



Select Environment from Darksiders II
Responsible for World Building
Lighting, Textures, Models, Effects, by Vigil Games

Matt Oztalay

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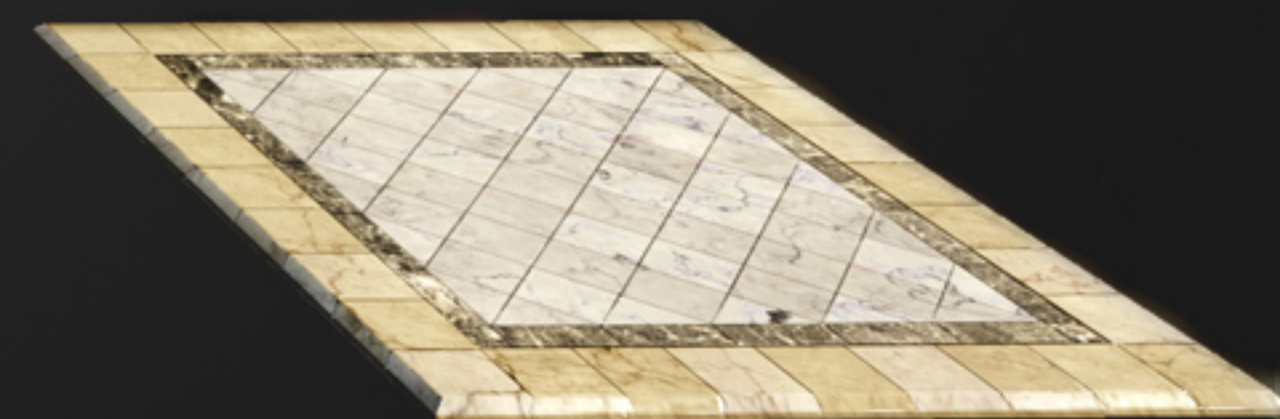


Venetian Building Modular Kit
UDK-2012-03

Matt Oztalay

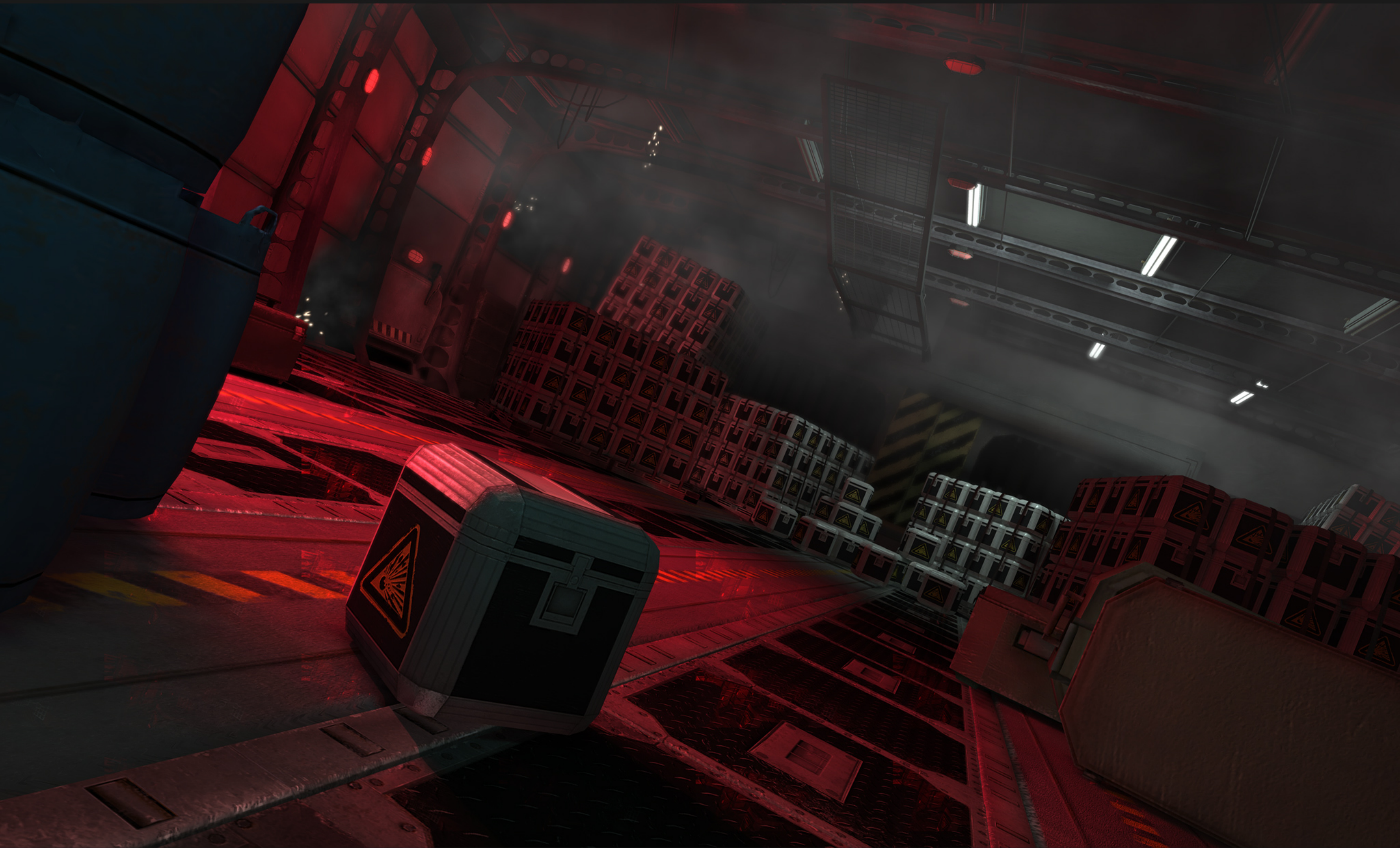
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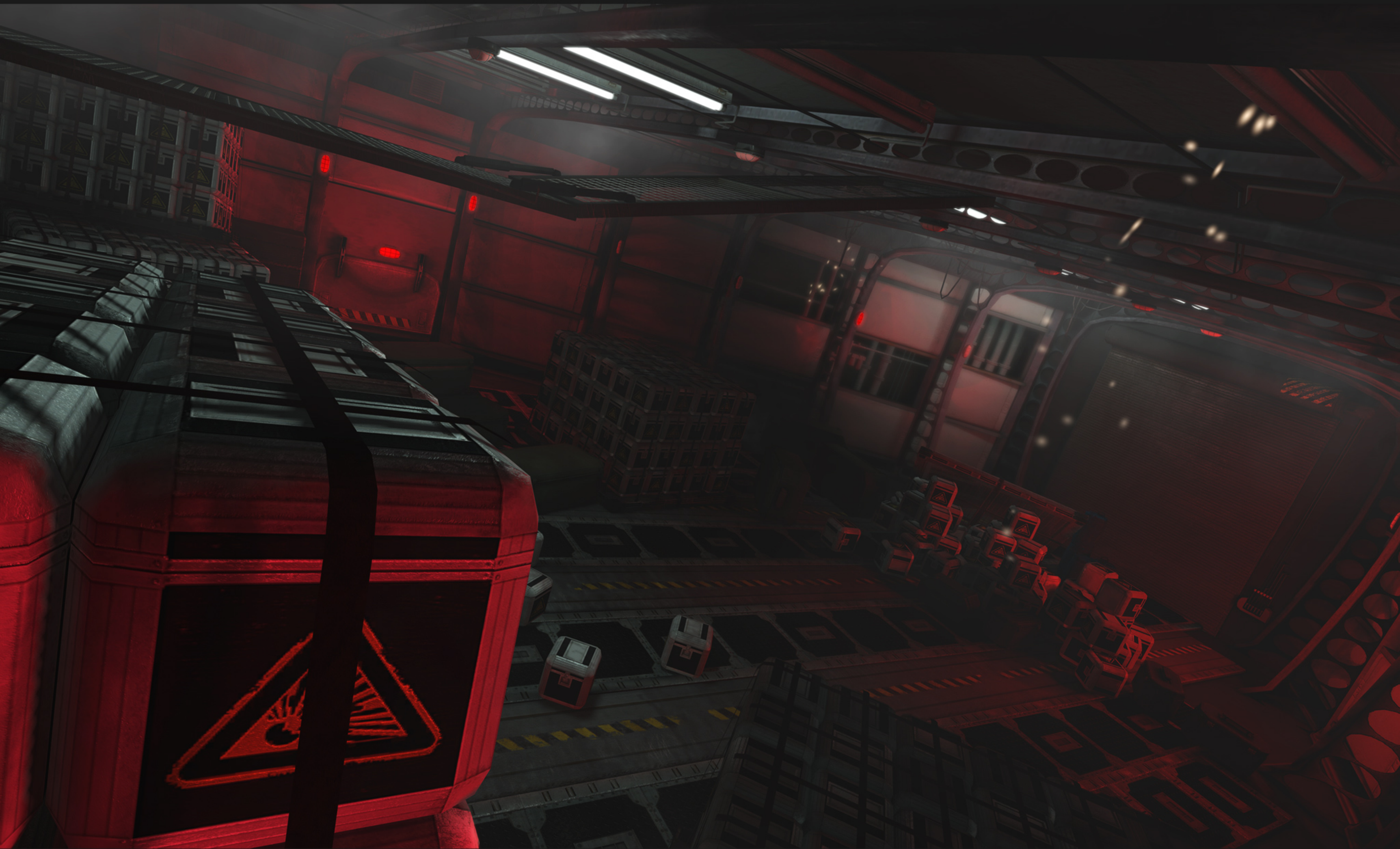


Starlight Sparrow - Cargo Hold - UDK
Responsible for all modeling, lighting, effects, and set dressing

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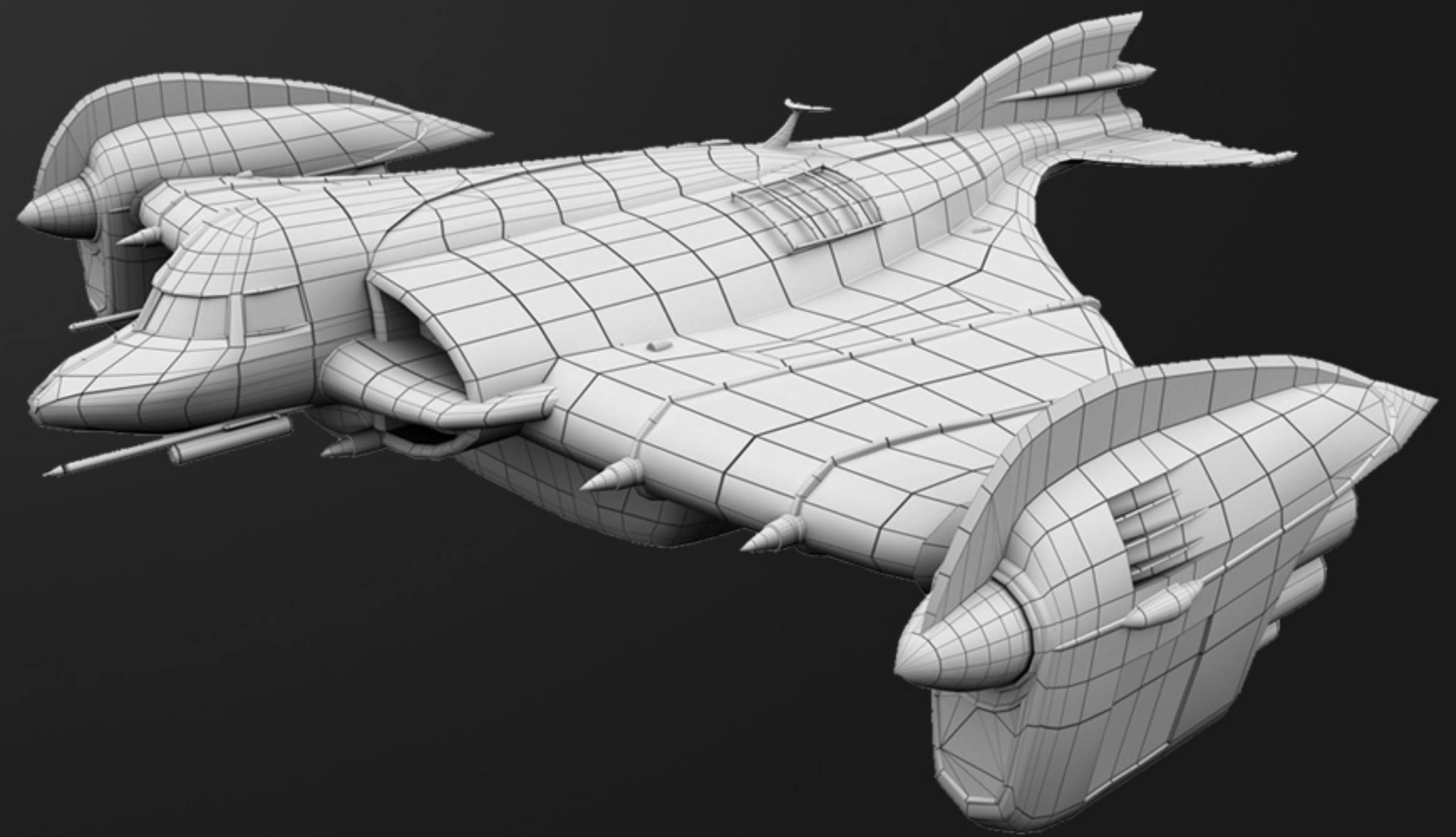
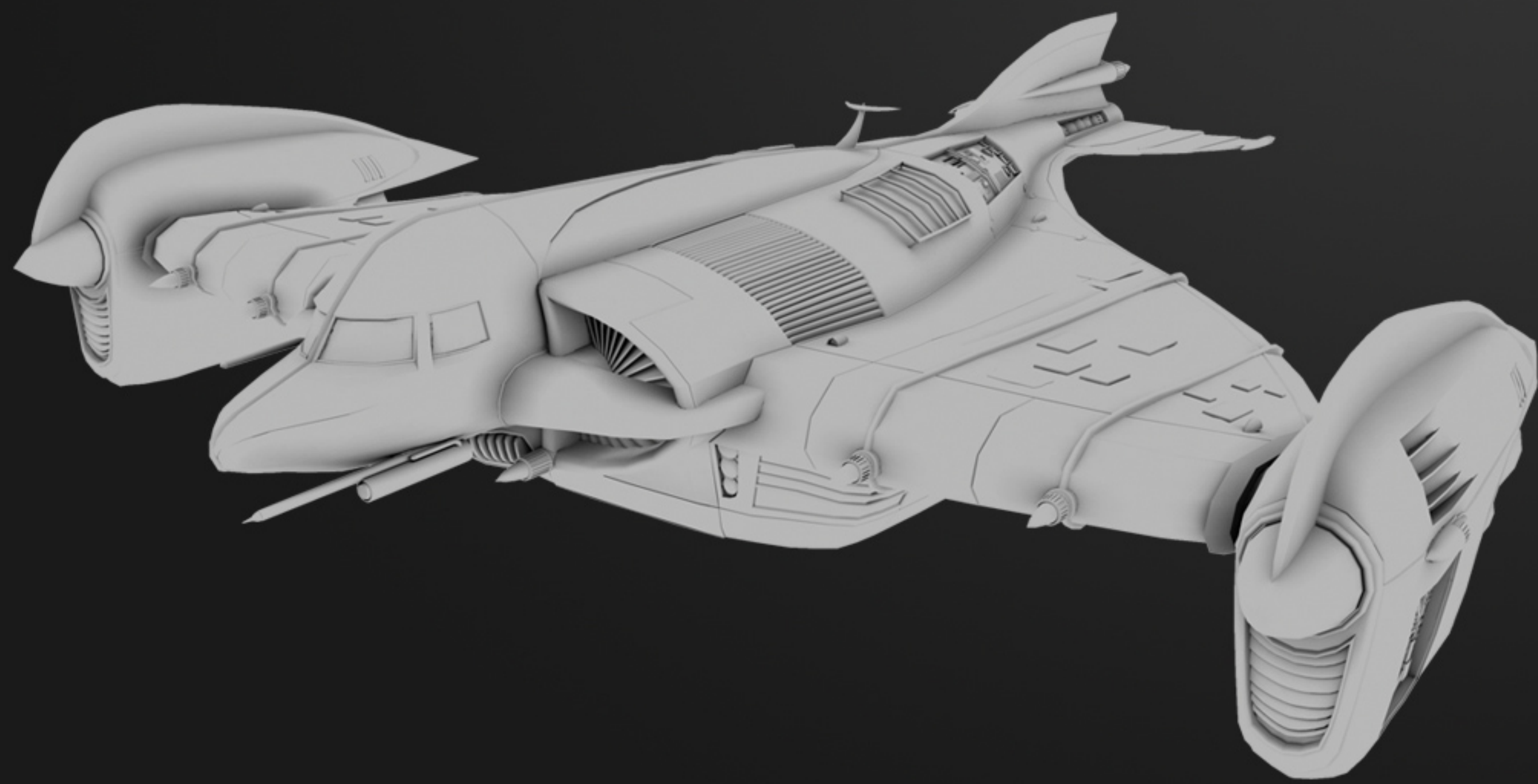
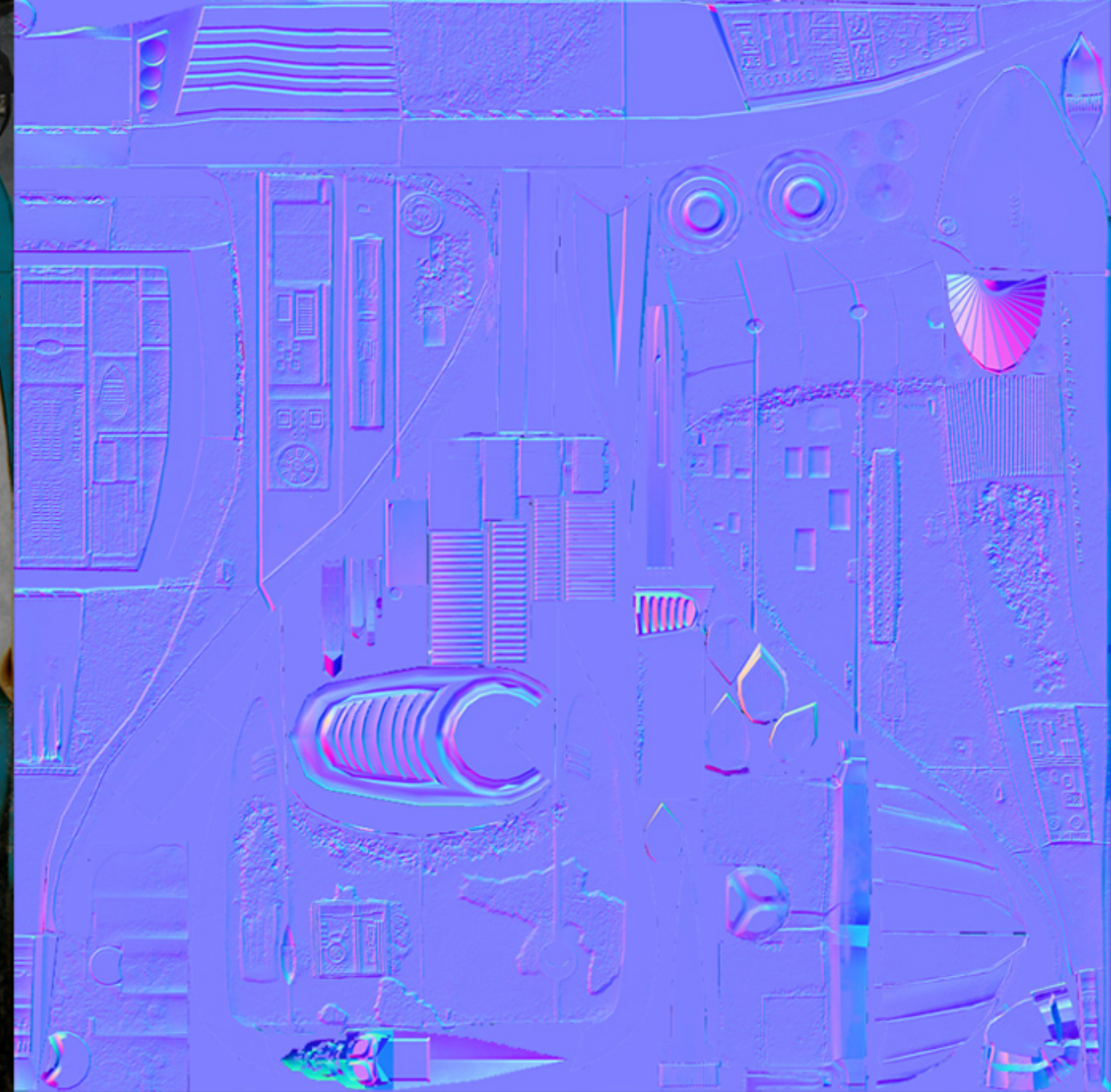


Starlight Sparrow - 18400 Triangles - UDK
Responsible for all modeling, texturing, materials, and lighting

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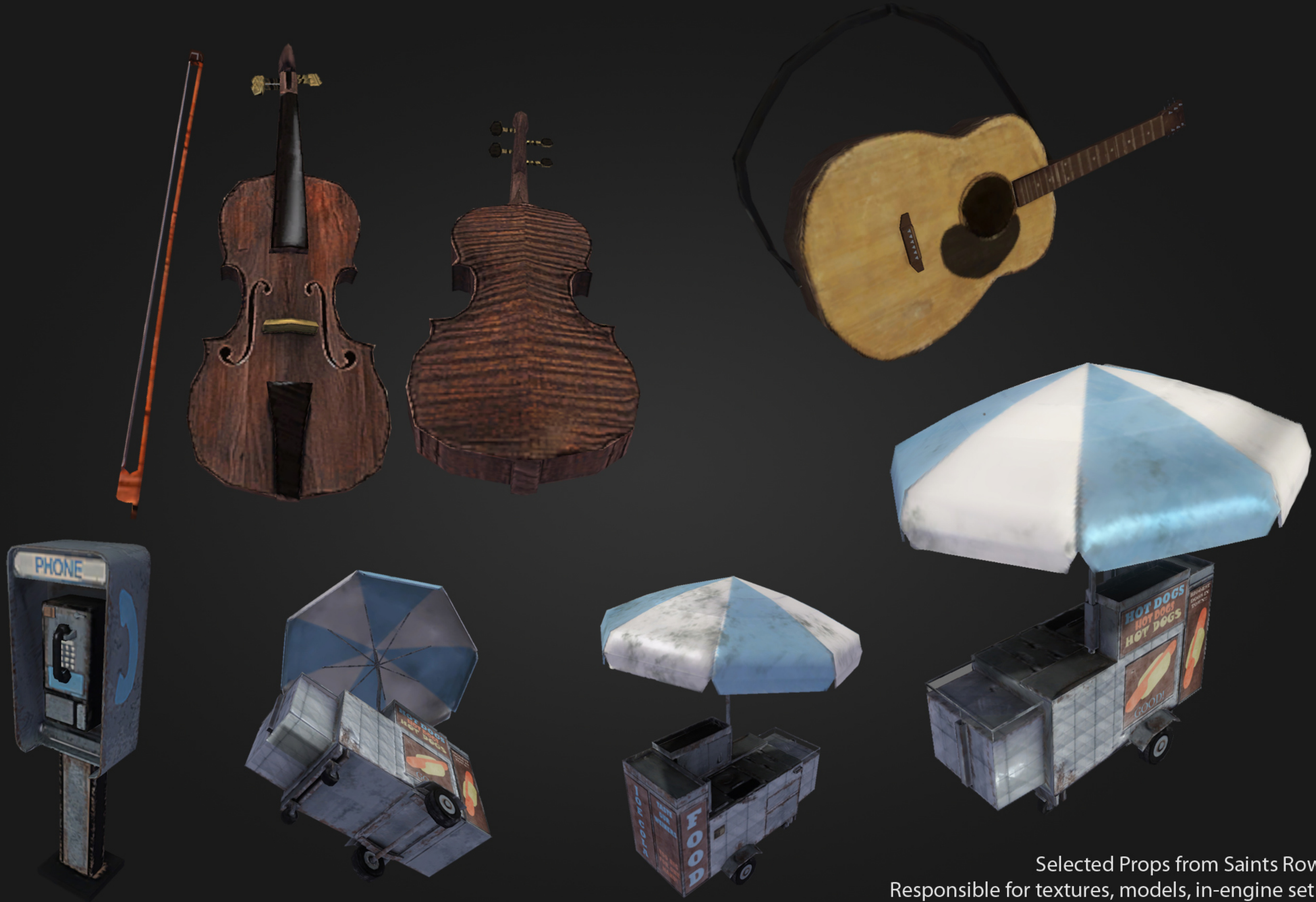


Starlight Sparrow Textures

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Selected Props from Saints Row 3
Responsible for textures, models, in-engine setup
3DS Max, Proprietary Game Engine

