




PORTFOLIO

KEVIN MONTALVAN
3D modeler and Graphic Designer

Welcome

I focus on designing 3D models, and working on Visual Art projects to put together anything that seemed just a vague idea; into reality. The early passion I experienced as a kid for cartoons, video games, album covers, and YouTube editions shaped myself as an independent artist. In this way, I am pursuing my career as a Graphic Designer and Animator. I started making busts and full-body characters as a way to build my professional portfolio, however; I want to reach a higher point where I can do rigging, lettering, and illustrations to complement my artwork.

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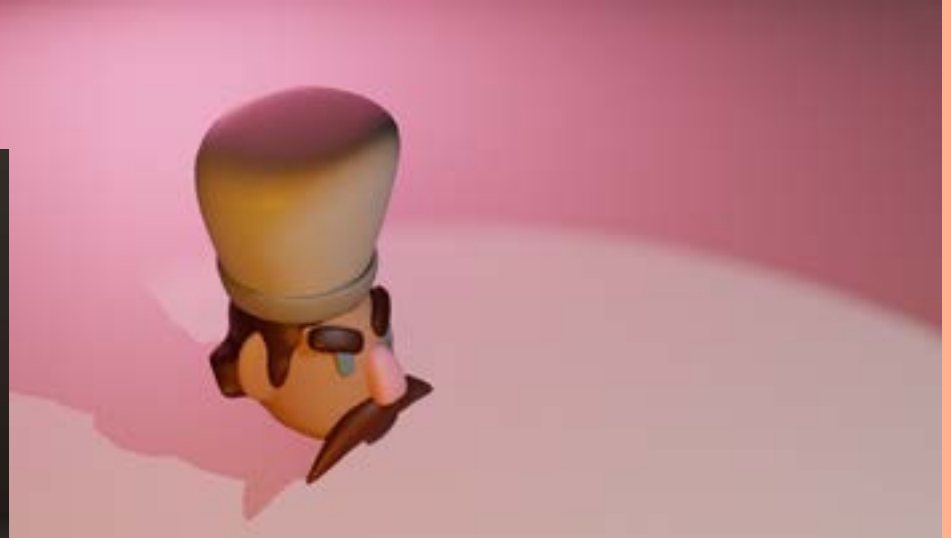
GOBLIN LASE TAG



A full body sculpture of a golbin from a short animation based on a misterious laser tag. I focused on the design and personality since I wanted him to look friendly but also kind of mature.



CHEF BUST



I followed the same process of making a bust, but it was simpler since it does not use sculpture mode. However, I had to focus more on adding modifiers and loop cuts to create the shape I wanted. I really enjoyed making this since it took away my stress and reinforced my love for cartoon characters.

STILL LIFE

I combined a cartoon style with still life elements in Blender to create a dynamic composition featuring cups, a bowl, and fruits. I particularly enjoyed designing the cloth, as it adds a sense of realism and depth to the scene.



To enhance the visual appealing, I incorporated line art and the grease pencil, which not only helps the objects on the table stand out but also makes the overall composition more engaging.





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