PORTFOLIO

GAME ARTIST // GRAPHIC DESIGNER

Raúl A. Calderón España

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(+34 683 636 297)

www.racestar.es

GAME ART

"Slam Junk!" Game (2014)

www.six-gears.com

CHARACTER // WEAKBOT

Design / Model / Texture / 4318 tris
"Slam Junk!" (2014)

Low poly model

DIFFUSE
SPECULAR
GLOSSINES
EMISSIVE
NORMAL

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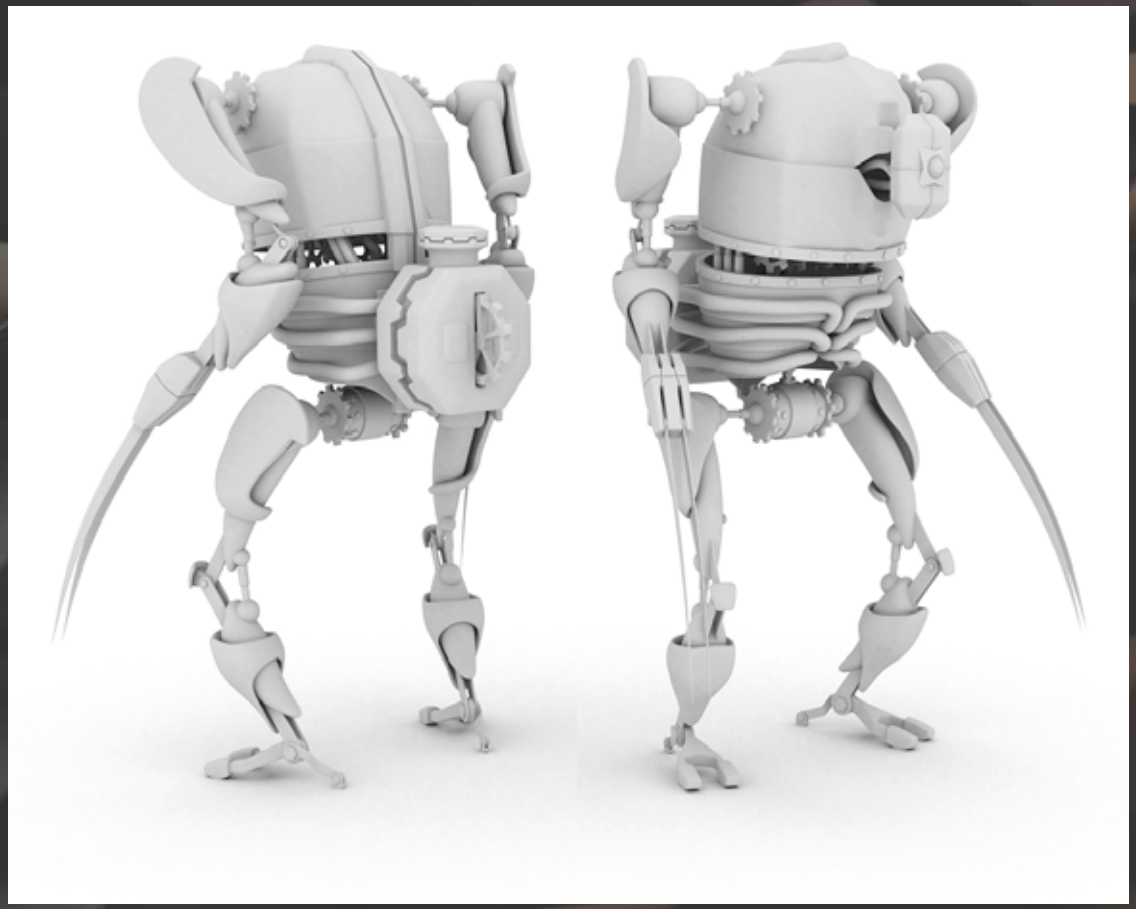
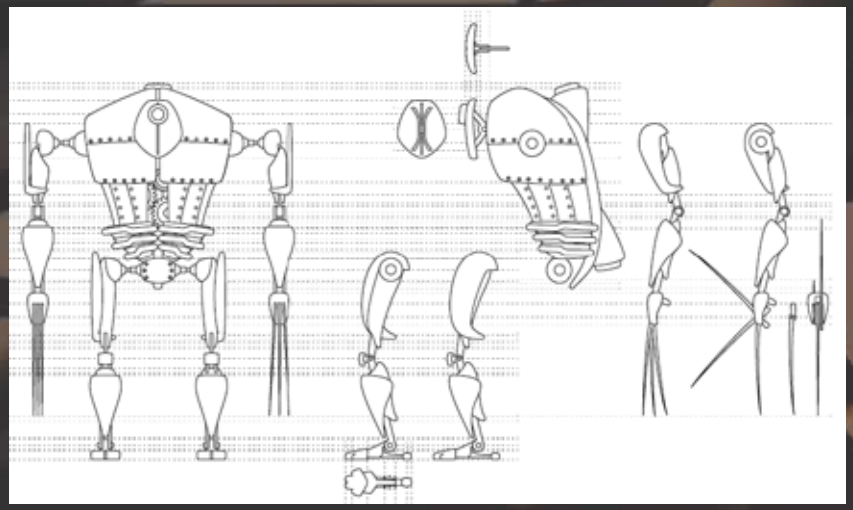
CHARACTER // WEAKBOT

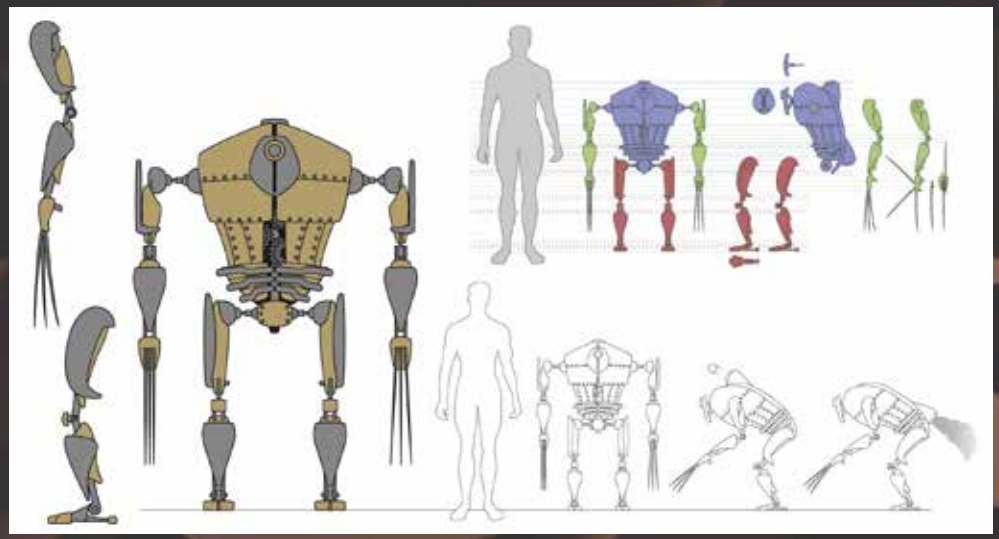
Design / Model / Texture
"Slam Junk!" (2014)

High poly model



Design sheets





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PROP // SCAFFOLDS & BIG SIGNS · NEON SIGNS

Design / Model / Texture / 944 tris
"Slam Junk!" (2014)

1326 tris (3 pieces)
2 MAPS: Scaffolds & Signs + Gangways

944 tris (3 pieces)
2 MAPS: "Weakbot Army" signs + "Do Not Feed Tankbots" sign

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PROP // 6G SIGN · FOUNDRY

Design / Model / Texture / 1326 tris
"Slam Junk!" (2014)

228 tris
1 MAPS: 6G Sign

5254 tris (4 pieces)
MAPS: Machine + Magnet + Magnet rail + Oven

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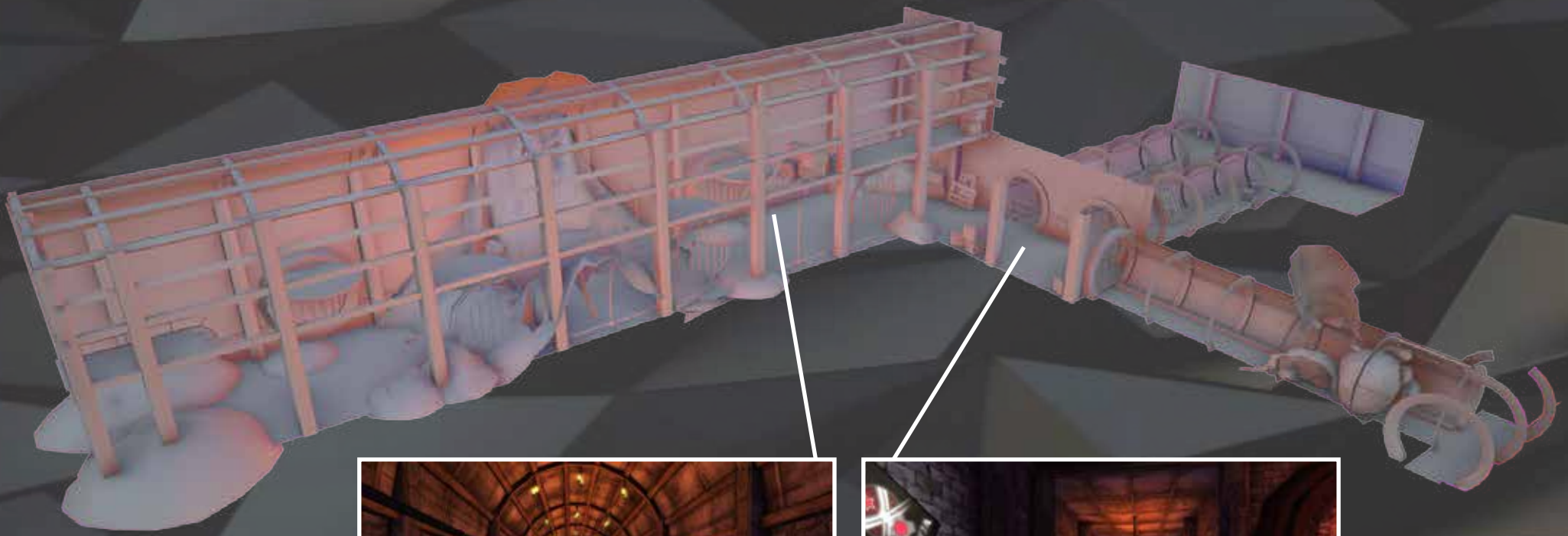
SCENERY // LEVEL 2 - SEWERS & BOILERS

Design / Model / Texture / 74064 tris
"Slam Junk!" (2014)



In-game footage

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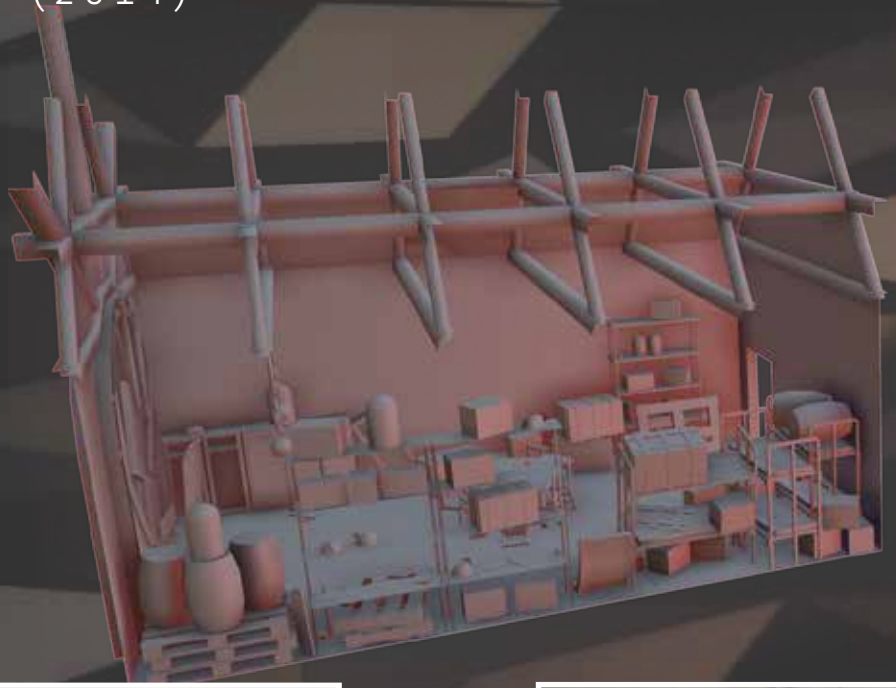
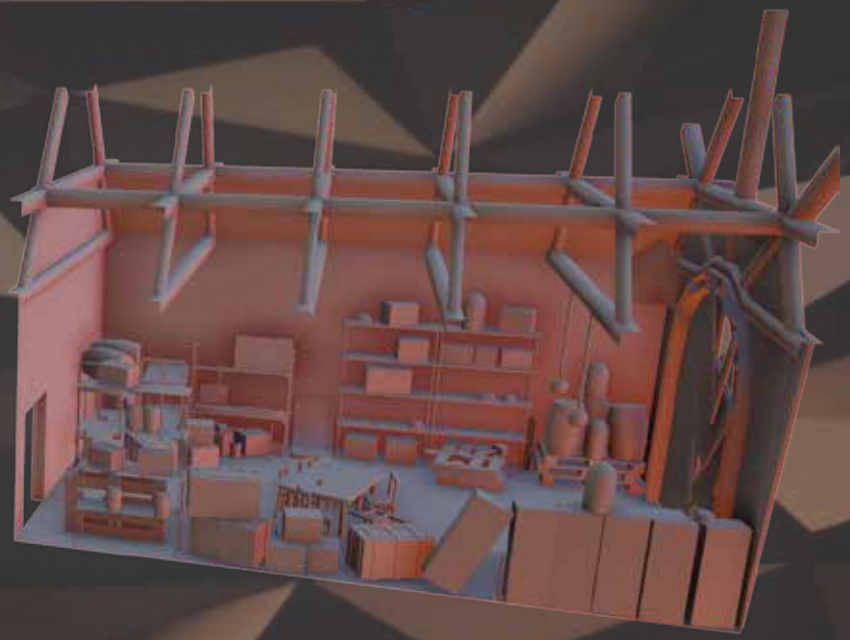
SCENERY // LEVEL 2 - WORKERS LOUNGE

Design / Model / Texture / 25988 tris
"Slam Junk!" (2014)





In-game footage

3Ds Max renders

Props in black aren't mine

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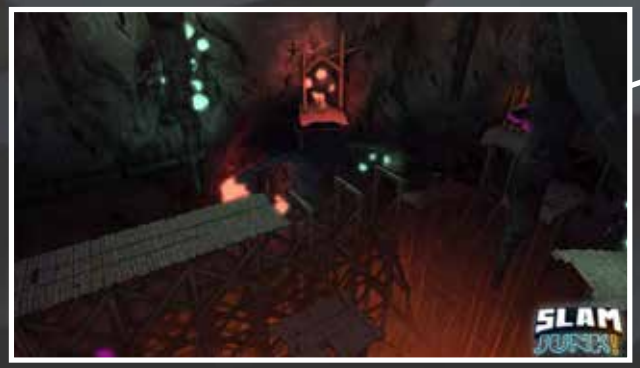
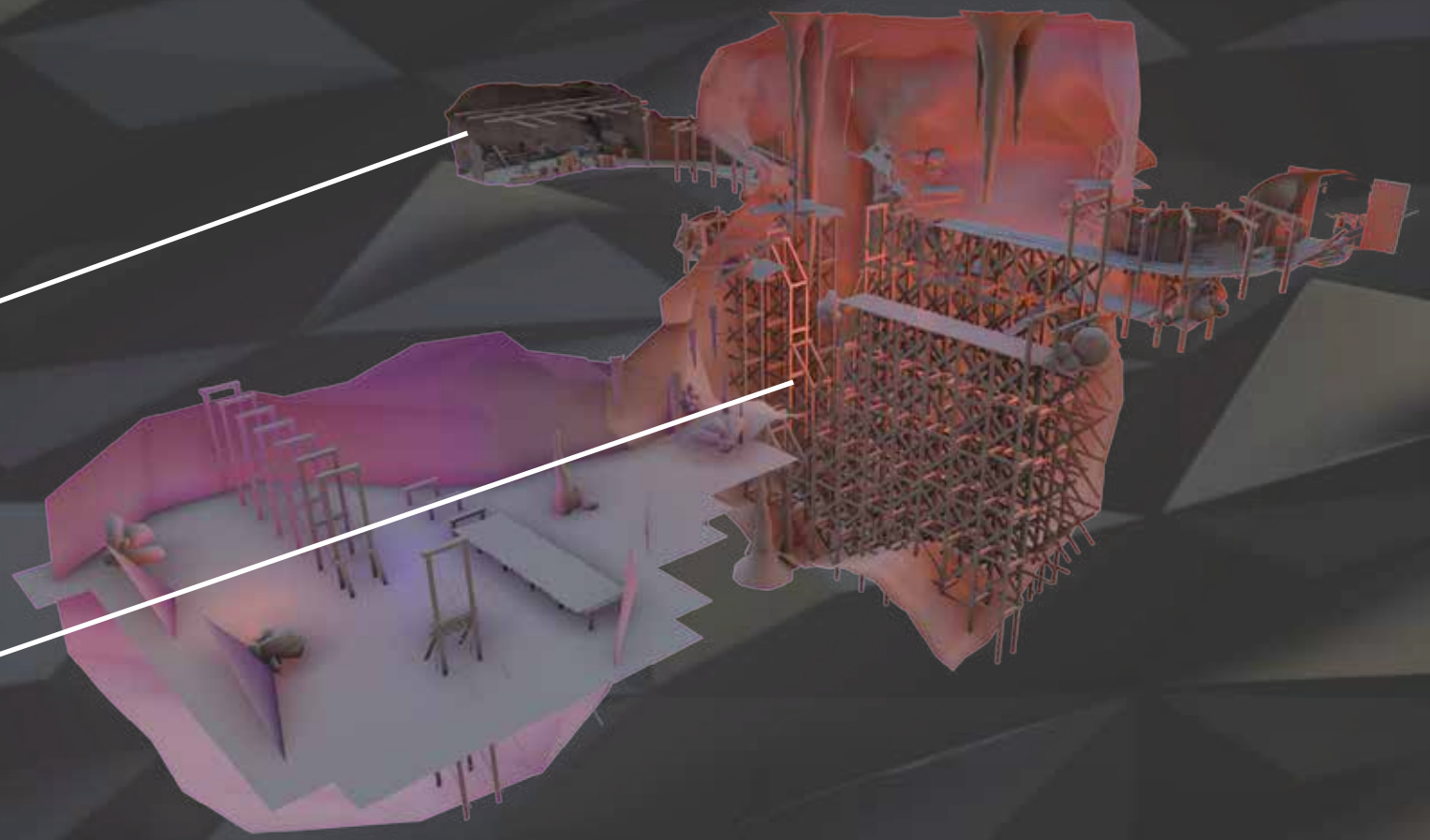
SCENERY // LEVEL 2 - MINE

Design / Model / Texture / 85063 tris
"Slam Junk!" (2014)



In-game footage



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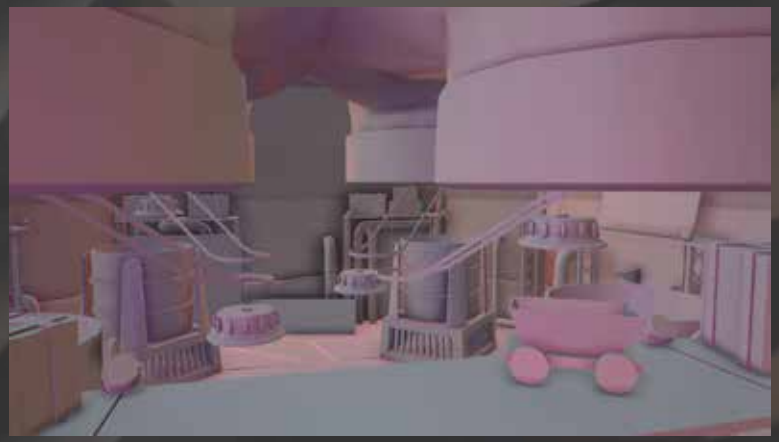
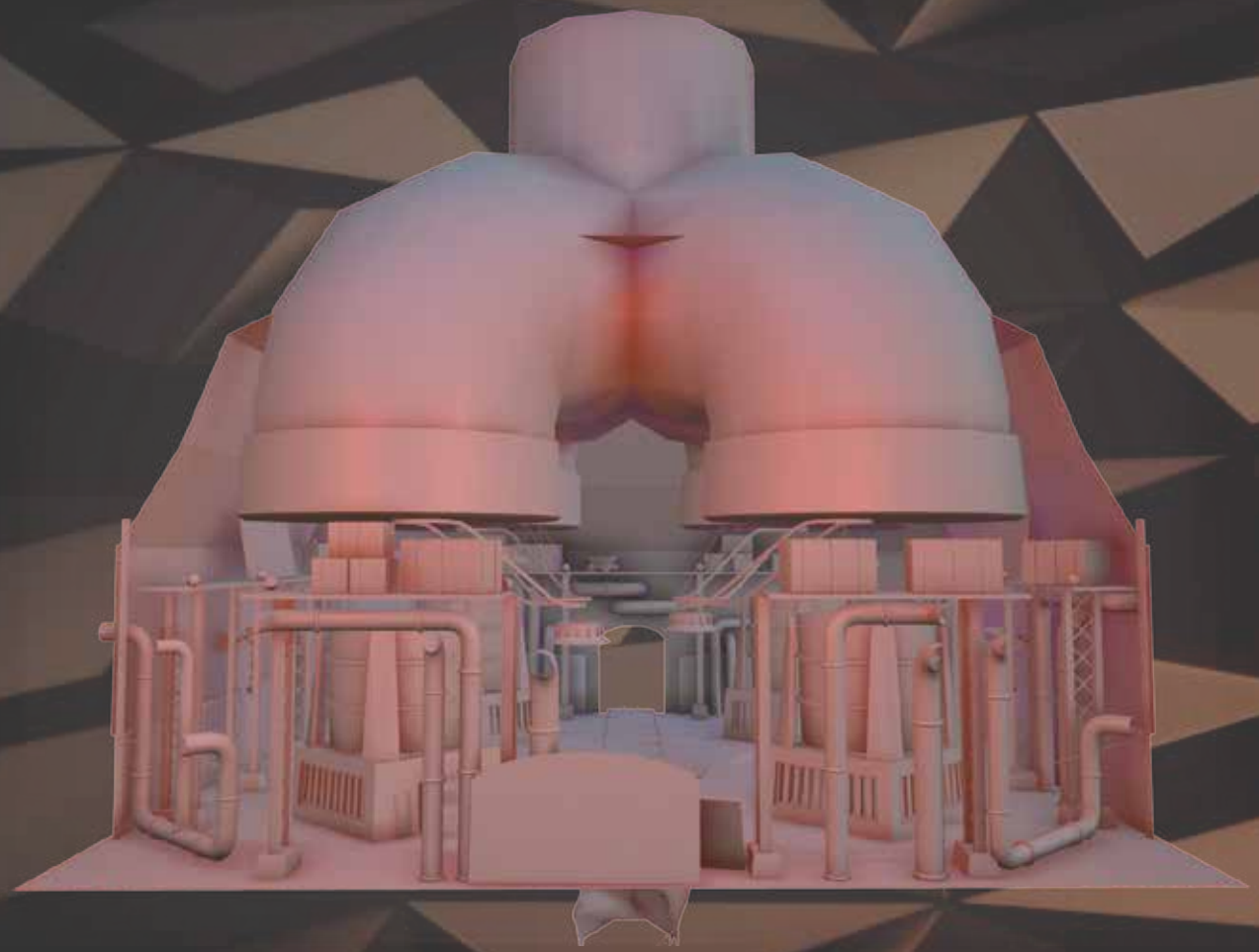
SCENERY // LEVEL 2 - REFINERY

Design / Model / Texture / 53550 tris
"Slam Junk!" (2014)

In-game footage



Detail



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SCENERY // LEVEL 2 - ELEVATOR CORRIDOR

Design / Model / Texture / 25938 tris
"Slam Junk!" (2014)

In-game footage

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LOGO DESIGN // SLAM JUNK

Design / 3D model / Animation
"Slam Junk!" (2014)

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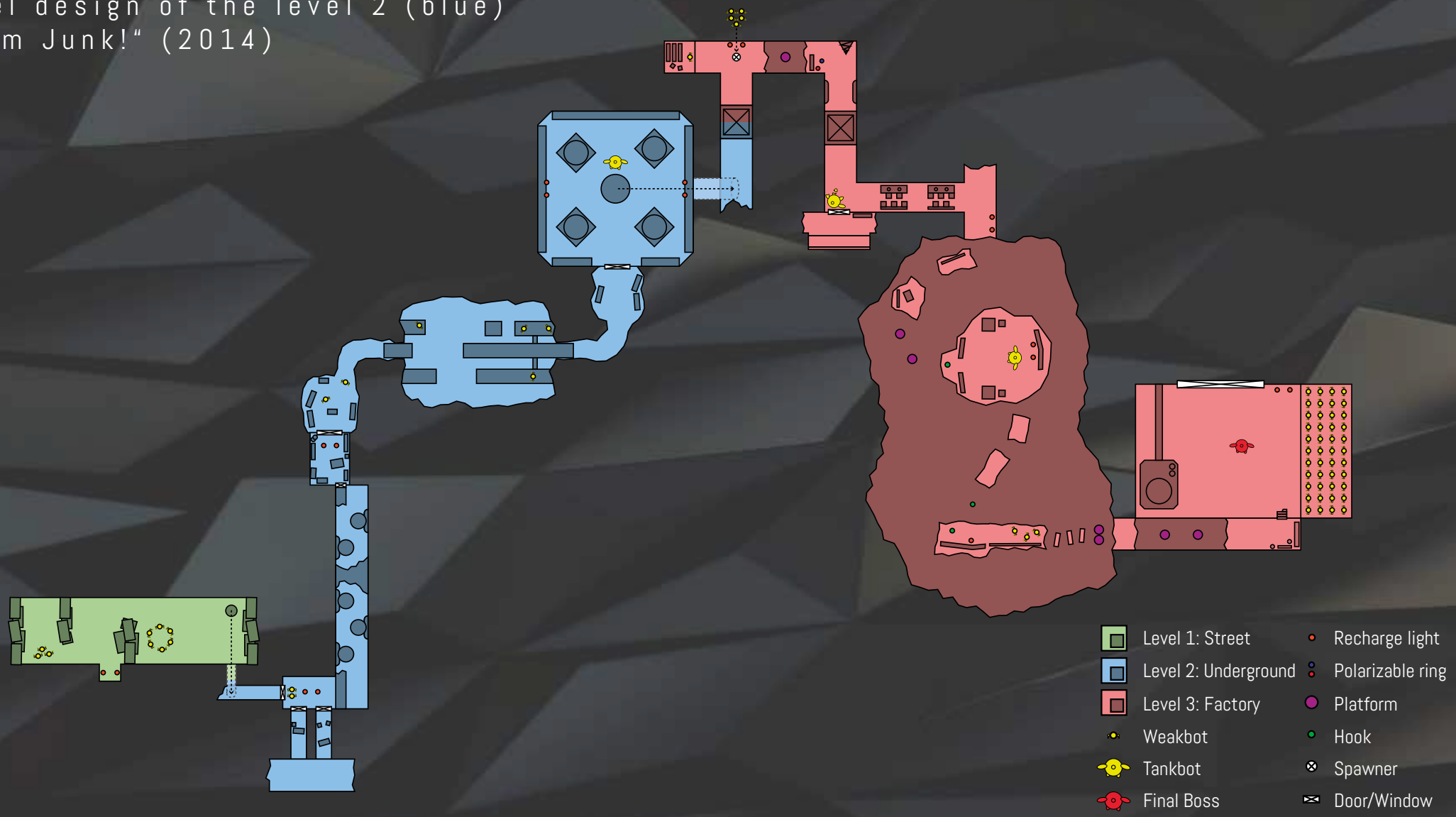
LEVEL DESIGN // LEVEL 2

Level design of the level 2 (blue)
"Slam Junk!" (2014)



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GUI DESIGN

Design / Composition
"Slam Junk!" (2014)

Main menu

Chapter selection menu

Options menu

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GUI DESIGN

Design / Composition
"Slam Junk!" (2014)

Dead menu

Pause and control menu

Credits menu

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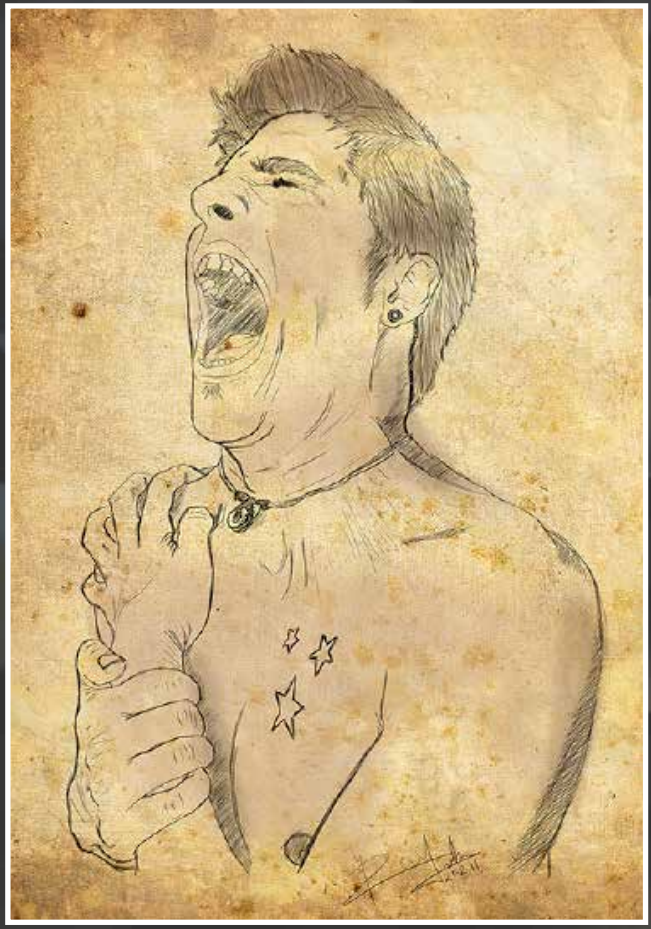
GRAPHIC ART

Works between 2010 / 2015

GRAPHIC ART // AESTHETICS SELF-PORTRAITS

Class practices

"The Grotesque" (2010)



"The Ugly" (2010)

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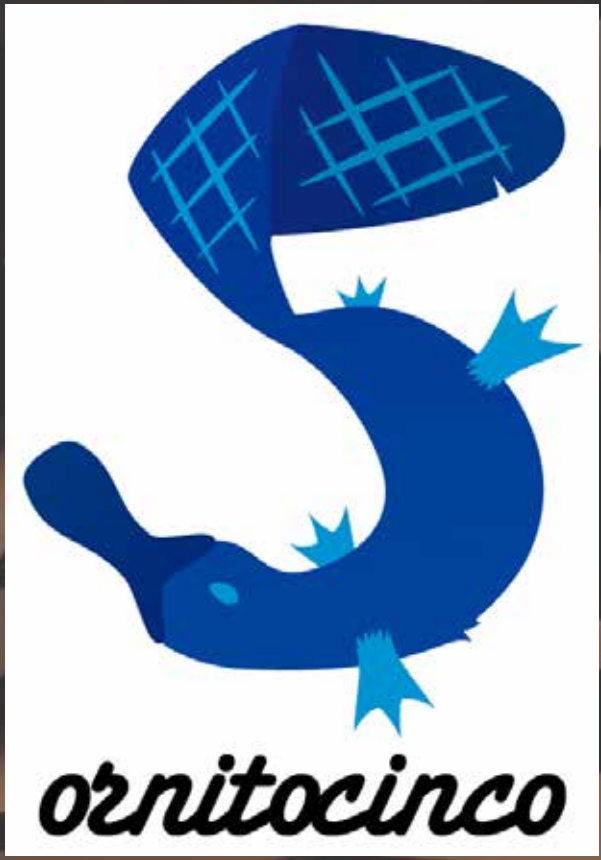
GRAPHIC ART // LOGO DESIGNS

"Oxímoron" Logo (2012)

"Ballenavacía" Logo (2011)

"Risas Y Cables" Logo (2013)



"Ornitocinco" Logo (2012)

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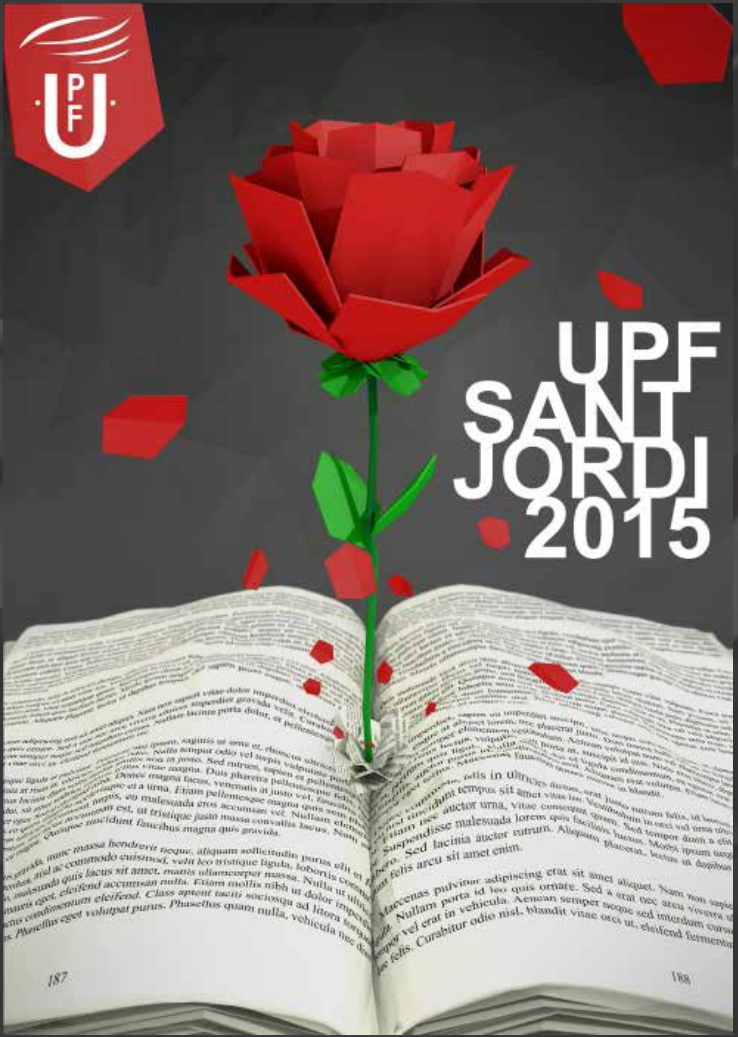
GRAPHIC ART // LOGO DESIGNS · POSTER

"Windrose Games" Logo (2011)

"Raúl A. Calderón España" Logo (2012)



"UPF - SANT JORDI 2015" Poster (2014)

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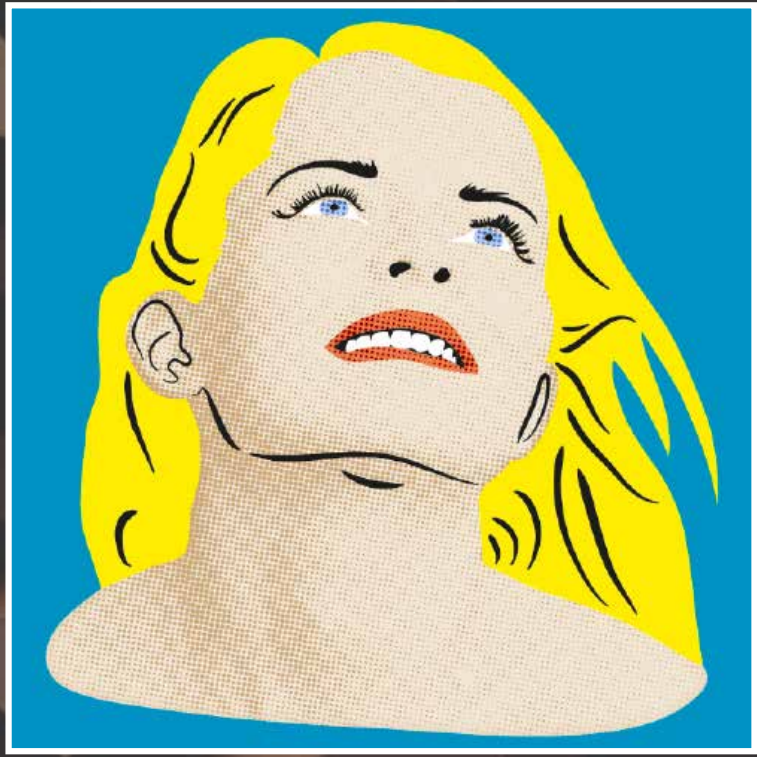
GRAPHIC ART // BLOG TUTORIALS

Final art of some tutorial blogs for UnitedPrint SE blog

Lowpoly Style
Portrait (2014)

Shepard Fairey Style
Portrait (2014)



Roy Lichtenstein Style
Portrait (2014)

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GRAPHIC ART // BLOG TUTORIALS

Final art of some tutorial blogs for UnitedPrint SE blog

Halloween Illustration (2014)

Christmas Illustration (2014)

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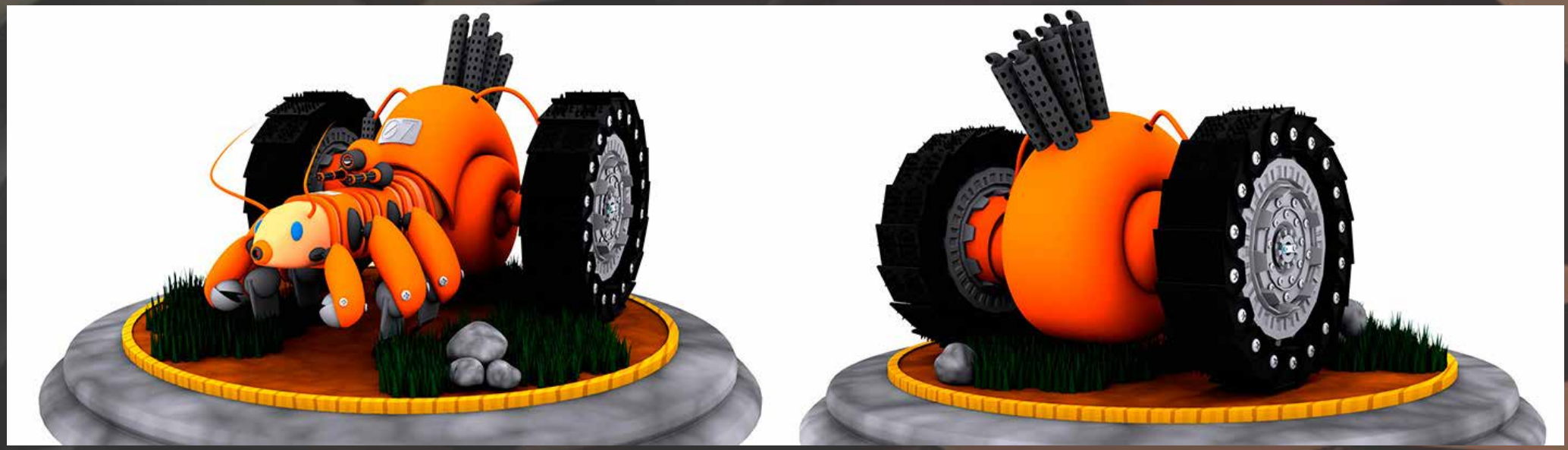
3D ART

Main character
"Kraboom!" Shortfilm (2011)



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3D ART

"Rocallena" Render test (2013)

Creature design
polypainted
(2012)

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3D ART

Low-poly face for animation & lipsync practice (2015)

High poly face polypainted (left), low poly face textured - 2243 tris (middle), low poly wire detail (right).

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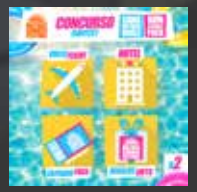
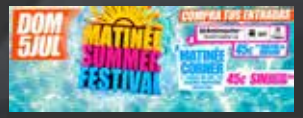
ADVERTISING ART

Web banners

Flyers

Radio Show Ads &
Itunes Covers





Facebook campaign

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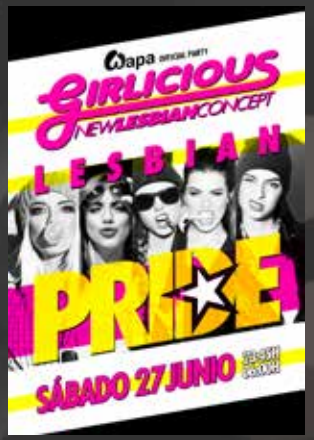
ADVERTSING ART



Posters

Newsletters

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Slam Junk! Project Site

www.six-gears.com

Portfolio closed at June 2015