



# ZOEY CHEN

3D Environment Artist  
cchen.art

changjinghen9@gmail.com

+1 9126007160 | +86 18571456193

@zoeyy\_chen\_artwork

## ANCIENT ROOM (AUG 2022)

This is a school project about 3D environment modeling and texturing. This is a stylized Tang dynasty room created by me on Autodesk Maya, Textured in Adobe Substance 3D painter and rendered in Autodesk Arnold.

### Study Room

In ancient times, there were a lot of calligraphy and paintings near the desk. On the table are unique Chinese calligraphy and painting tools called the “Wen Fang Si Bao”, which are pen, ink, paper and inkstone. How to use light in Maya correctly has always been my biggest challenge. For example, how to make the shadow of the window not only retain the edges, but also look natural. I hope I did it.

### Dresser

This is a Tang Dynasty ladies dressing table, in ancient times people often used bronze mirrors to dress up. The blush dipped in the brush is also one of the characteristics of the ancient dresser. It is hard for me to create the correct texture of mirror, since it will create a lot of noise for the render. I made it matte right now, however in the future, if I figure out a better way I will change it.

### Living Room

In ancient times, the living room was usually separated from the bedroom by a screen. On the right side of the living room, there was a Go game with the guests, and in the middle was the guest table. The most thing that I like in this shot is the atmosphere volume render exactly as I want, the atmosphere volume shows the air in my environment.

