

Mika Schulman - Portfolio

This Portfolio features some samples of my Modelling-, Texturing-, Level Design- and Level Construction work (in Unity). Also added some examples of Concept Art and Sketches done by me. Most of the material is from titles P.O.L.L.E.N (PC, Oculus) and Flocklore (Mobile, GearVR).

In Flocklore I also made all the animal models, rigs and animation and about half of all ingame assets. Also the entire ending scene and the story-telling scene.

All the 3d-objects and scenes are realtime rendered in-game objects.

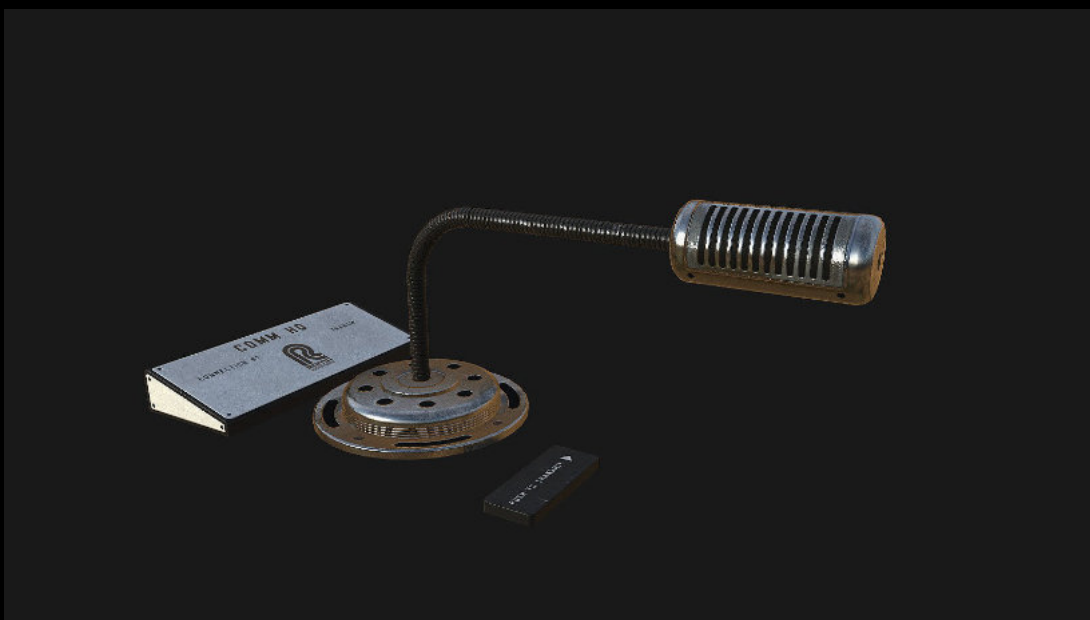


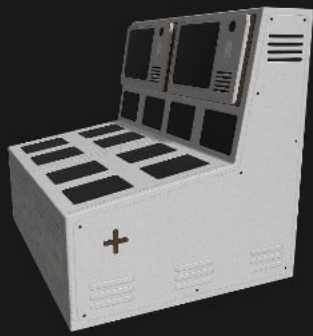


Station Control Room Scene (Shots above taken from Unity Editor)



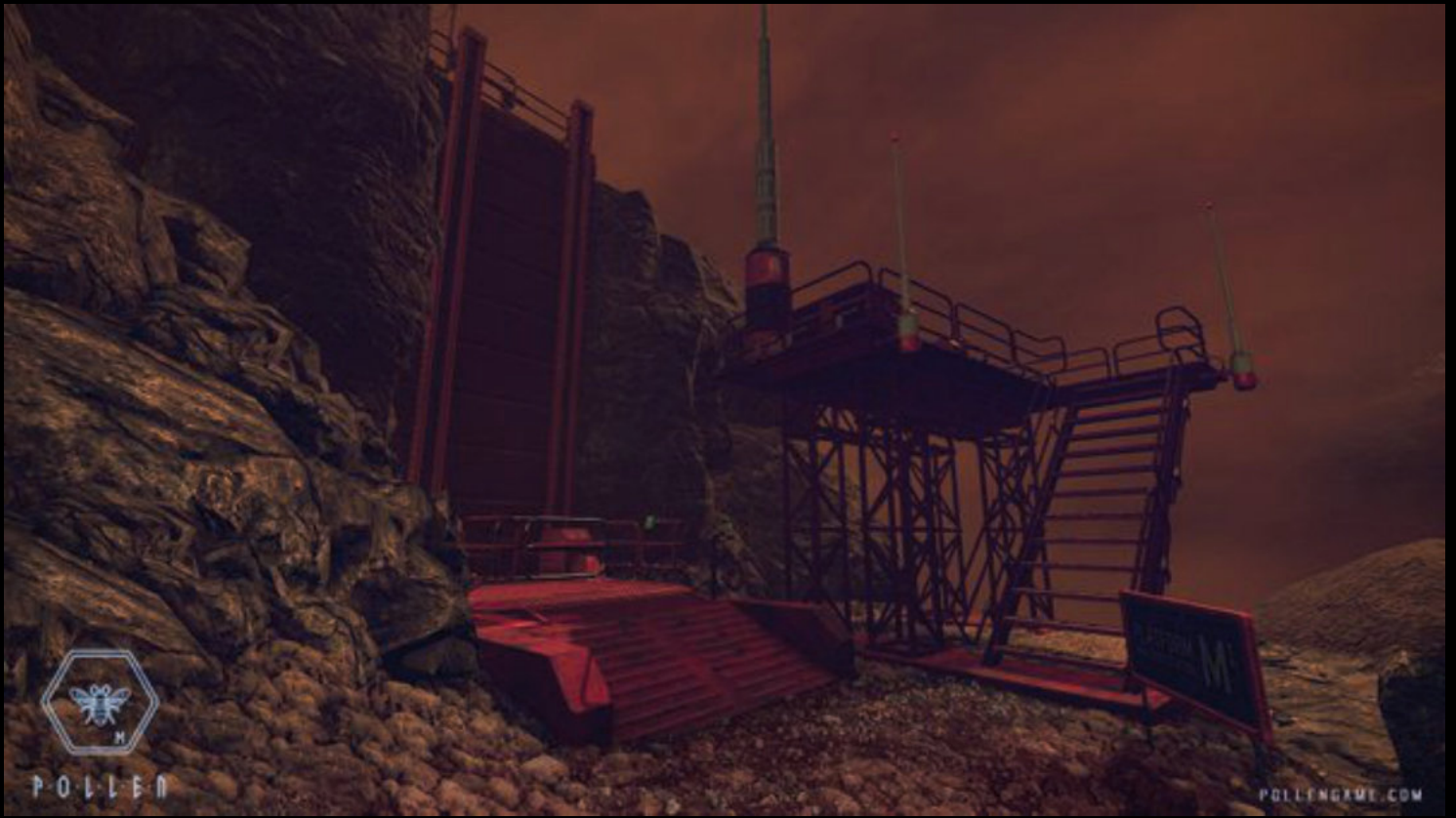
Details #1 and #2





Control Room Details #3, #4 and #5





Weather Station Platform



Details #1 and #2

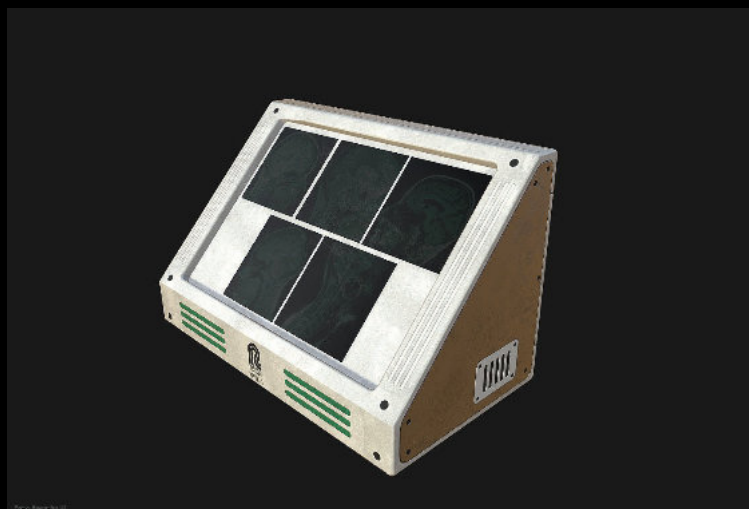


Pathway Bridge



Medical Bay





Medical bay - Details #1, #2 and #3



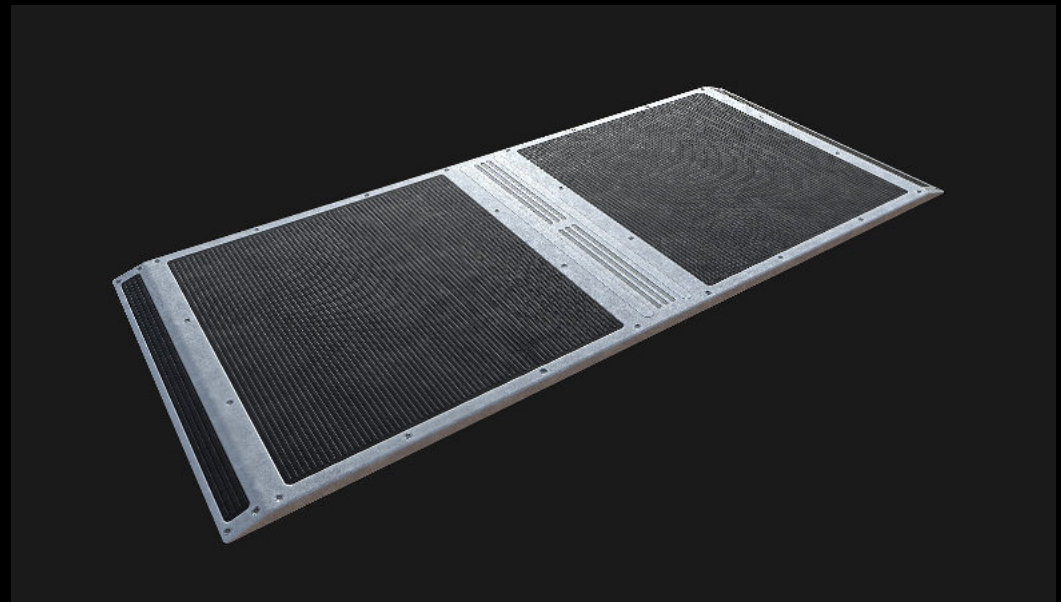
Landing Pad Area

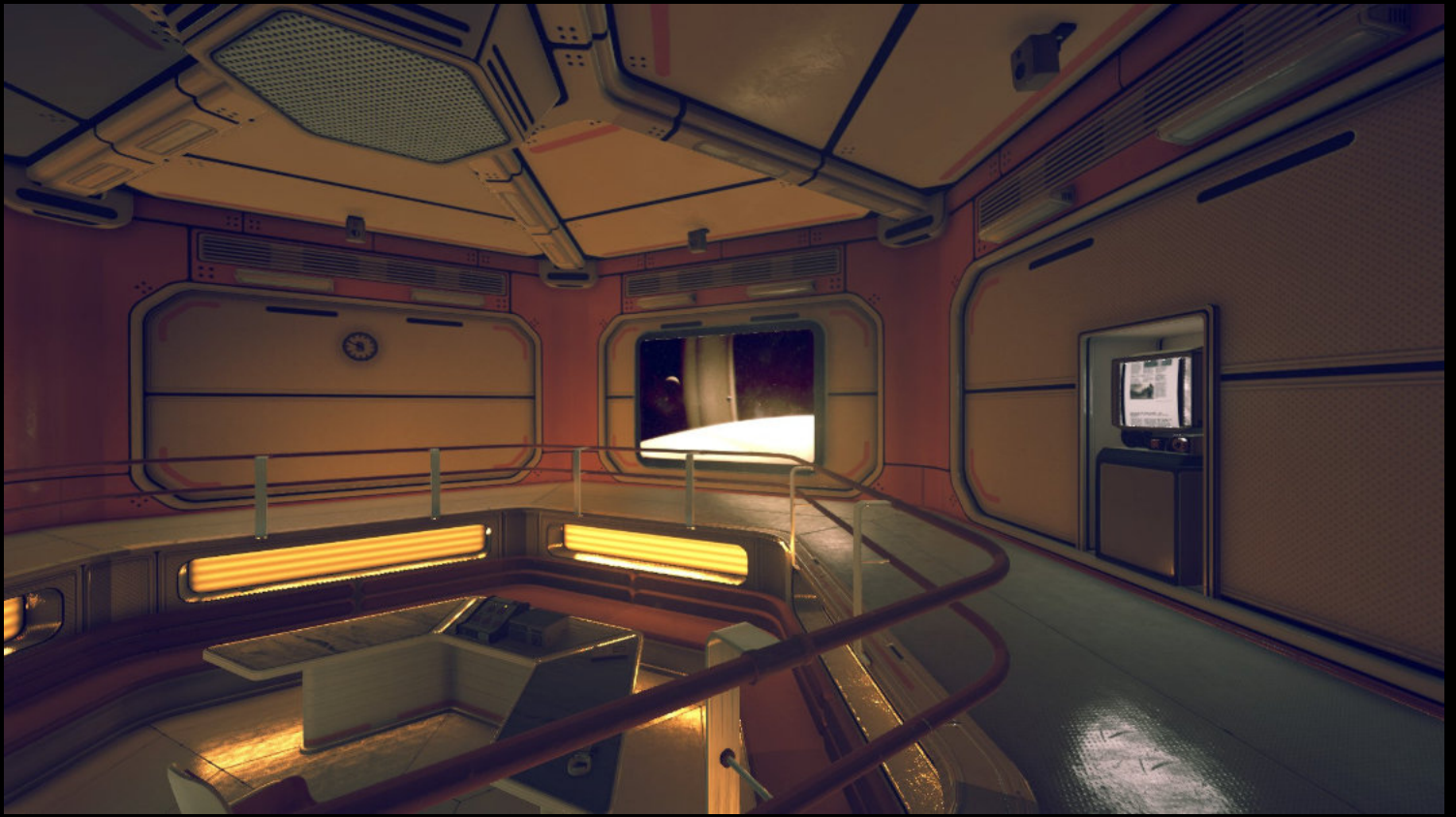


#1 Satellite Dish Pieces
Model Pieces Breakdown,
missing general red-metal
material parts. The complete
model can be seen
above in the screenshot.

#2 Landing Pad Floor

Most of the Station and other bigger structures were built from many smaller objects that could be reused. They don't make too interesting portfolio material alone, but here is just to include a couple of samples.





Study Room



Details #1, #2 and #3





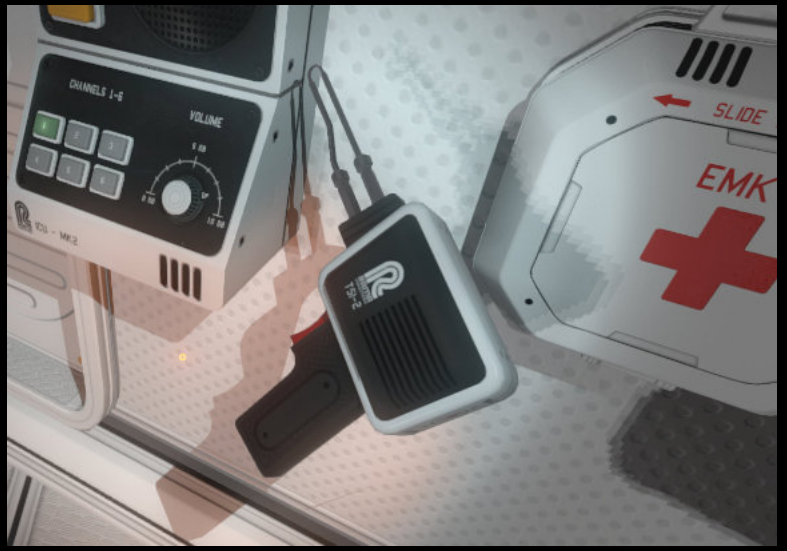
Bio Hazard Area



Details #1 and #2

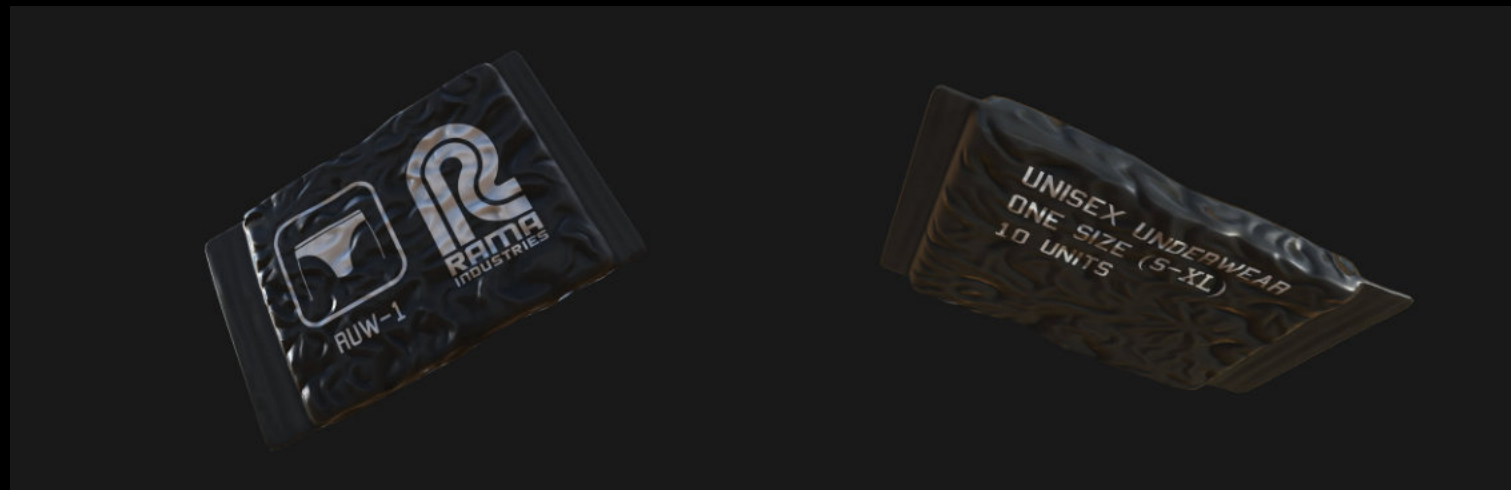
Some Other Game Assets







BTW, please also zoom into assets to appreciate the materials and details.



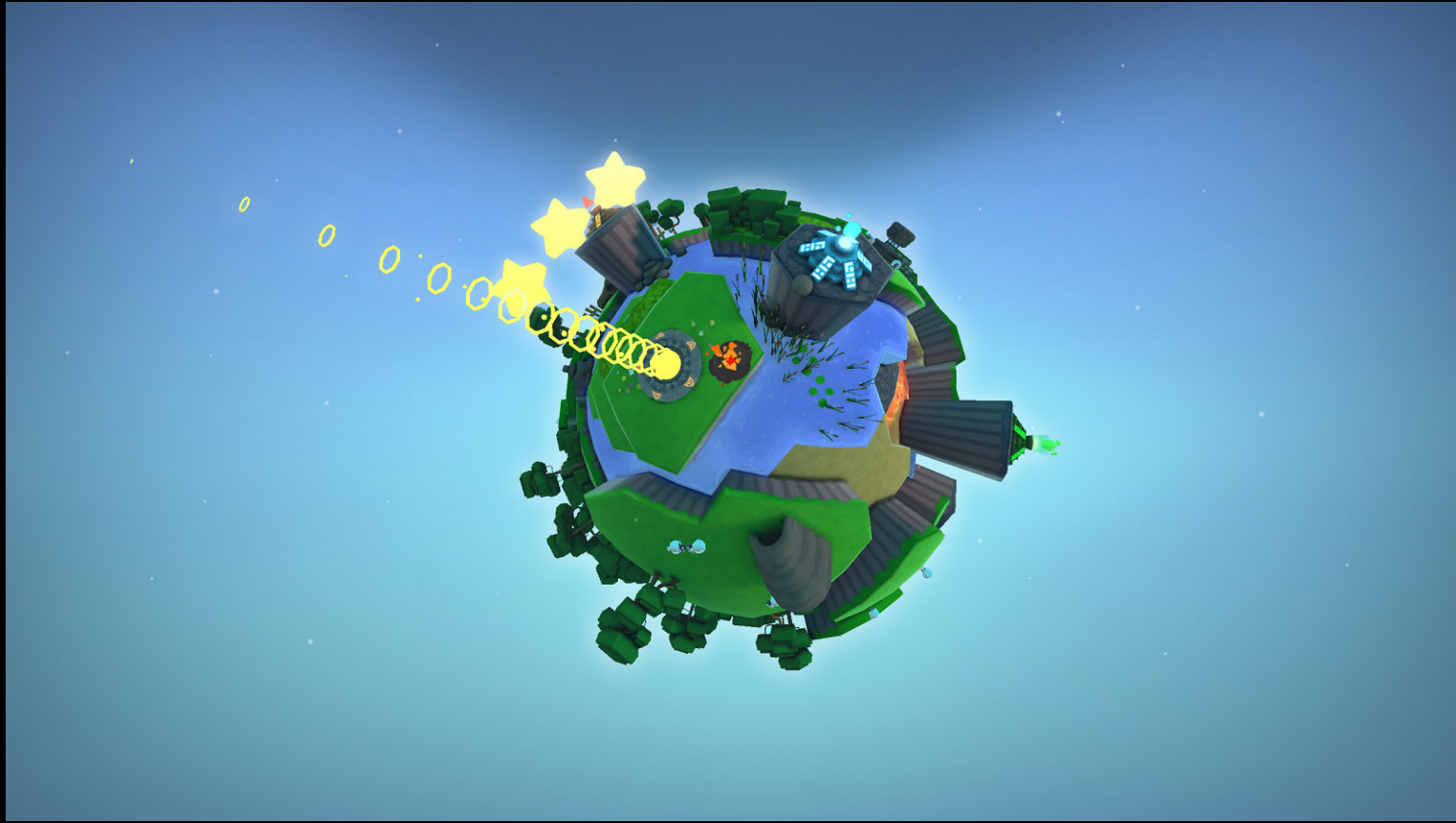
Game Logos



GANG HOUSES

W O R K I N G T I T L E

Flocklore (Mobile VR)



Flocklore (Mobile VR)



Character and Weapon Concepts



GLOCK 2025



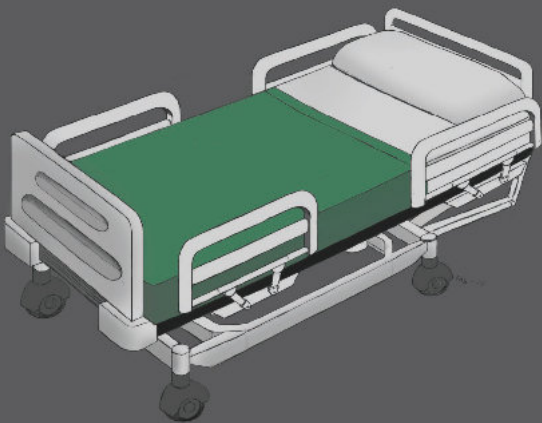
SUBMACHINE GUN



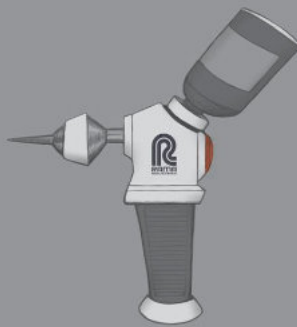
Some Asset Concept Art



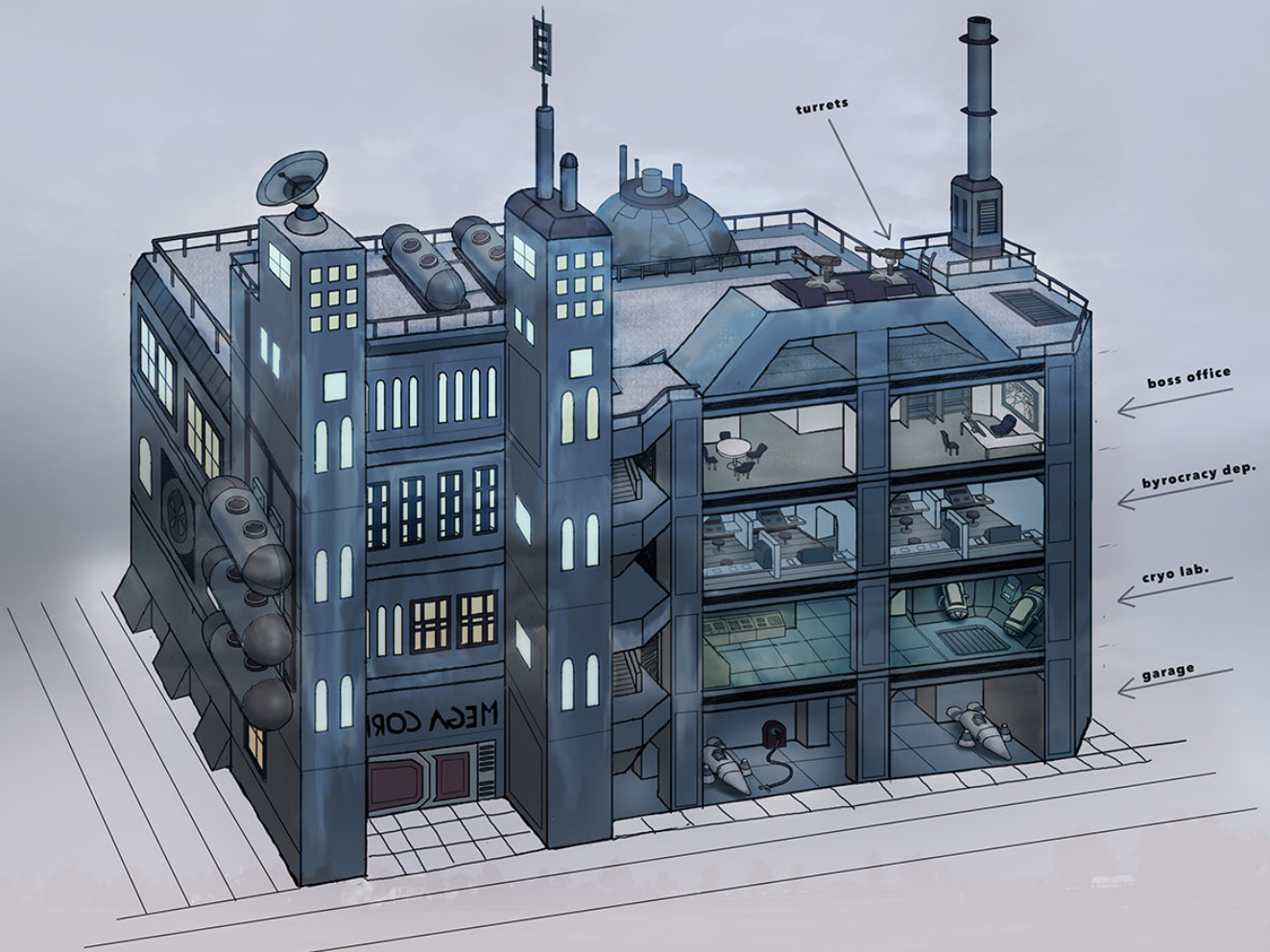
2.



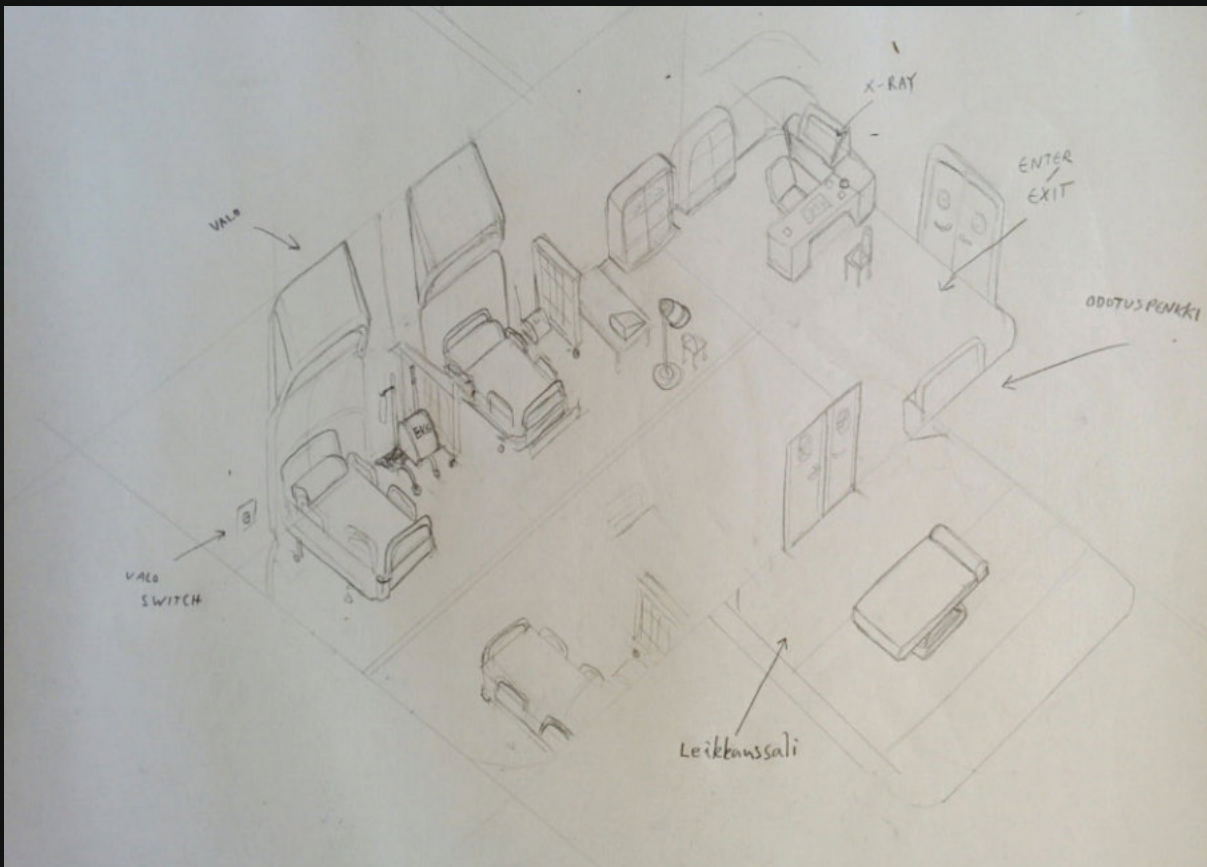
REMOTE CONTROL



Level Sketches

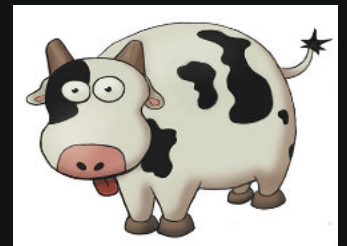
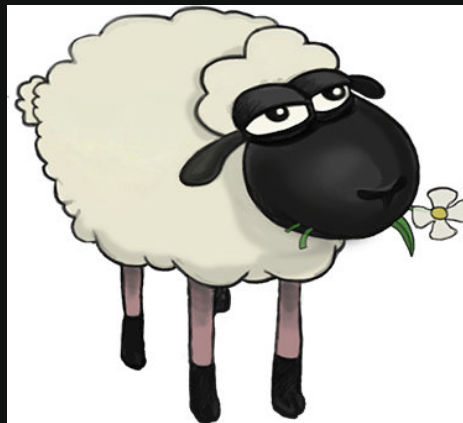
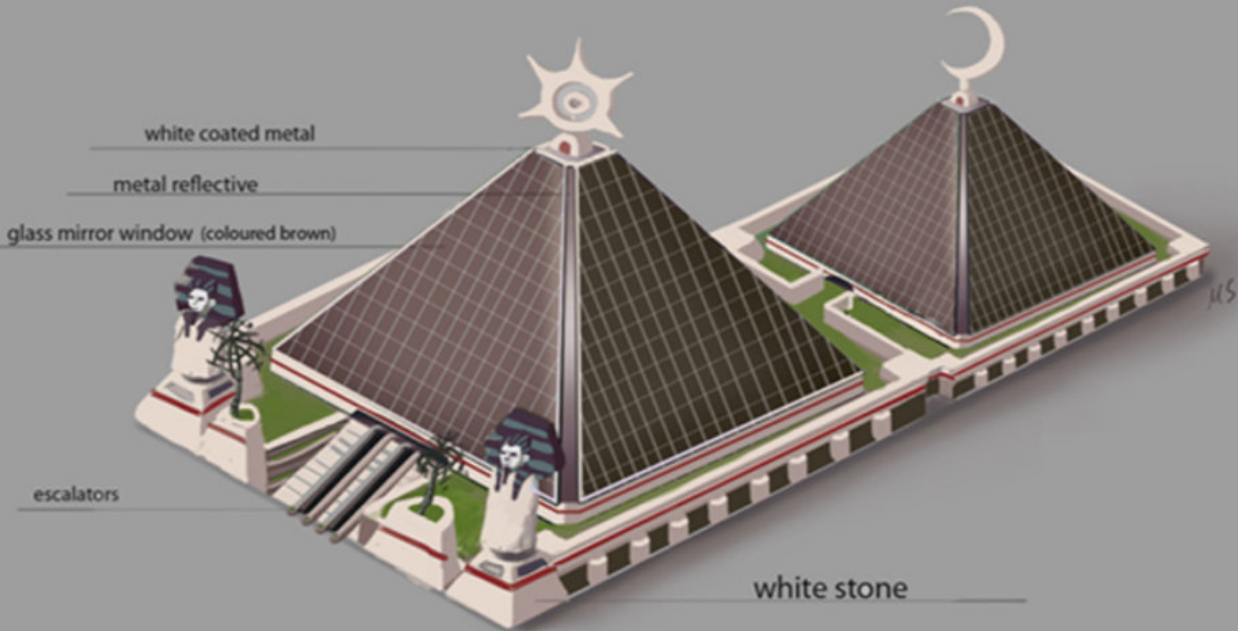


Below an initial sketch for Medbay in Pollen (page 5)



Some Random Idea-/Concept Sketches

- 2 buildings
- about 15 floors high
- floor height 3 meters



Blasts from the Past (older projects)

Golf: Tee it up! (X-Box 360)



Los Siete Poderes (Flash)

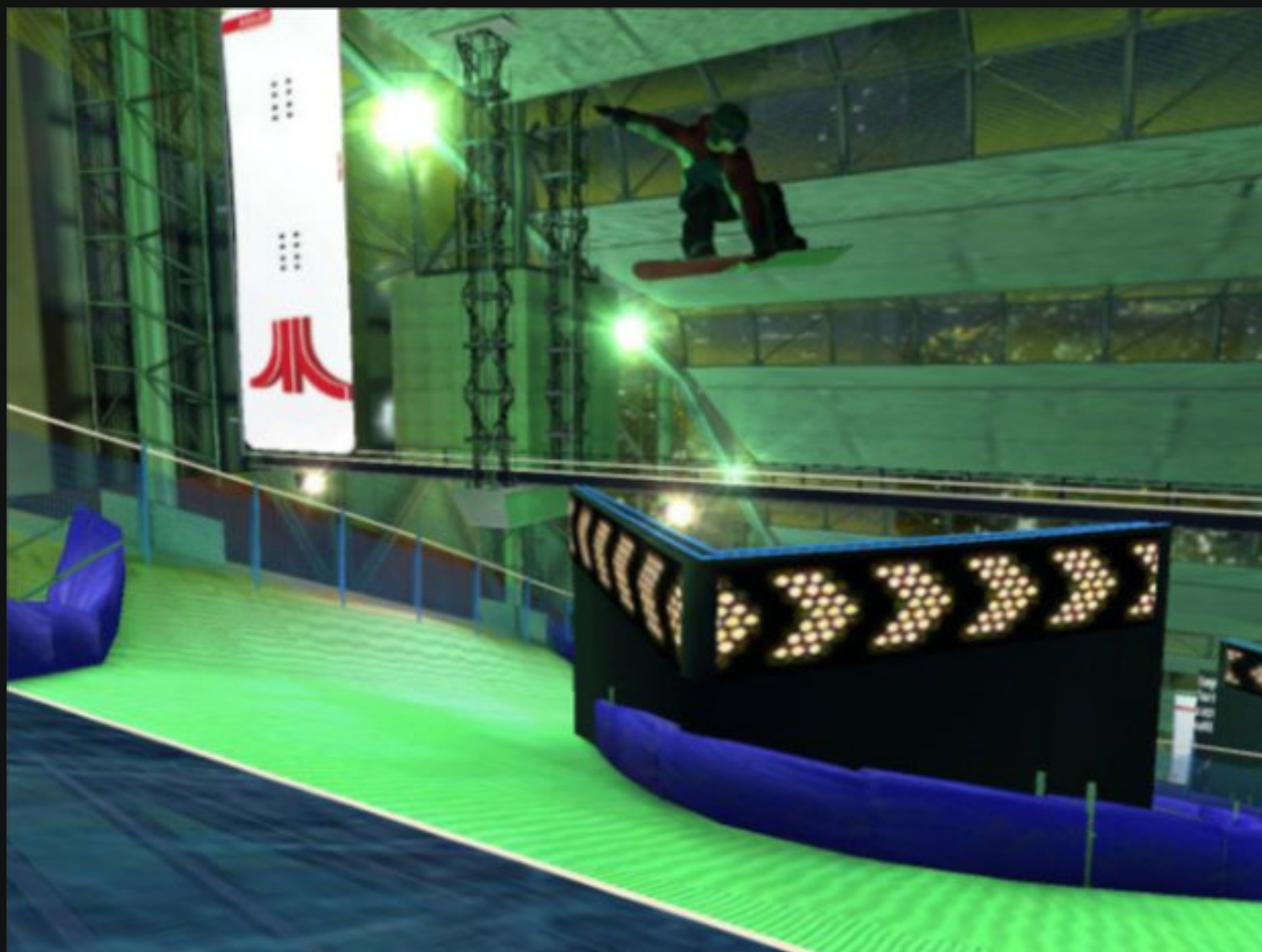


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Transworld Snowboarding (X-Box)



Flo 2 Snowboarding (N-Gage)



MTX-Mototraxx (Zodiac)



Trader (PlayStation2, never published)



Dead Nation (PS3, Pre-Production Concept-Art Image)



Giga Staroake (PC/TV)



Some Casino-Game Shots and -Concepts







↑ THE
END

Thanks for taking interest in my work. These are only samples and doesn't include all the game titles I've worked with. I'm happy to answer any questions related to the images shown, the projects and my role in them.

Cheers!
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