KR | AUS | CAN | US

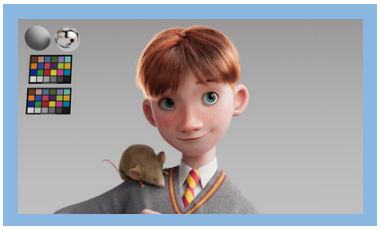
KAIYA HARIN LEE

3D LOOK DEV & TEXTURING

kaiyaharinanim.com

kivxxs@gmail.com

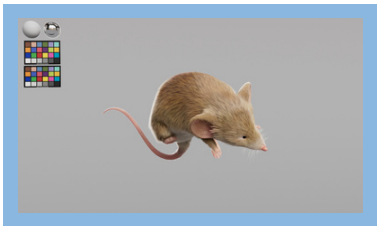
DEMO REEL BREAKDOWN (1)



Ron Weasley (2024)

Responsible for: Look development, grooming, texturing, lighting, and compositing

Softwares used: Maya, Arnold, Xgen, Substance Painter, and Nuke



Ron Weasley- Mouse (2024)

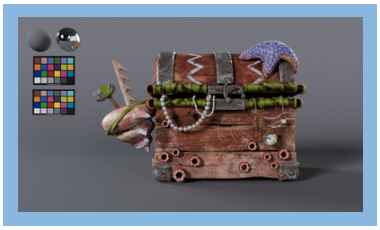
Responsible for: Look development, grooming, texturing, lighting, and compositing

Softwares used: Maya, Arnold, Xgen, Substance Painter, and Nuke

By the Seaside (2024)

Responsible for: Look development, concept, modeling, texturing, lighting, and compositing

Softwares used: Maya, Arnold, Substance Painter, and Nuke



By the Seaside- Treasure Chest (2024)

Responsible for: Look development, concept, modeling, texturing, lighting, and compositing

Softwares used: Maya, Arnold, Substance Painter, and Nuke

By the Seaside- Hermit Crab (2024)

Responsible for: Look development, concept, texturing, lighting, and compositing

Softwares used: Maya, Arnold, Substance Painter, and Nuke

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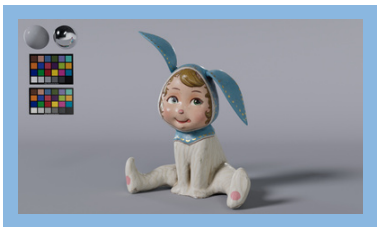
DEMO REEL BREAKDOWN (2)



Ceramic Bunny (2024)

Responsible for: Look development, texturing, lighting, and compositing

Softwares used: Maya, Arnold, Substance Painter, and Nuke

Collaborative film- Persimmon Red (2024)

Role: Texture lead

Responsible for: Texturing everything except foliage, walls, kite, and gate

Softwares used: Substance Painter, Unreal Engine, and Nuke

Traditional artworks (2021)

Fine art paintings and sketchbook pieces

Materials used: Oil paint, oil pastel, pencil crayons, digital painting, ballpoint pen