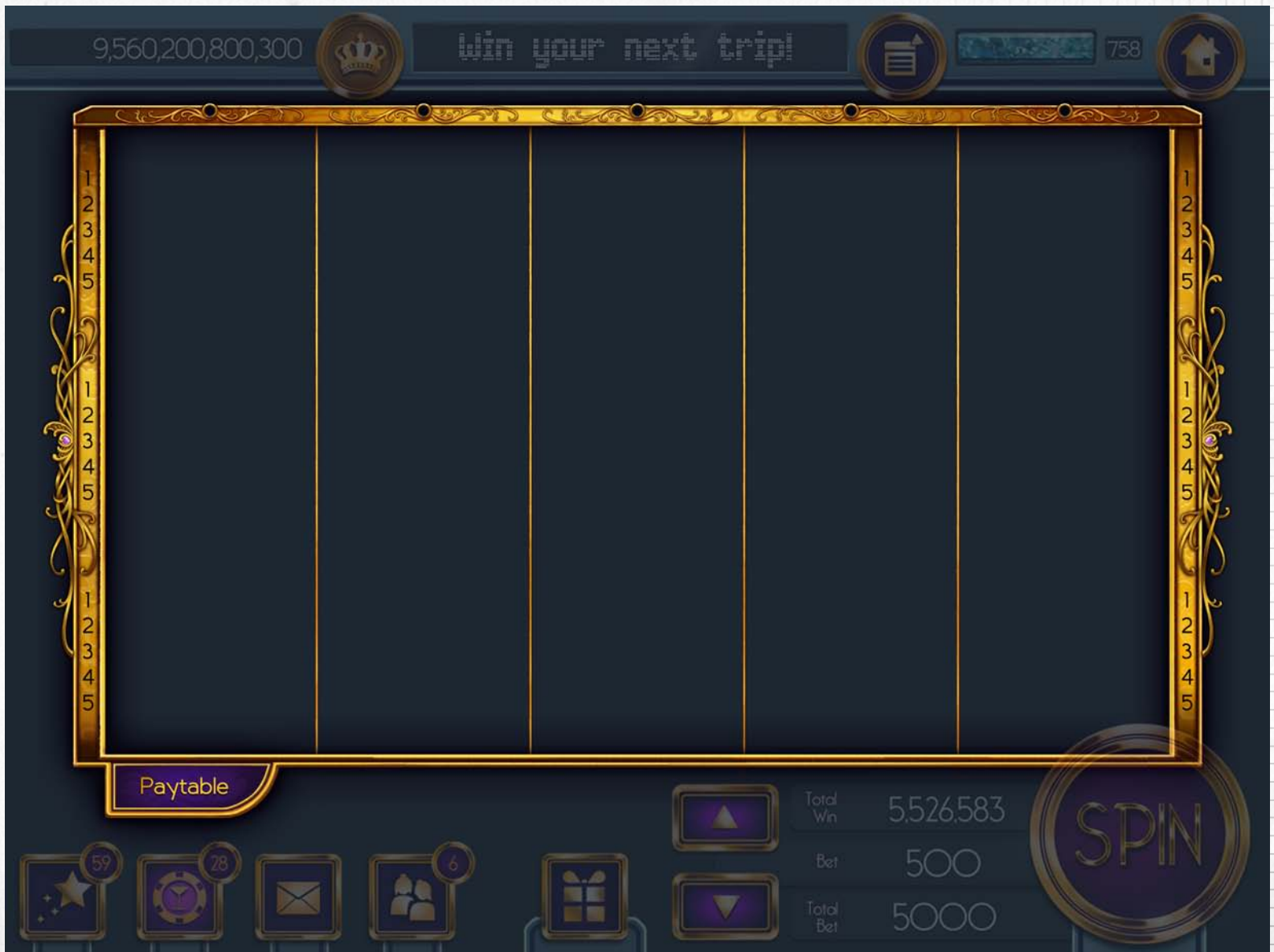


# Projet Slot Machine - Z3D





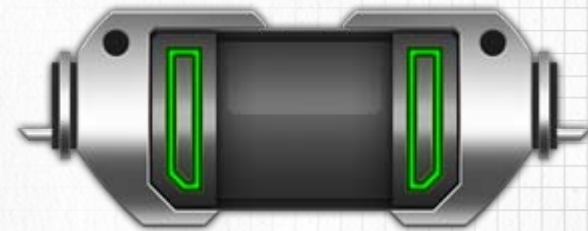
Quelques in-game assets

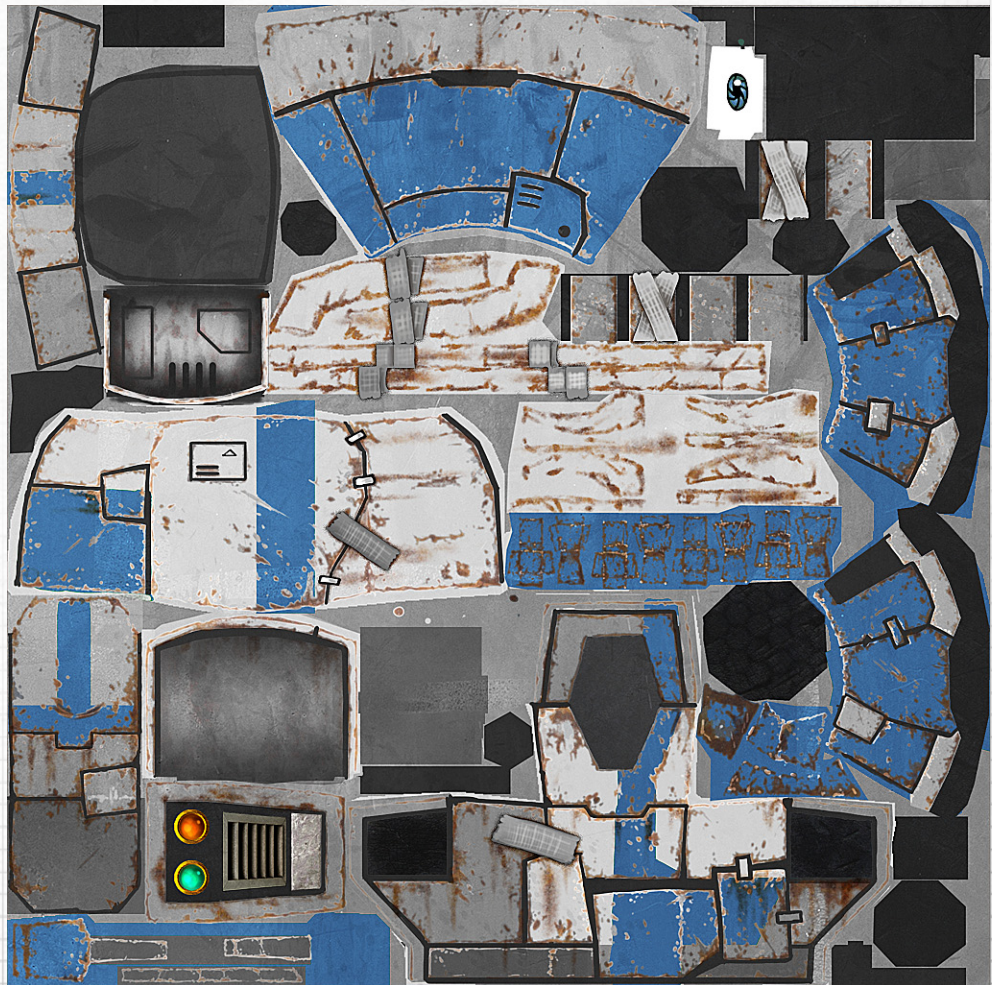
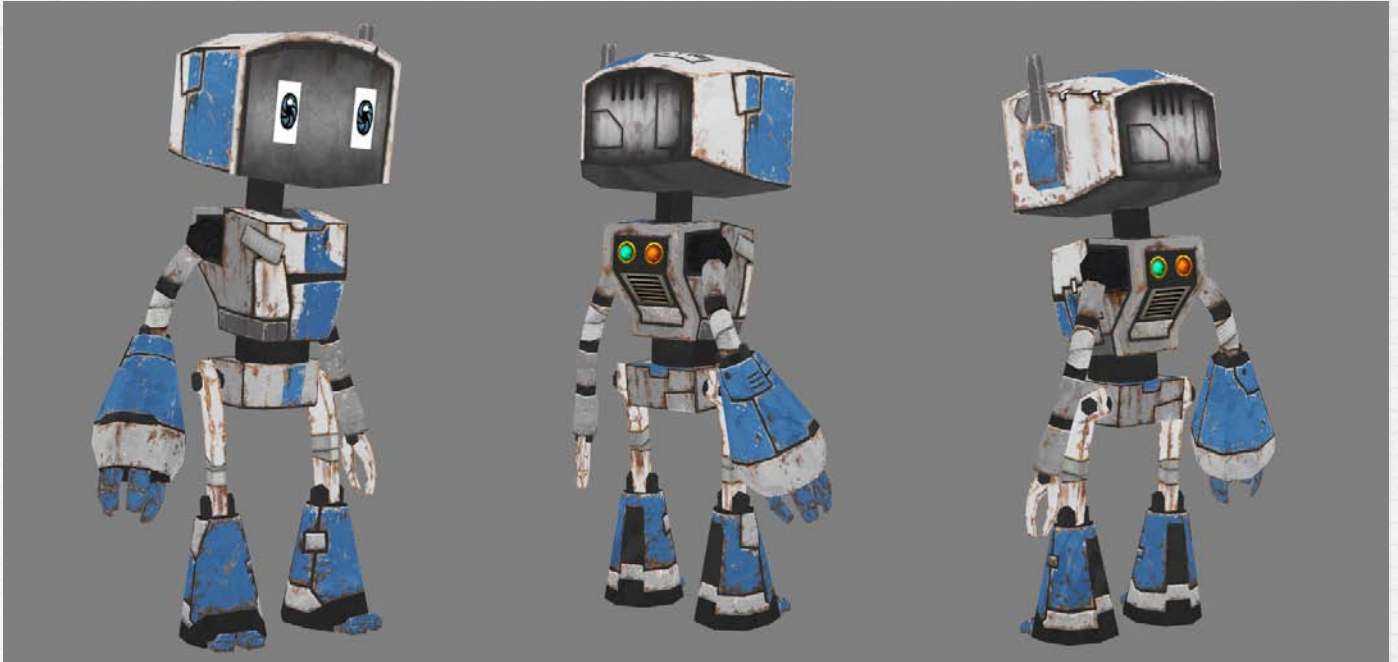


Interface-slot machine game pour Z3D

# Projet Junkyard

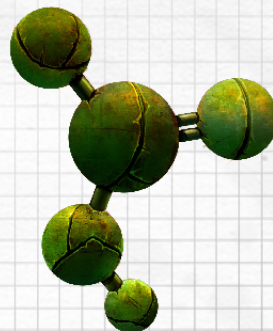
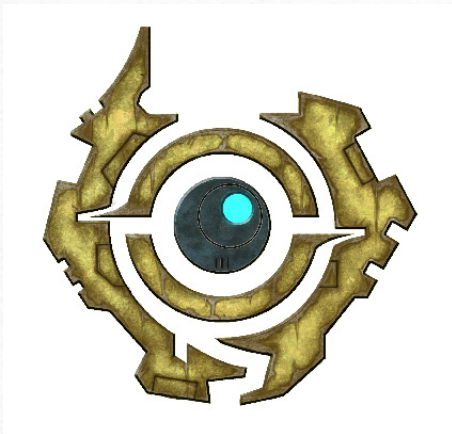






Texture du robot principal dans le jeu.

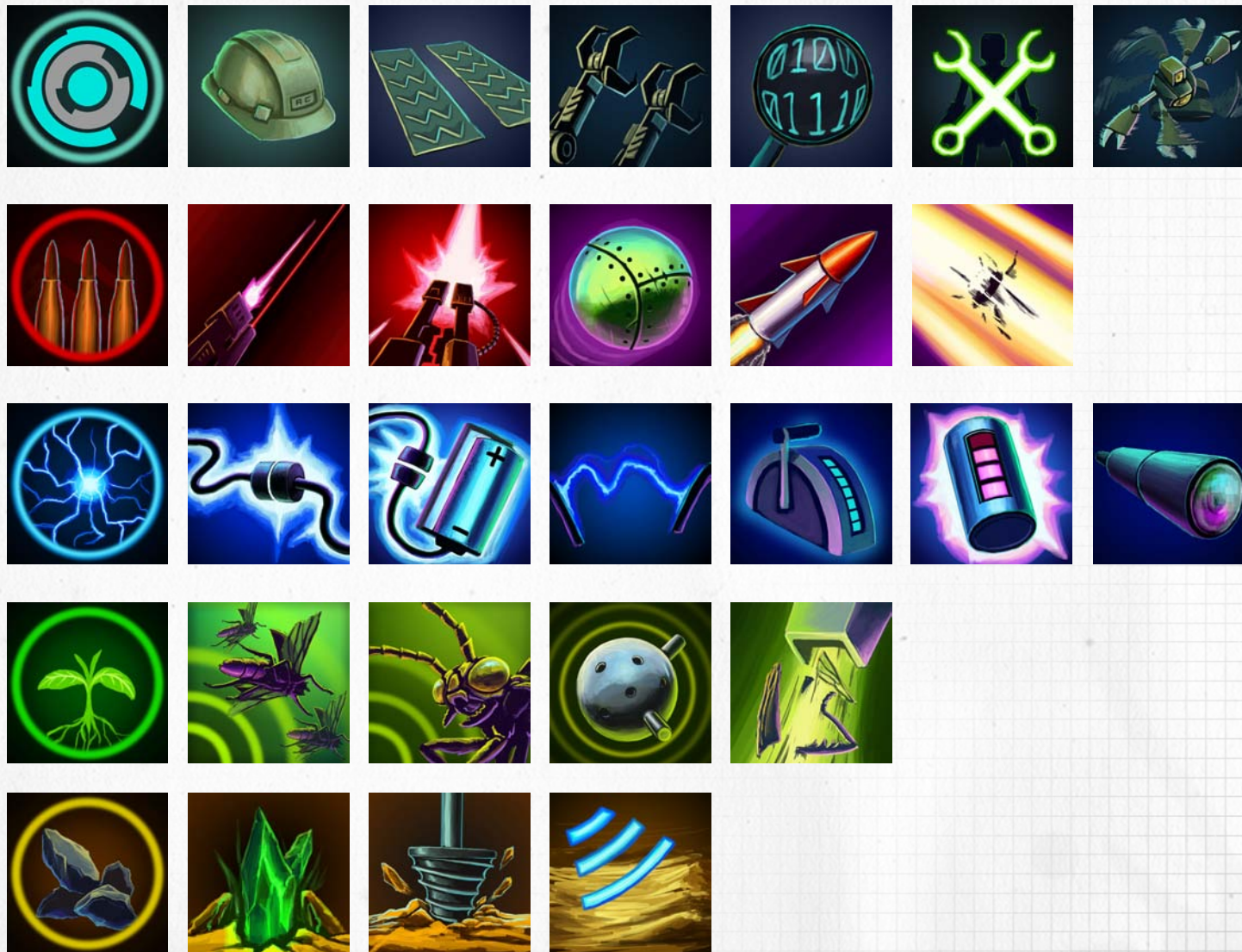
# Projet RECYX





Interface in-game du jeu avec spec tree comme fenêtre active.





Icônes d'habiletés selon leurs classes



Salvage items

# Illustrations



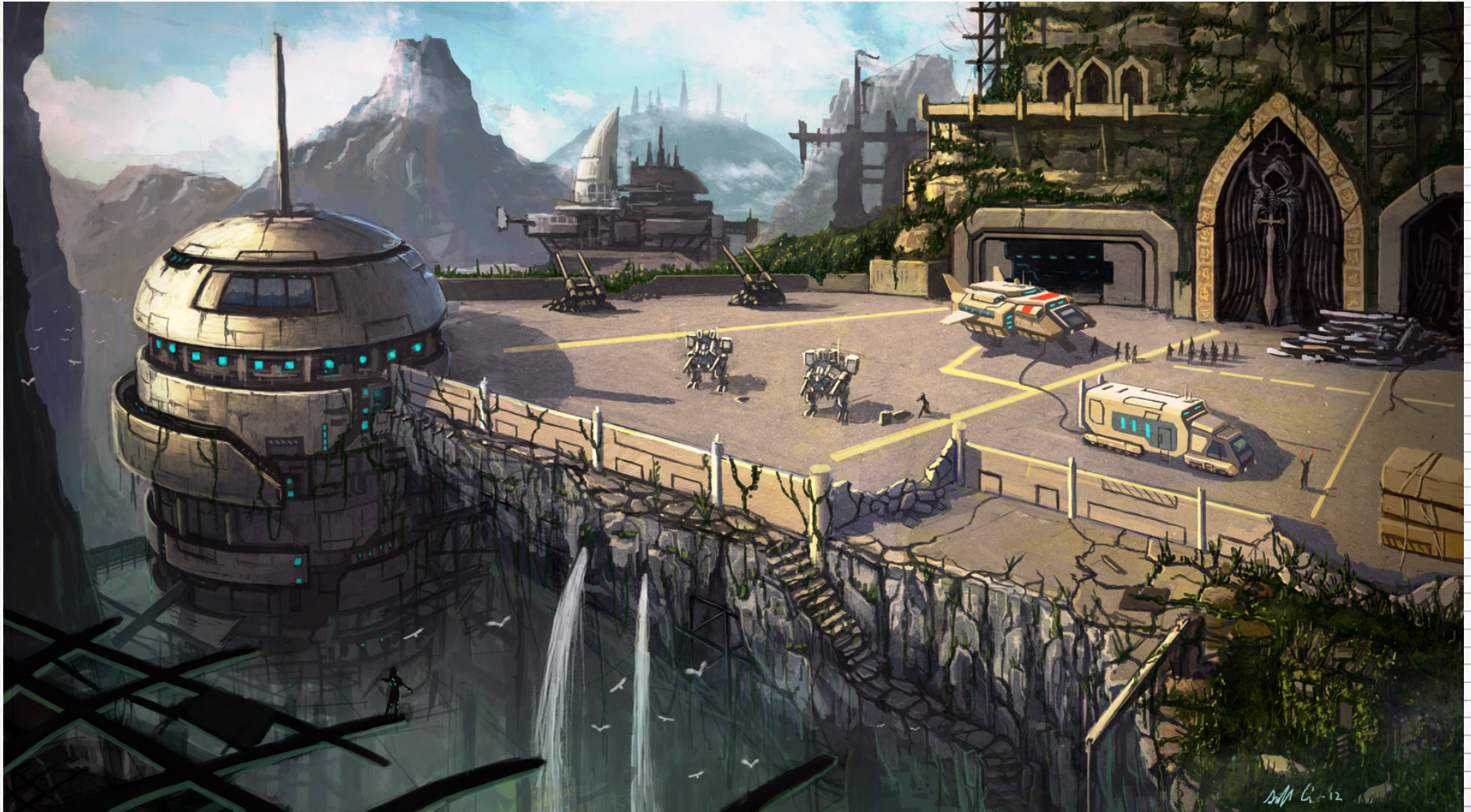


gwayne-li.weebly.com

Black Templar tactical squad



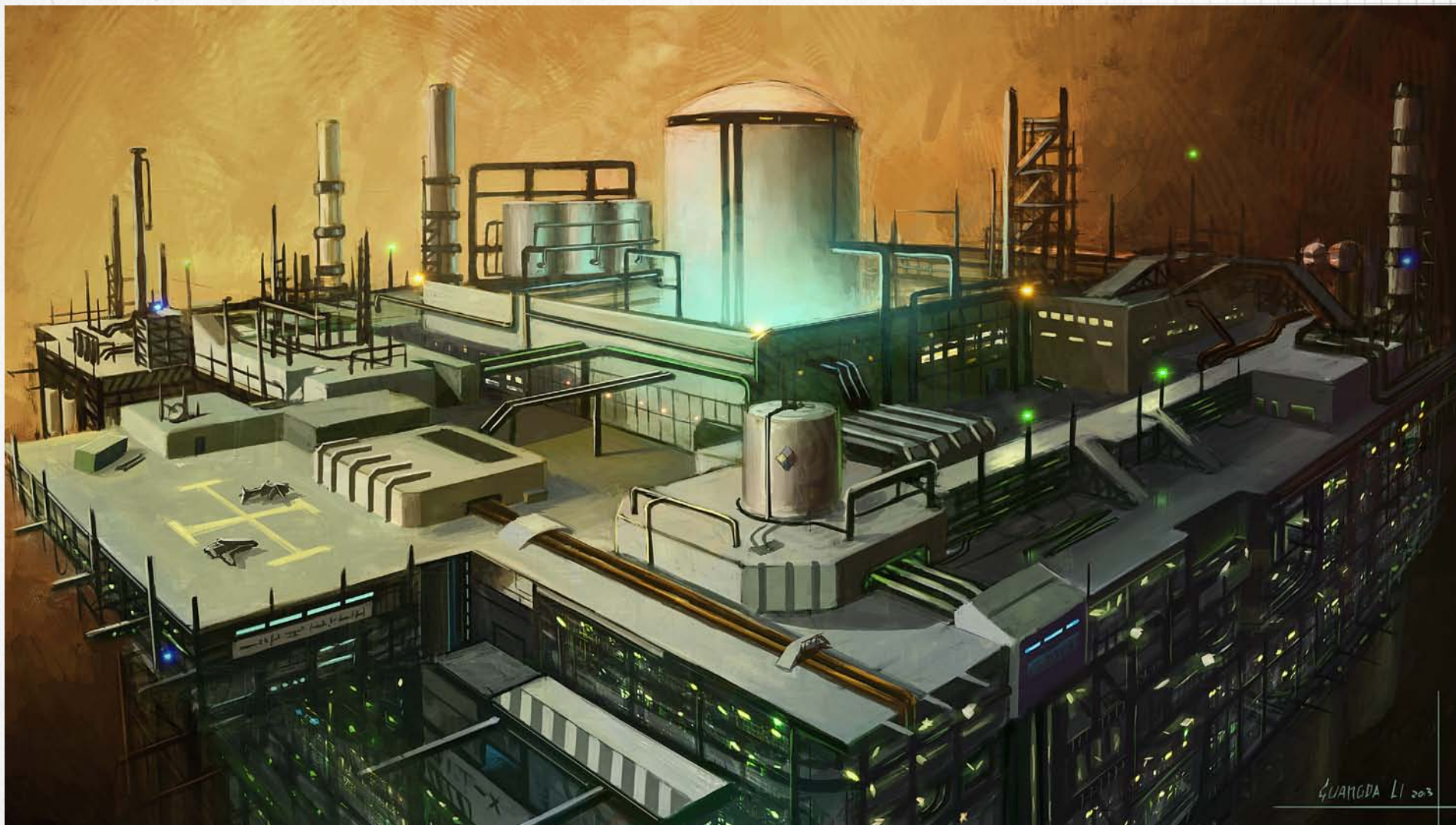
Concours pour Parabole 2013, thématique Cyberpunk



Environnement futuriste



Inquisitor



“Space Refinery” concept réalisée pour Deepvoid





Treant: pour une marque de bière locale de la brasserie La Souche