

3D Artist

FREDERIC GIDE VISUALS FOR VIDEO GAMES

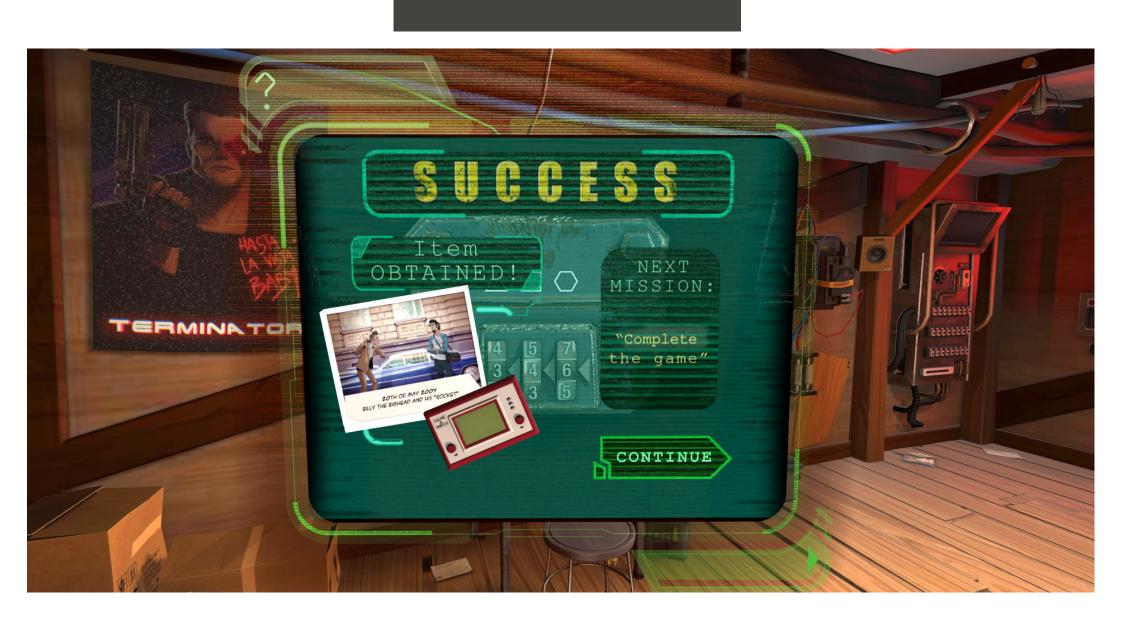
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User Interface:

VR Experience

presented in the Siggraph convention (Vancouvert)





Texturing



School game project





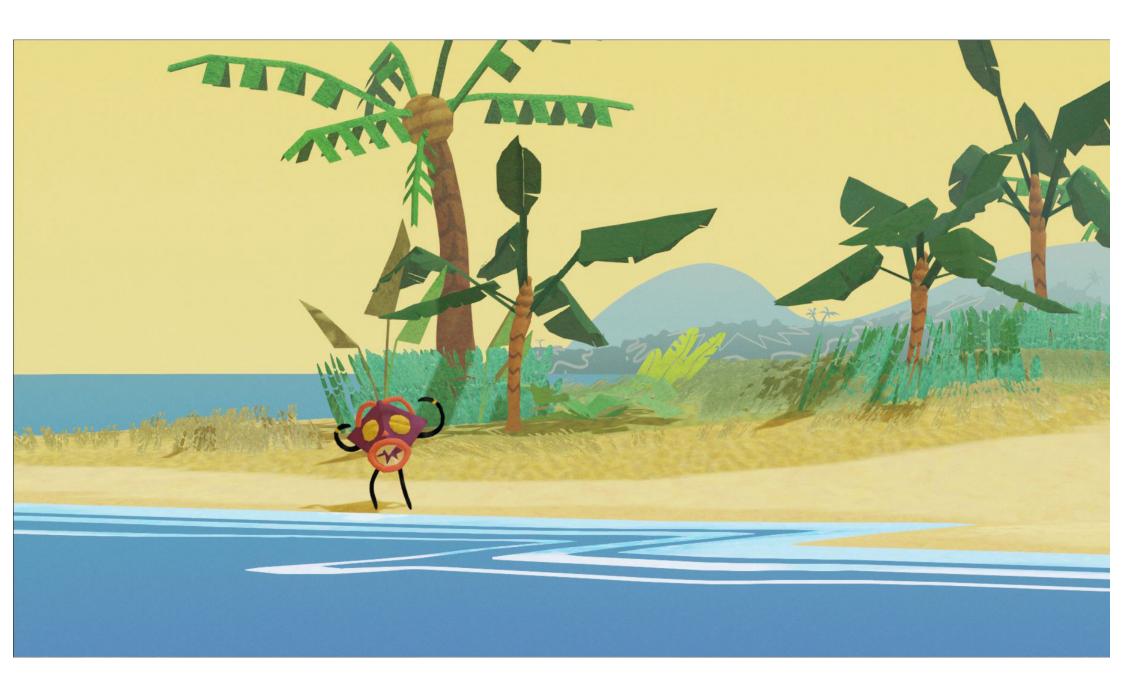




Personal game project (prototype)



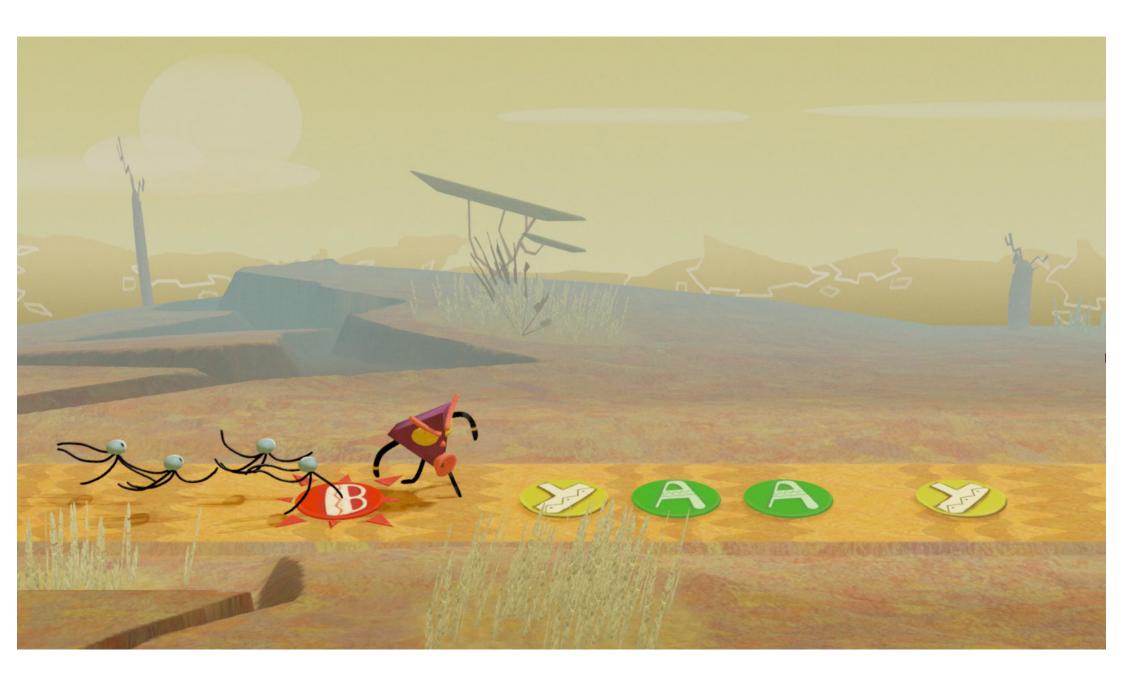












Environment research (Overpaint)



