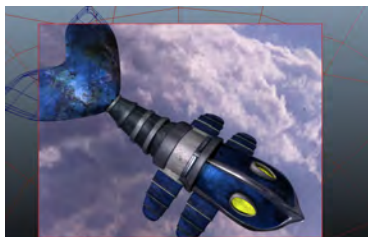
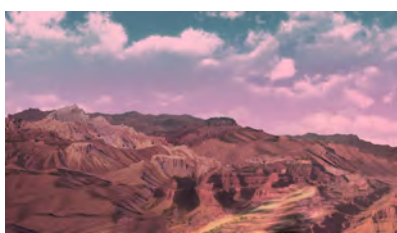
3D Render

Modelado: Laura Hernández
Maya 2015

Materiales: Laura Hernández
Vray 3.0

Maya 2015

Iluminación: Vray 3.0
Maya 2015



BALLENA ESPACIAL

Matte painting
Photoshop CS6

3D

Modelado: Laura Hernández
Maya 2015

Texturas: Photoshop CS6

Materiales: Mental Ray

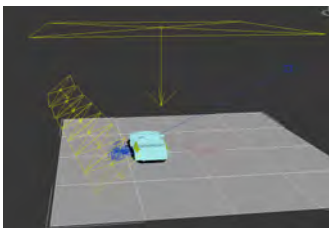
Iluminación: Mental Ray

Maya 2015

Rigg: Laura Hernández

Maya 2015

Composición: NukeX



MERCEDES BENZ

3D Render

Modelado: Evermotion

Materiales: Laura Hernández

Vray 3.4

3D Max 2017

Iluminación: Laura Hernández

Vray 3.4

3D Max 2017



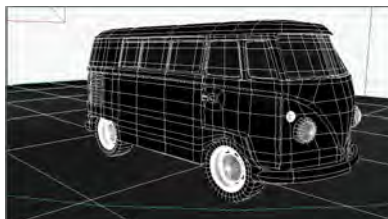
FEMALE DROW

Personaje 3D

Modelado: Laura Hernández
Maya 2015

Texturas: Photoshop CS6
Materiales: Laura Hernández
Mental Ray

Maya 2015
Iluminación: Mental Ray
Maya 2015



HIPPIE COMBI

3D Render

Modelado: Laura Hernández

Maya 2015

Texturas: Phosotshop CS6

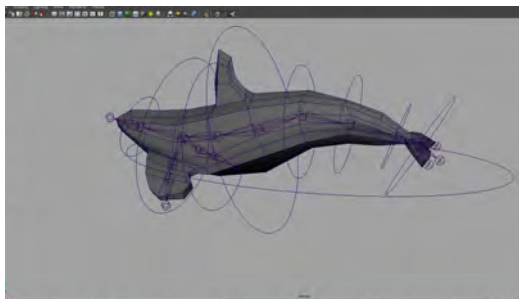
Materiales: Laura Hernández

Vray 3.0

Maya 2015

Iluminación: Vray 3.0

Maya 2015



IGLOO V1.0

3D Render / Animación

Modelado: Laura Hernández
Maya 2015

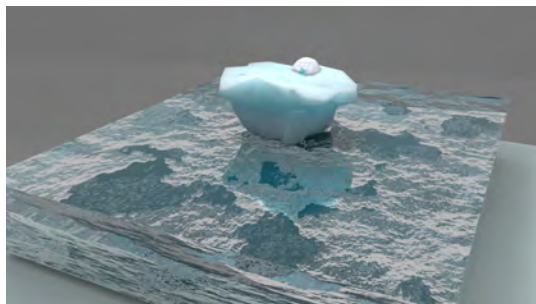
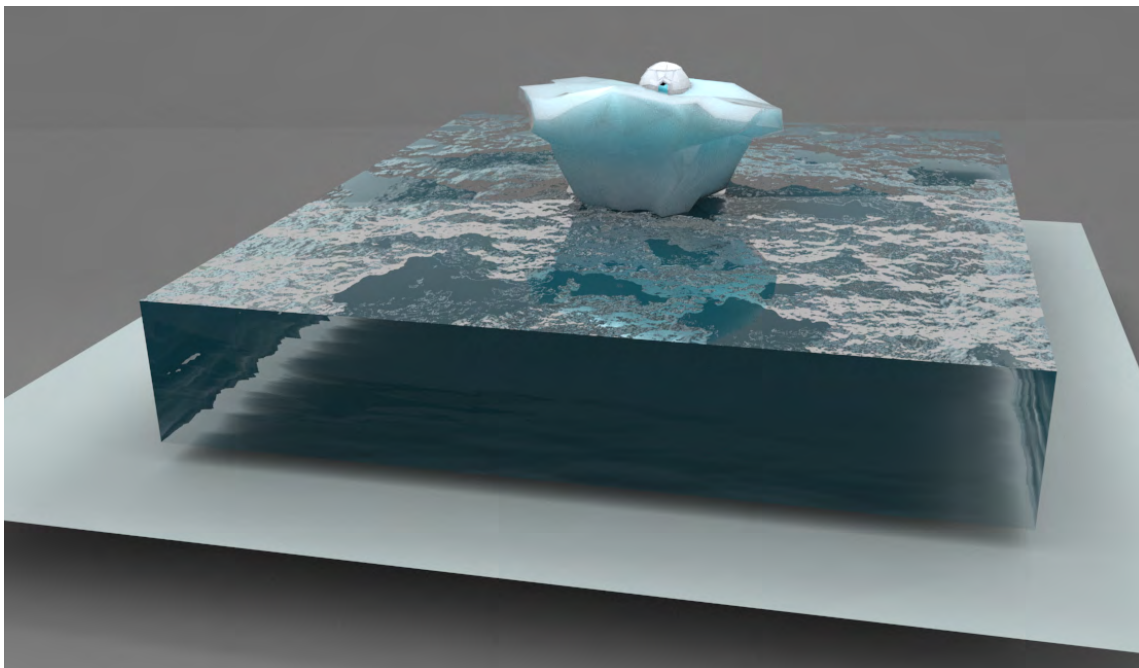
Materiales: Laura Hernández
Vray 3.0

Maya 2015

Rig: Maya 2015

Iluminación: Vray 3.0

Maya 2015



IGLOO V2.0

3D Render / Simulación

Modelado: Laura Hernández
Maya 2015

Materiales: Laura Hernández
Vray 3.0

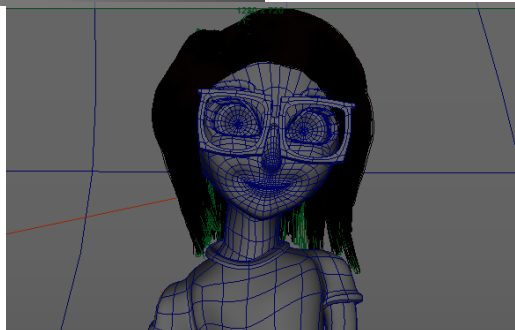
Maya 2015

Rig: Maya 2015

Iluminación: Vray 3.0

Maya 2015

Simulación agua: Maya 2017



AVATAR 3D

3D Render

Modelado: Laura Hernández

Maya 2015

Texturas: Phosotshop CS6

Materiales: Laura Hernández

Vray 3.0

Maya 2015

Cabello: GMH2.6

Iluminación: Vray 3.0

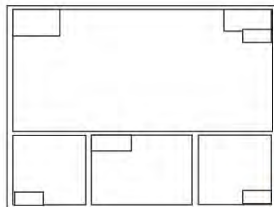
Maya 2015



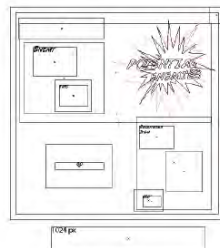
NIGHT VIGILANTE

Diseño de interfaces
Illustrator CS6
Unity

Citview rough layout

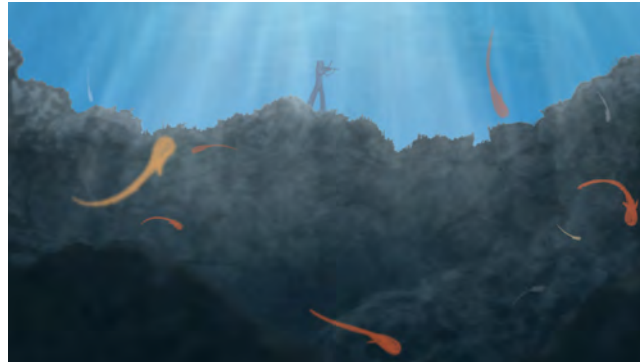
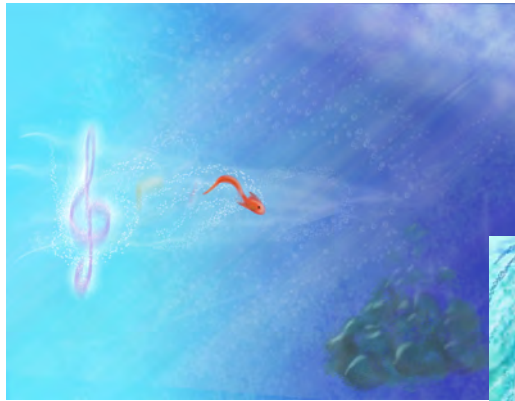


Objective box layout & design (WIP)



NIGHT VIGILANTE

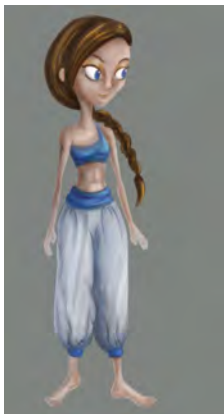
Diseño de interfaces
Illustrator CS6
Unity



A LA MÚSICA

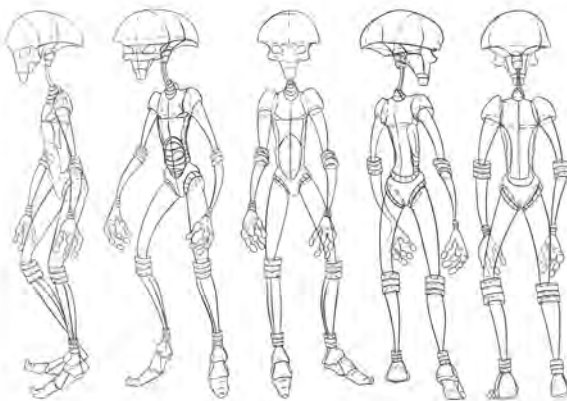
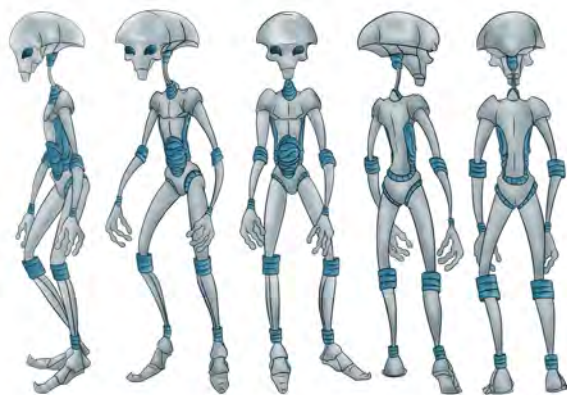
Cortometraje Animación Tradicional
Arte Conceptual
Storyboard

Storyboard: Laura Hernández
Photoshop CS6
Animación: Tradicional
Ink & Paint: Toon Boom Harmony
Composición: Toon Boom Harmony
After Effects CS6



EPHRA

Arte Conceptual
Diseño de personaje
Photoshop CS6
Wacom intuos 4



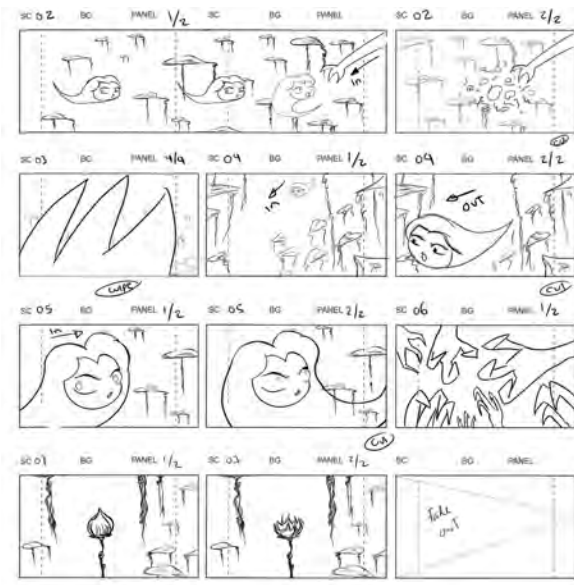
RE - EVOLUTION

Arte Conceptual
Diseño de personaje
Photoshop CS6
Wacom intuos 4



RE - EVOLUTION

Arte Conceptual
Diseño de escenarios
Photoshop CS6
Wacom intuos 4



EGUI PATRISHA

Cortometraje Animación Flash

Storyboard: Laura Hernández

Photoshop CS6

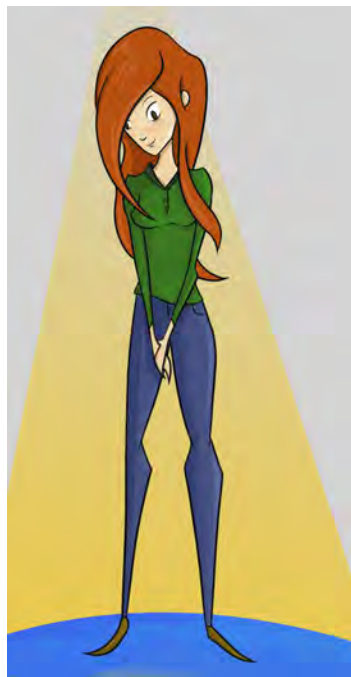
Animación: Flash CS6

Composición: After Effects CS6



CATRINA

Ilustración Digital
Photoshop CS6
Wacom Intuos 4



PERSONAJES

Arte Conceptual
Ilustración Digital
Photoshop CS6
Wacom intuos 4



JOHNNY DEPP

Ilustración Digital
Photoshop CS6
Wacom Intuos 4

