

CASSIDY HOMATAS

PORTFOLIO 2025

TEA PARTY ENVIRONMENT SCENE



For this environment, I wanted to create an Alice in Wonderland inspired scene that showcases a tea party set in a surreal, whimsical, enchanted environment. I created the models in Maya and hand-painted the textures using Substance Painter. The foliage was also created in Maya and the foliage textures were created using Photoshop. The final scene was composed, lit, and rendered in Unreal Engine 5. I used a colorful palette and bright lighting to emphasize the whimsical atmosphere of the environment. The objects within the scene are seemingly floating in the air, in order to convey that the scene has been frozen in time. Many of the textures appear worn or dirtied to reflect the passing of time and its effect on the scene.



TEA PARTY ENVIRONMENT



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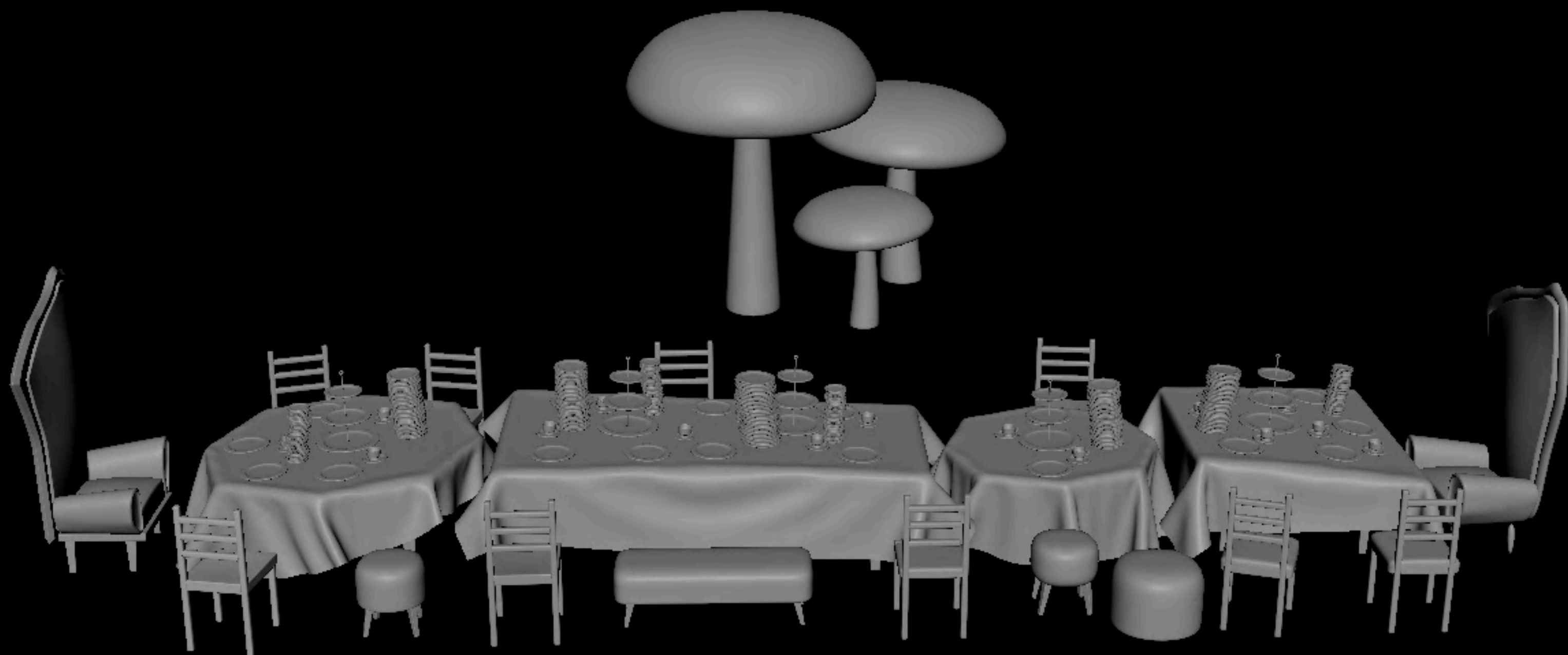
TEA PARTY ENVIRONMENT



TEA PARTY ENVIRONMENT



TEA PARTY ENVIRONMENT



TEA PARTY MODEL (SHADED)

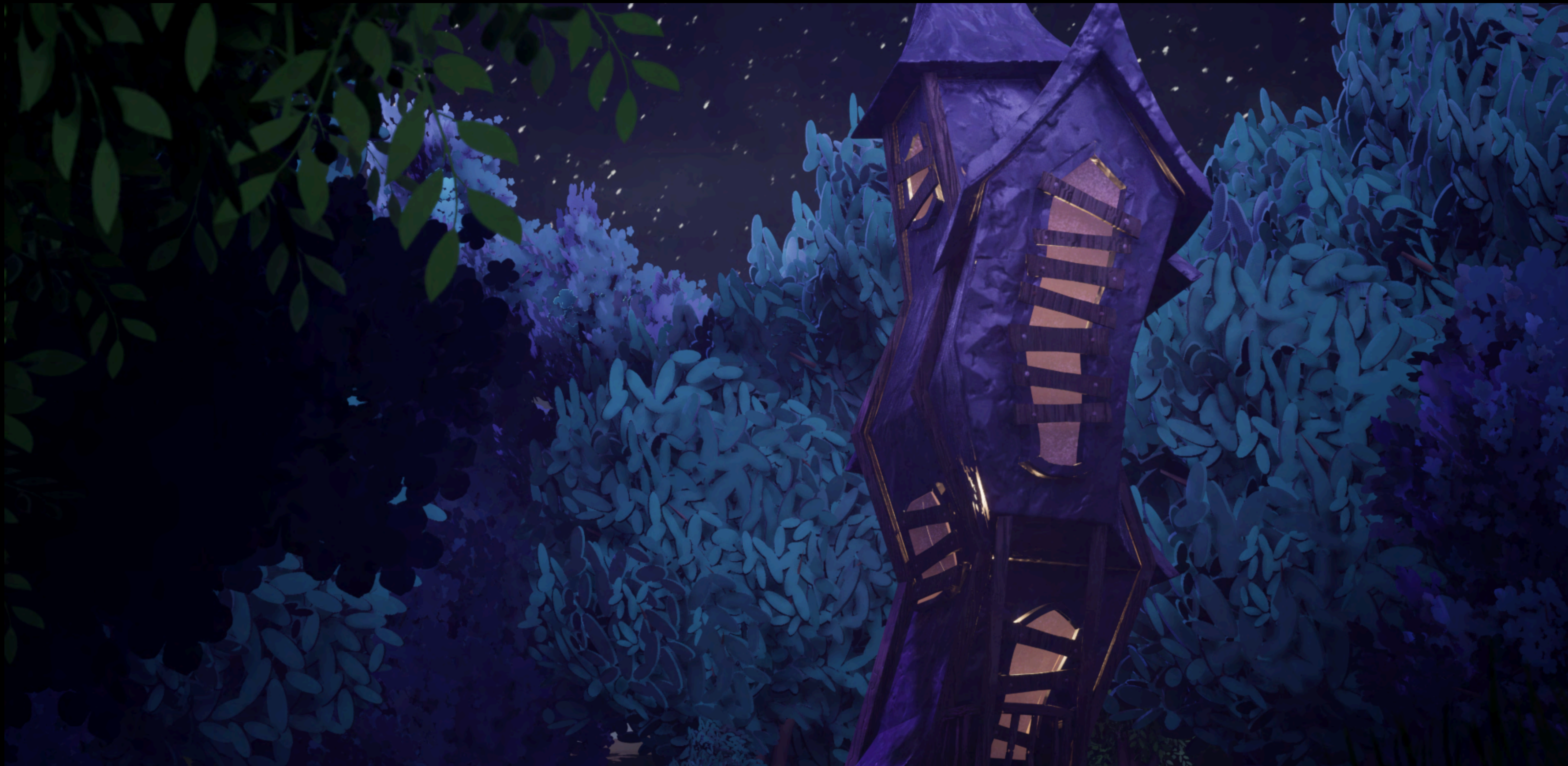
TOWER ENVIRONMENT SCENE



For this environment, I wanted to create a mysterious, gloomy scene that showcases an isolated tower in a shadowy forest environment. I created the models in Maya and sculpted additional detail in Zbrush. I then created the textures in Substance Painter. The foliage was also created in Maya and the foliage textures were created using Photoshop. The final scene was composed, lit, and rendered in Unreal Engine 5. I wanted to focus on and experiment with mood and atmosphere, so I used nighttime lighting and a slight fog to the atmosphere to emphasize the gloomy tone of the scene.



TOWER ENVIRONMENT



TOWER ENVIRONMENT



TOWER ENVIRONMENT

STONE CREATURE ENVIRONMENT SCENE



For this environment, I wanted to create a fantasy-inspired scene that showcases a stone creature, with a sword stuck in the creature's back. I created the models in Maya and sculpted additional detail in Zbrush. I then baked the high-poly details onto the low-poly meshes and hand-painted the textures using Substance Painter. The foliage was also created in Maya and the foliage textures were created using Photoshop. The final scene was composed, lit, and rendered in Unreal Engine 5. I wanted to create a sense of curiosity within the viewer, particularly with how the creature has turned to stone and the background of the sword.



STONE CREATURE ENVIRONMENT



STONE CREATURE ENVIRONMENT



STONE CREATURE ENVIRONMENT

POWER DRILL MODEL

The goal of this project was to create a realistic model of a power drill using subdivision modeling. I created the model in Maya, by first blocking out the object and then by slowly building and refining detail. The textures were created in Photoshop and applied to the model after I created the UV sets. The model was lit and rendered in Arnold.





POWER DRILL MODEL



POWER DRILL MODEL



POWER DRILL MODEL



POWER DRILL MODEL



POWER DRILL MODEL



POWER DRILL MODEL (WIREFRAME AND SHADED)

“FRANKIE” CHARACTER SCULPT

This character sculpt is based on a character and story concept I created about a young girl named “Frankie” who goes on adventures and uses her imagination to create new worlds to explore. I sculpted this character in Zbrush, by first blocking the character out and then building detail until I reached the final result. The character was hand painted and rendered in Zbrush.





“FRANKIE” CHARACTER SCULPT

REALISTIC CABIN MODEL RENDER

For this project, I created a realistic architectural model of a small cabin. This model was made in Rhino and rendered in Lumion. The textures, furniture, and foliage are all assets belonging to and found in Lumion.





CABIN MODEL RENDER

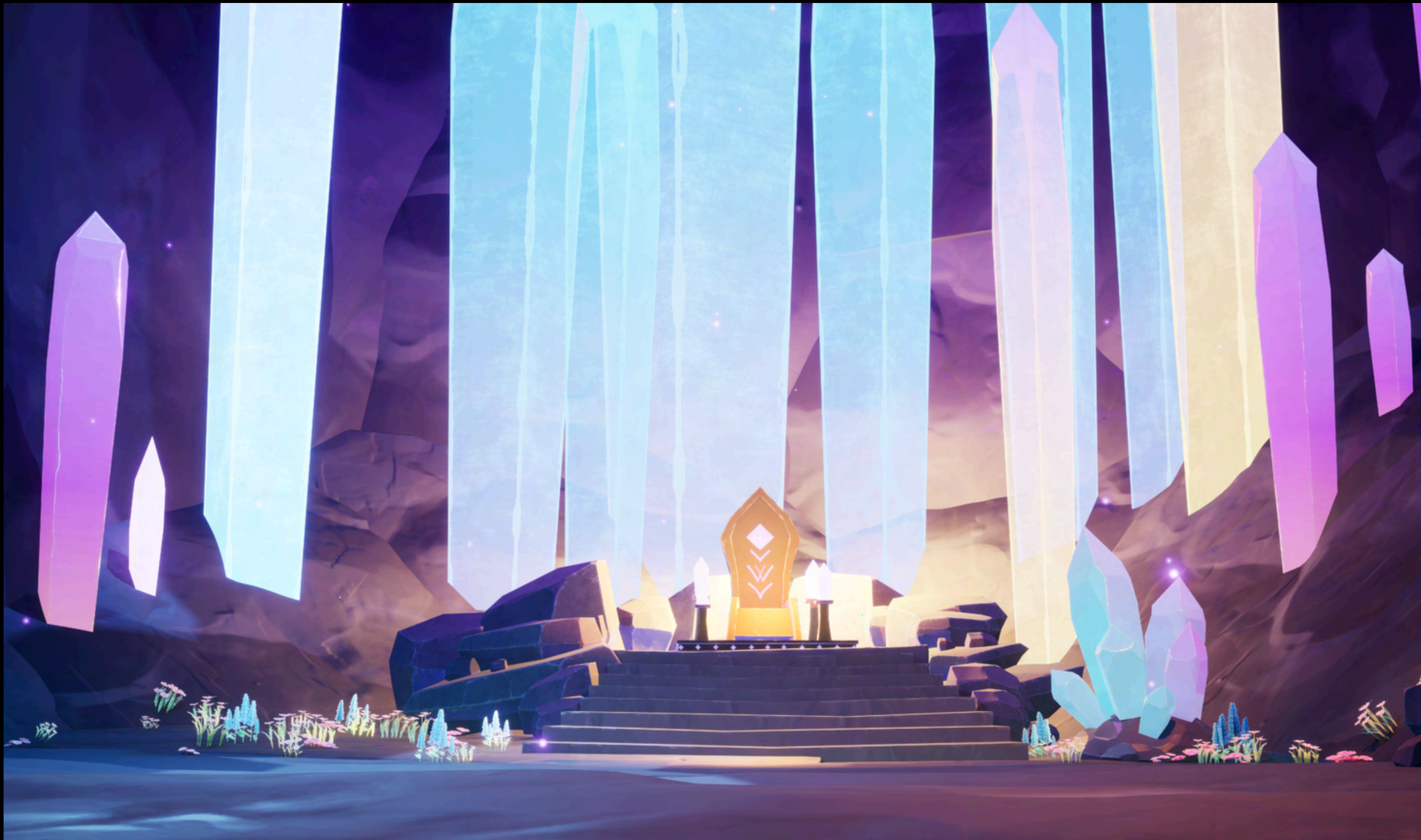


CABIN MODEL RENDER



CABIN MODEL RENDER

CRYSTAL CAVE ENVIRONMENT SCENE



For this environment, I created another fantasy scene that showcases an abandoned throne in a cave full of bright crystals. I created the models in Maya and sculpted additional detail in Zbrush. I baked the high-poly details onto the low-poly meshes and hand-painted the textures using Substance Painter. The final scene was composed, lit, and rendered in Unreal Engine 5. I developed a mystical tone in the scene using bright colors and atmospheric lighting. I also used contrast to emphasize the crystals, as the bright, vivid textures and significant sizes stand out within the cave.



CRYSTAL CAVE ENVIRONMENT



CRYSTAL CAVE ENVIRONMENT



CRYSTAL CAVE ENVIRONMENT

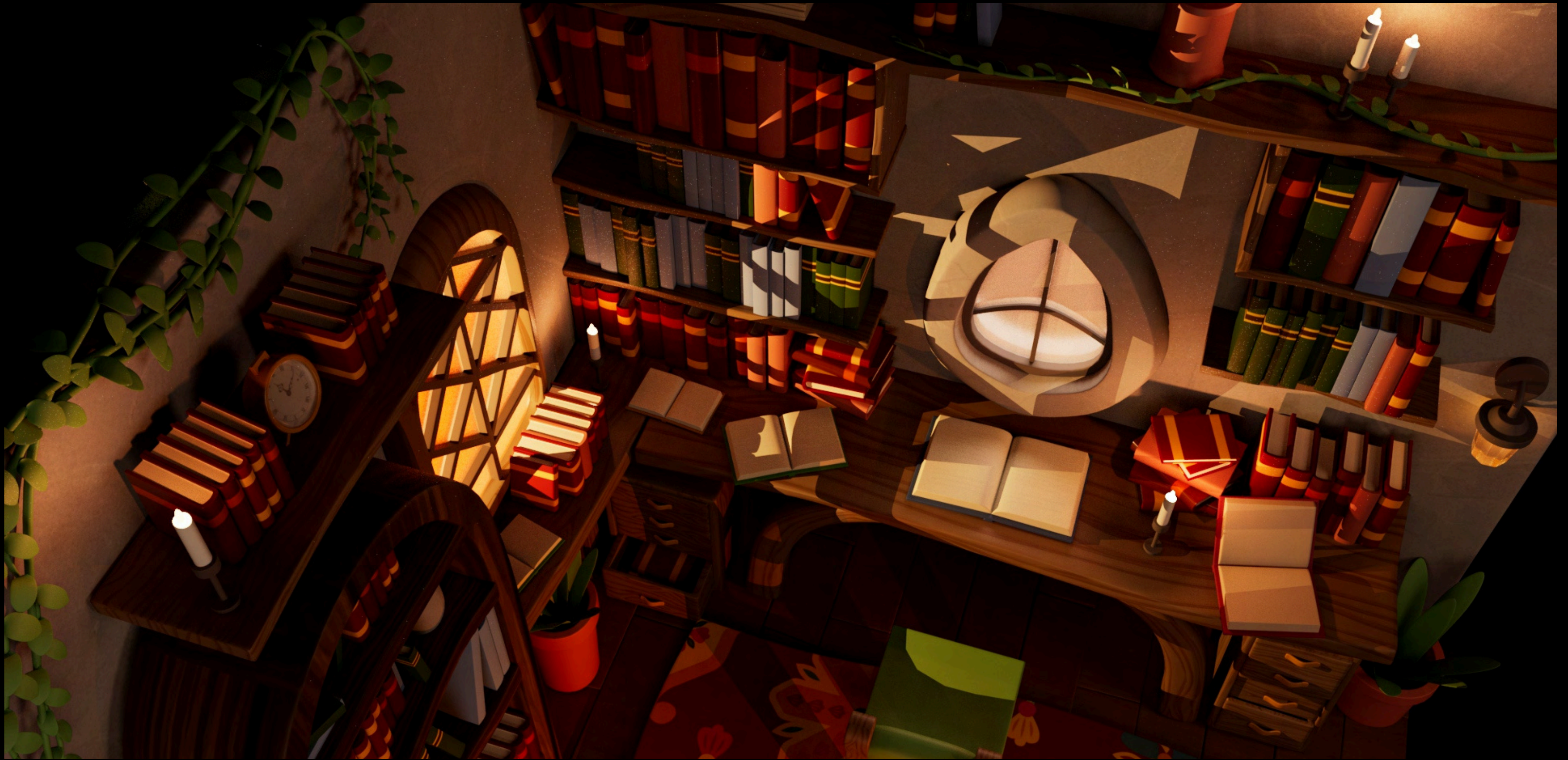
STYLIZED STUDY INTERIOR ENVIRONMENT

For this environment, I wanted to create a stylized interior environment of a warm, earthy, and rustic study with a cozy atmosphere. I started by blocking out the scene in Maya and then continued adding detail. The textures were created in Photoshop and the final scene was lit and textured in Arnold.





STYLIZED STUDY INTERIOR ENVIRONMENT



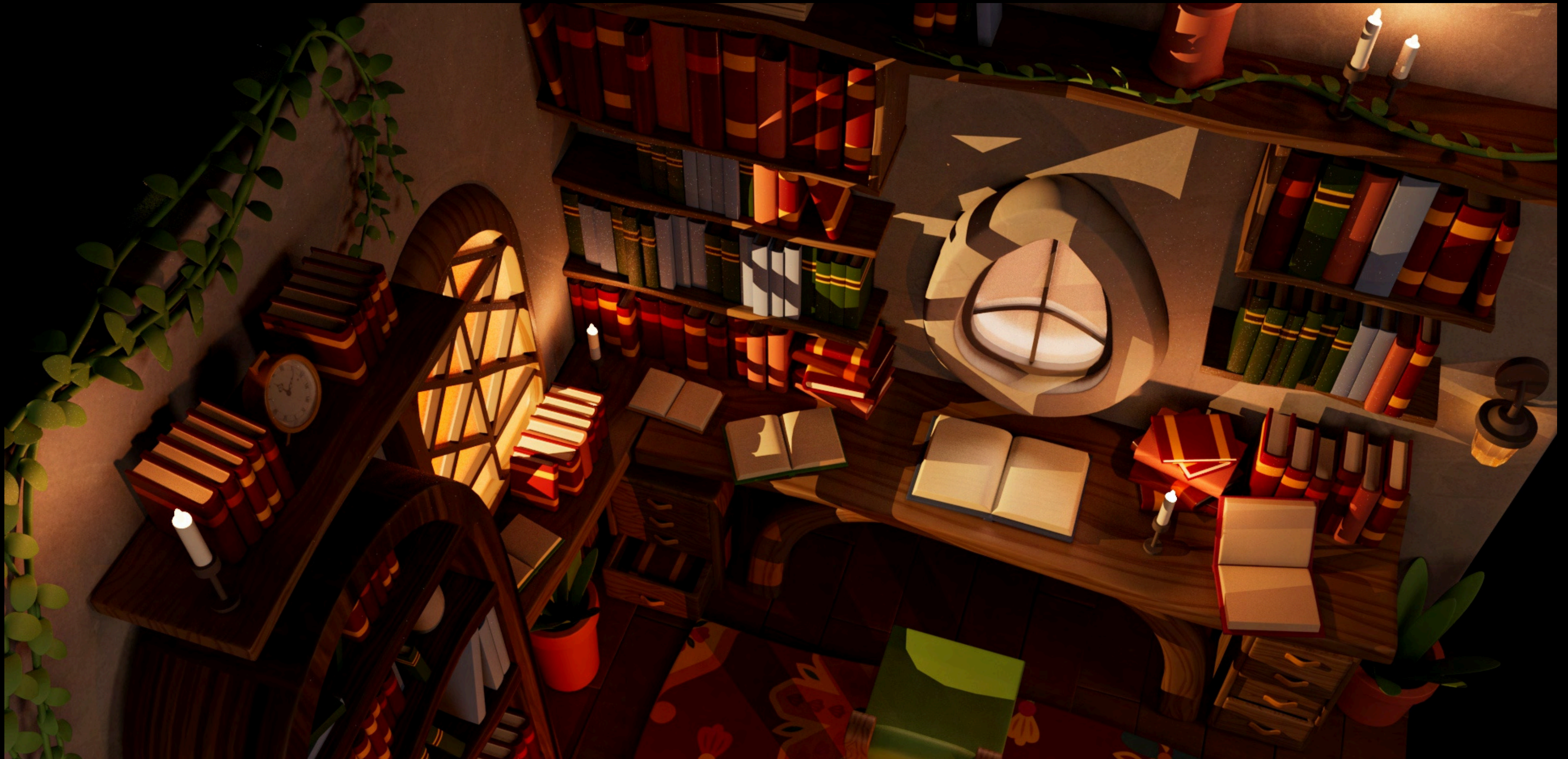
STYLIZED STUDY INTERIOR ENVIRONMENT



STYLIZED STUDY INTERIOR ENVIRONMENT



STYLIZED STUDY INTERIOR ENVIRONMENT



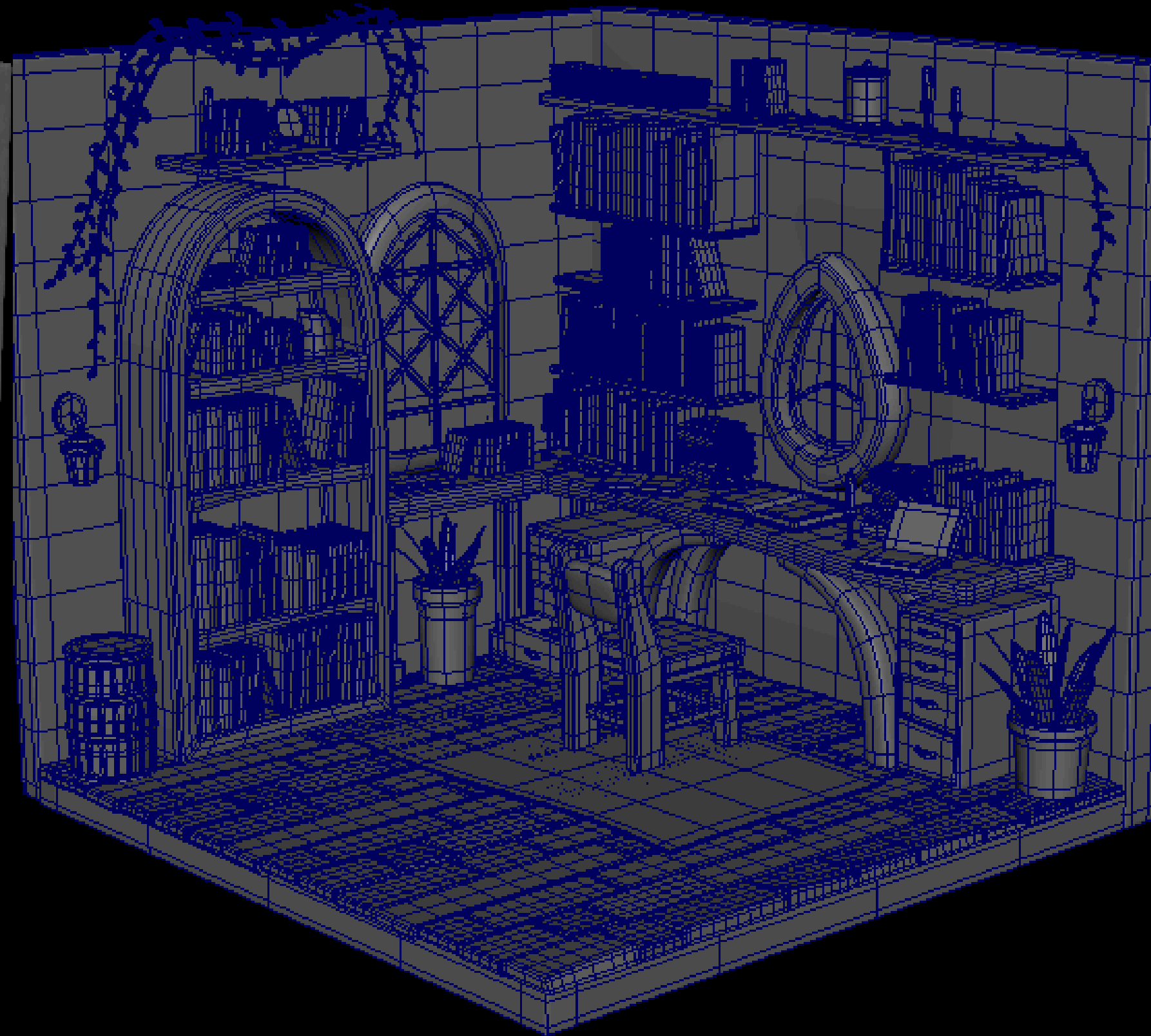
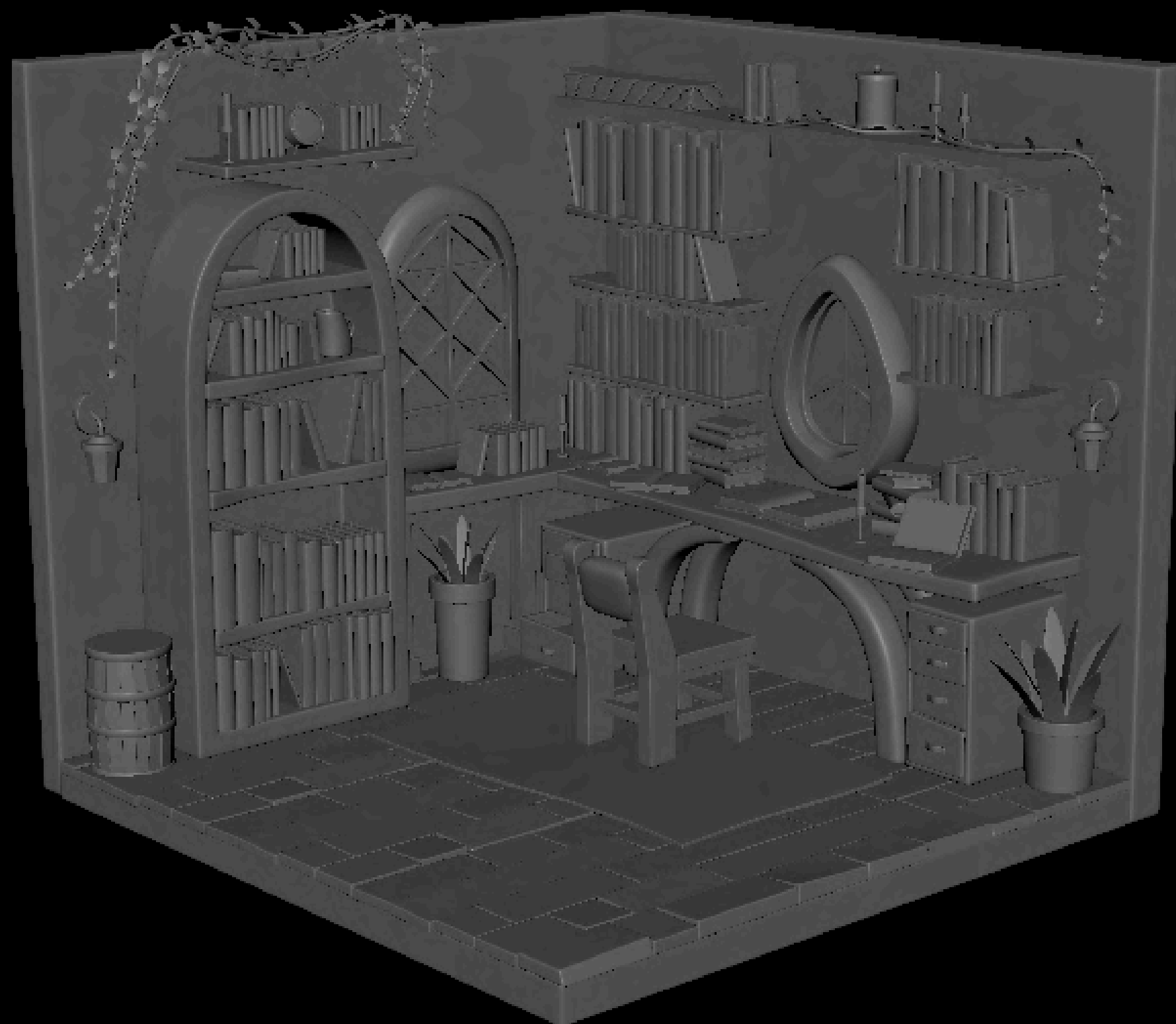
STYLIZED STUDY INTERIOR ENVIRONMENT



STYLIZED STUDY INTERIOR ENVIRONMENT



STYLIZED STUDY INTERIOR ENVIRONMENT



STYLIZED STUDY INTERIOR ENVIRONMENT (SHADED AND WIREFRAME)

SUPPLEMENTAL WORKS

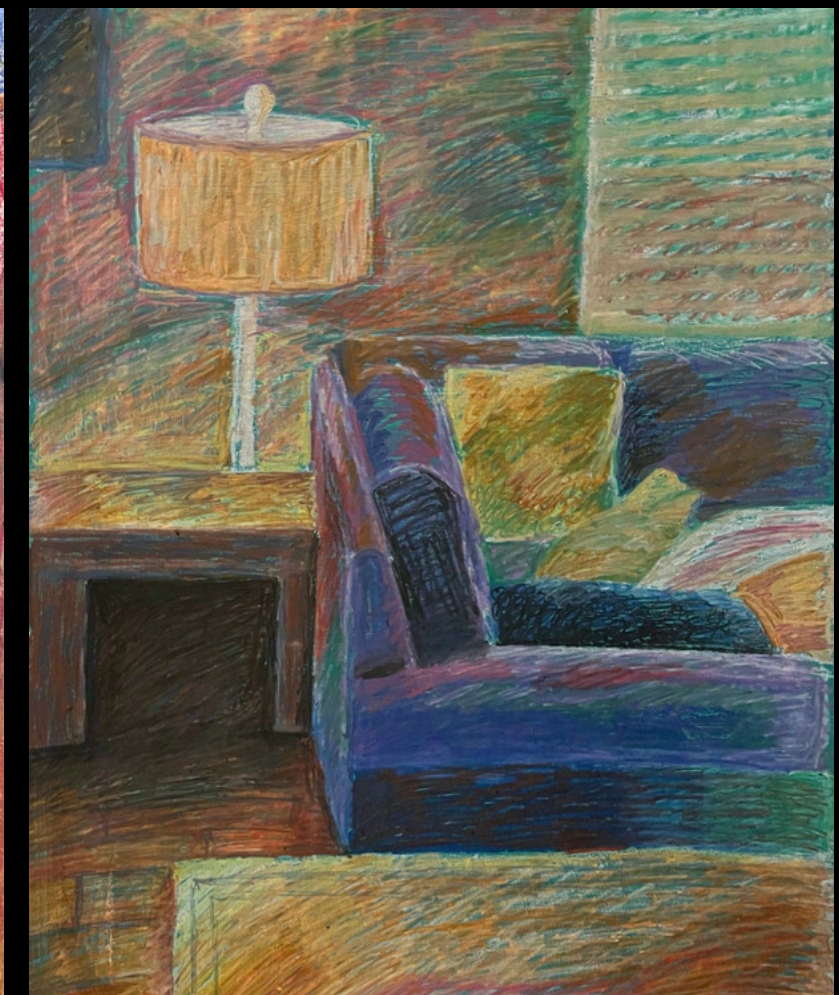
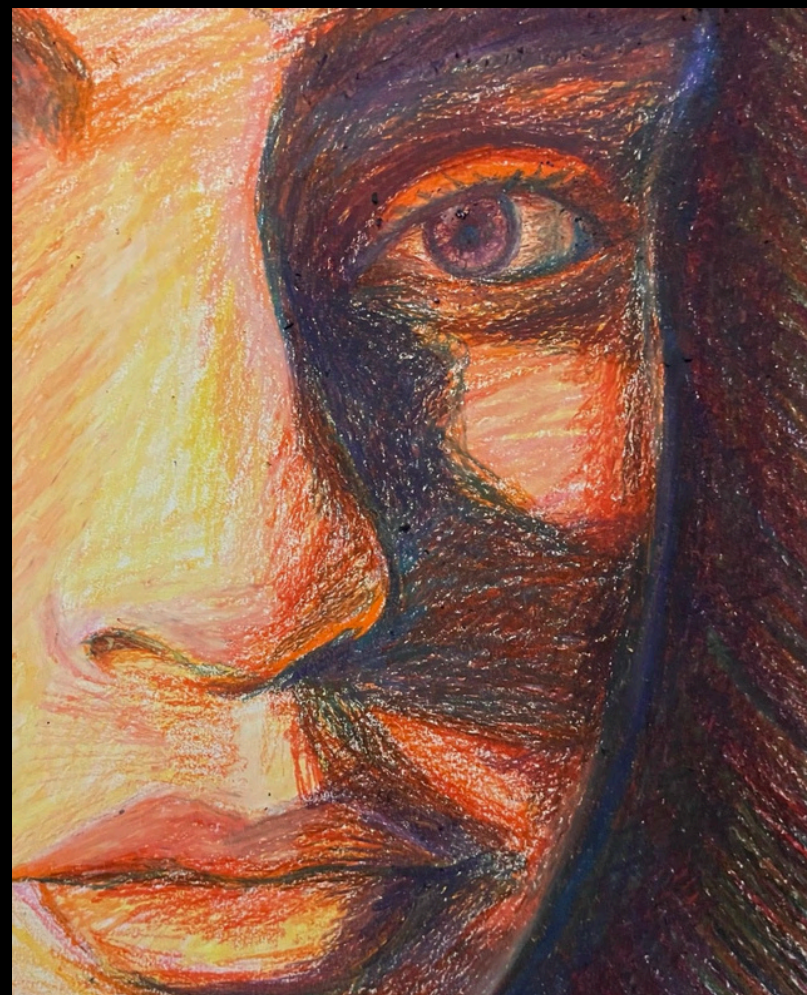
Although my primary work is in digital modeling and 3D environment creation, I also enjoy working with other mediums like drawing, painting, and sculpture. I find inspiration in a diverse range of artists and styles, so I find it rewarding to explore my own art in different forms for a richer artistic expression.





"MURAL" SERIES, GRAPHITE ON PAPER, 18" X 24"

**"COLOR WITHIN" SERIES, OIL PASTEL ON
PAPER, 18" X 24"**



**“SNOW DAY”, DIGITAL PAINTING,
MADE IN ADOBE PHOTOSHOP**



**“ELECTRIC”, DIGITAL PAINTING,
MADE IN ADOBE PHOTOSHOP**





"TELEPORTED", DIGITAL PAINTING, MADE IN ADOBE PHOTOSHOP

THANK YOU

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