

Florence Chan

www.florencechan.ca | fc@florencechan.ca | (416) 919-1761

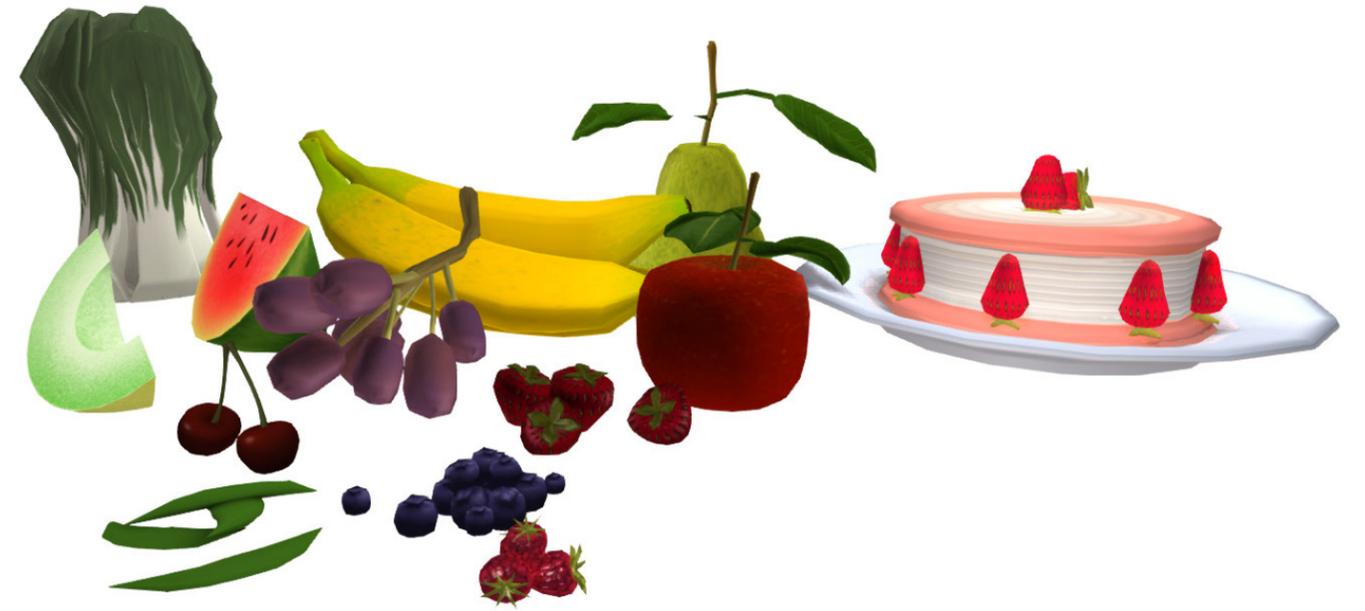
PORTFOLIO

## Foreword

Much of my work involves daily texturing and modelling of objects in Second Life, using a mixture of proprietary primitive & mesh objects (sculpties) as well as more conventional industry standard models imported as COLLADA.

As of this writing, Second Life makes use of customizable sky and water settings as well as deferred lighting, but continues to have a very limited means of material application (diffuse only). As a result, for those who wish to make realistic and substantive items, it is extremely important for developers to have a strong sense for texture creation and be able to make use of baking normals and specular tastefully to ensure usability in a wide range of environmental setups.

With upcoming integration of normals and specular, this knowledge has become doubly valuable.



## Ozimals Bunnies

The flagship product from Ozimals LLC, Ozimals Bunnies are the result of collaboration between myself, Desolate Studios, and Ozimals house staff.

Much anticipated, these bunnies are a part of a pet game featuring a genetic system covering over 70 varieties of bunnies. Their popularity from their official release in January of 2010 grew exponentially and the Ozimals Bunny game has become one of the most widely known and traded products in Second Life, generating a multi-million US dollar primary and secondary market.

Work for Ozimals LLC began in June of 2009 and through the course of my time creating the bulk of visual assets used by the company some ~2000 files were created, culminating in over 600 individual visual assets now used in the widely popular game.

Assets included modelling of the base product and associated accessories, plus texturing for over 70 breeds, 25 eye colours, rare items, nests and food items.



Frankenbunny (left)  
Client: Ozimals LLC  
Modelling, textures (Blender, Photoshop)

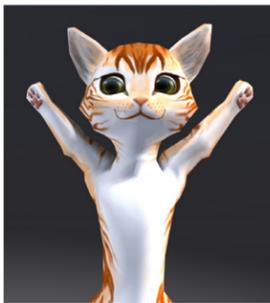
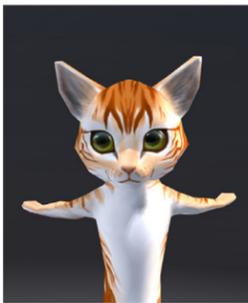
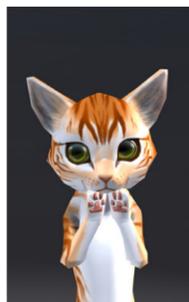
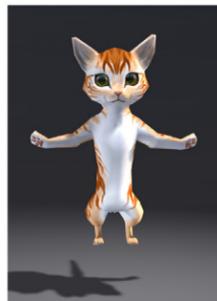
Scarecrow Bunny (right)  
Client: Ozimals LLC  
Modelling, textures (Blender, Photoshop)

Tusk Avatar  
Client: Desolate Studios  
Modelling, Texturing (Photoshop, Blender)  
(right)

Sugar Glider Avatar  
Personal project  
Design, modelling, textures, animations (Blender, Photoshop)  
(below, bottom)



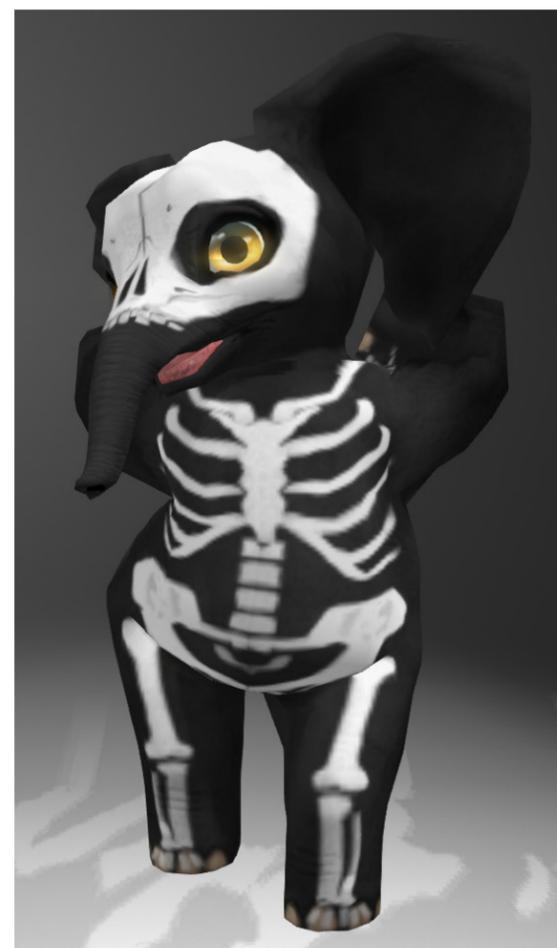
Tiny Dragon Avatar  
Client: Personal project  
Design, modelling, textures, animations  
(Blender, Photoshop)

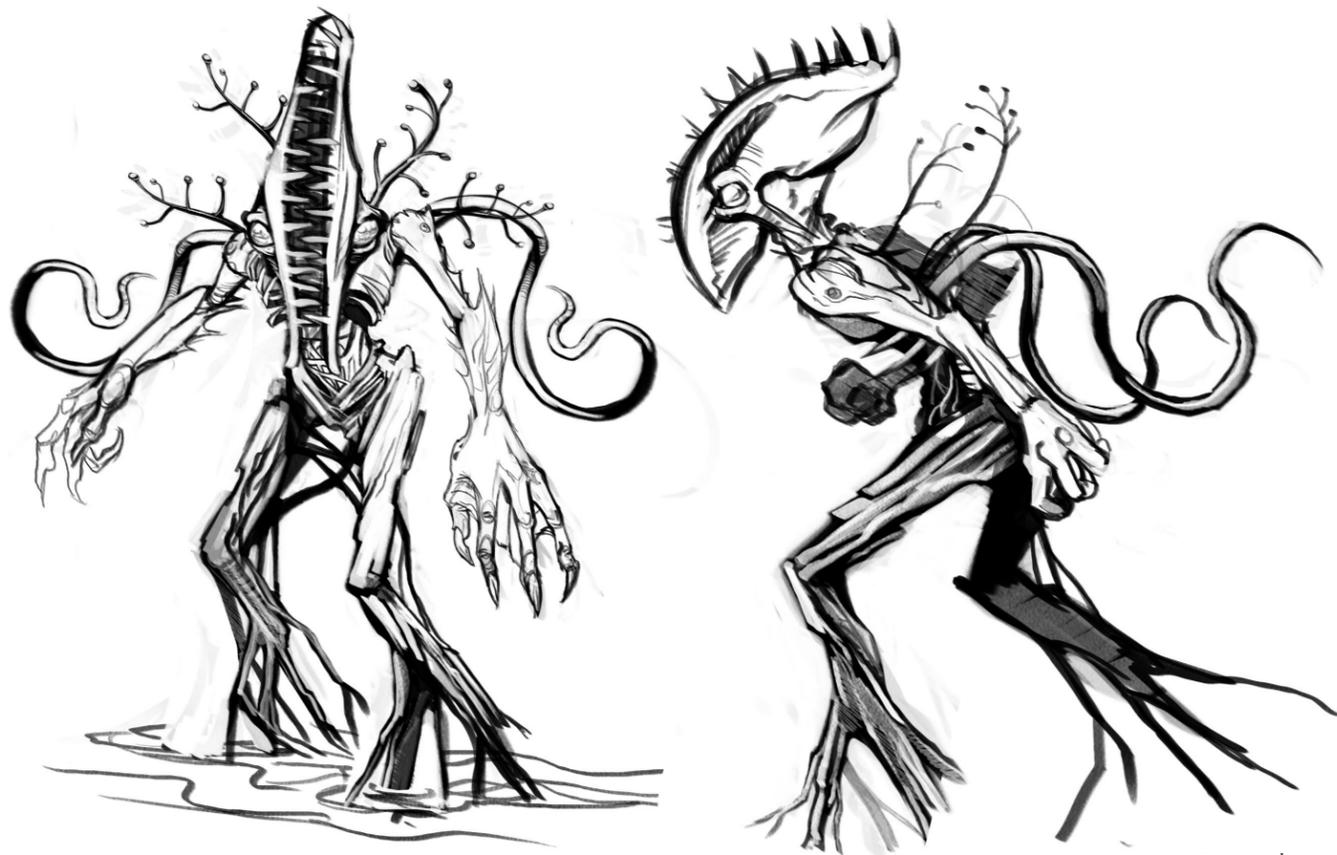


Peryton Avatar  
Personal project  
Design, modelling, textures, animations  
(Blender, Photoshop)  
(top left, top right)

Ginger Tabby Avatar  
Personal project  
Design, modelling, textures  
(Blender, Photoshop)  
(left)

Tiny Elephant Avatar  
Personal project  
Design, modelling, textures, animations  
(Blender, Photoshop)  
(facing page)



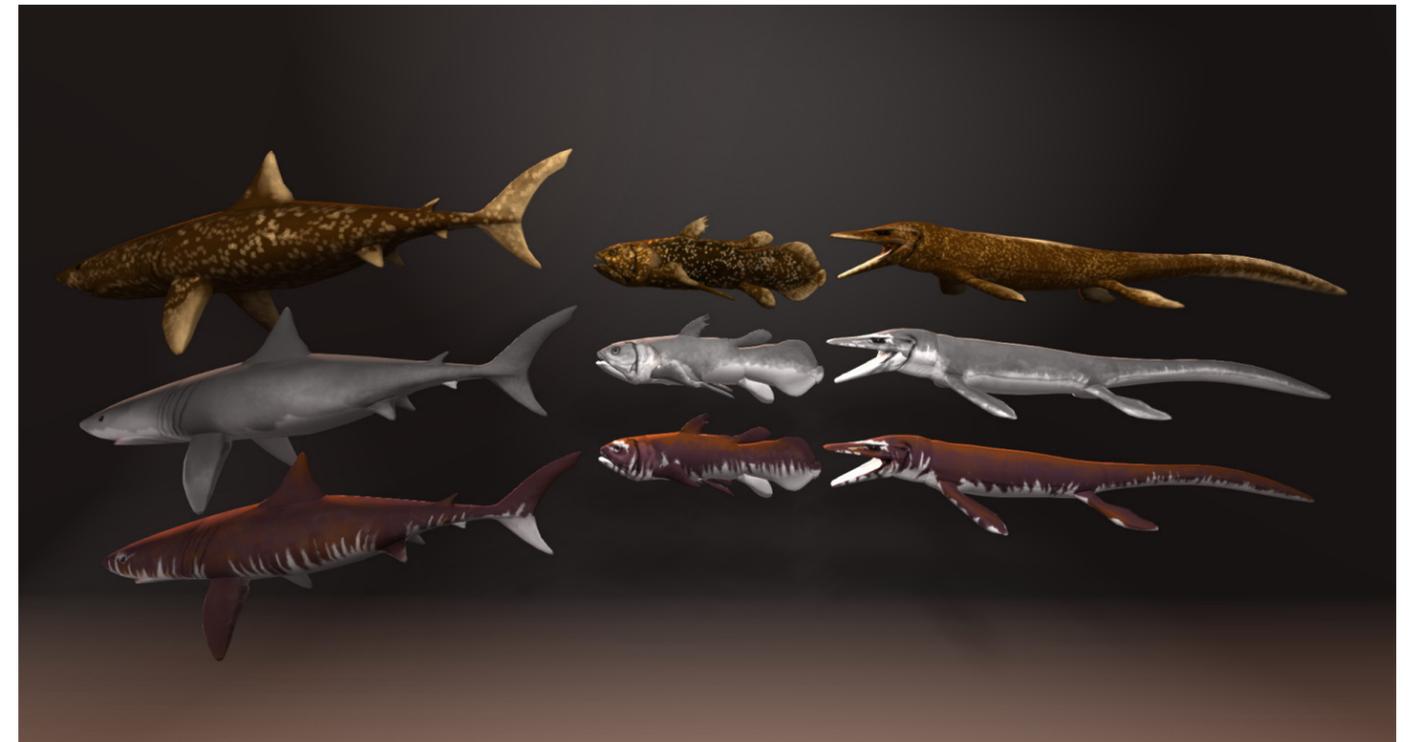


Botan character design  
Client: Desolate Studios  
(MyPaint, Photoshop)



Goat Manimal design (right)  
Client: Desolate Studios  
(MyPaint, Photoshop)

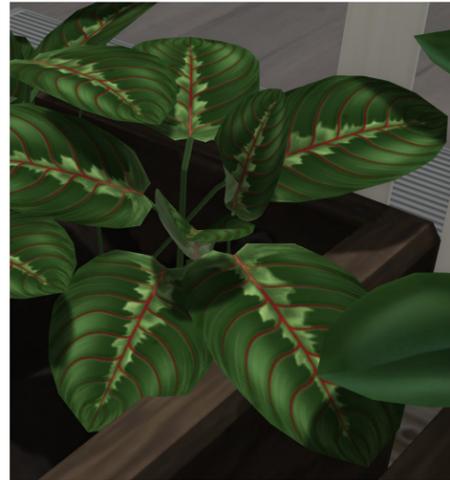
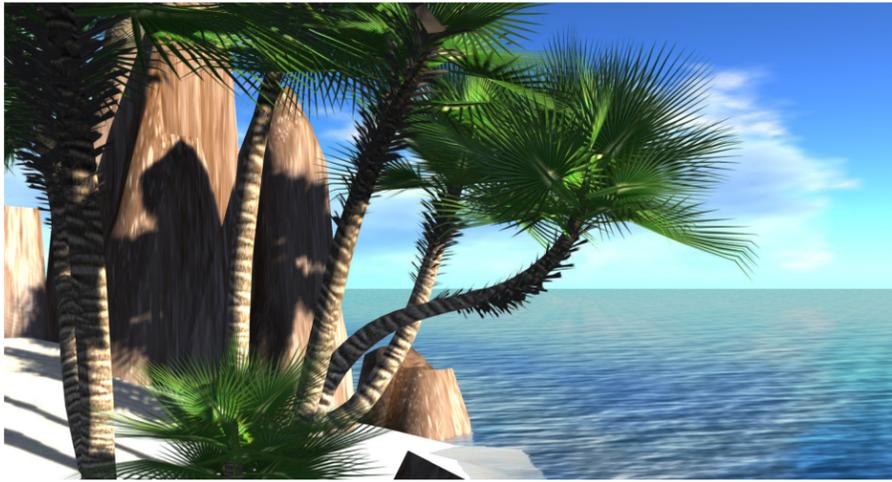
Big Bird (left)  
Personal project  
(Photoshop)



## Modular Prehistoric creatures for The Vesuvius Group

Earlier this year, I was tasked to model and texture three creatures for a project being developed for the American Natural History Museum. But there was a catch! Due to the method of implementation and limitations of the Second Life animation and scripting system, the animals needed to be modular, mix and match, have some keyframed movement, and each component needed to be textured not only as part of the actual animal, but as the other two as well.

As with all of my projects within real-time 3D virtual worlds, the assets were then optimized for use in low-poly environments, including several levels of detail, as well as optimizing textures as much as possible while maintaining overall quality.



Various Assets  
Personal project  
Modelling and textures  
(Blender, Photoshop)

English country town scene  
Personal project  
Modelling, textures (Blender, Photoshop)

Canyon scene  
Personal project  
Modelling, textures (Blender, Photoshop)



Jade Tea set & various pie props(above)  
Personal project  
Modelling, textures  
(Blender, Photoshop)

Lush Plush - armchair and couch ( left & below)  
Personal project  
Modelling, textures, various seated animations  
(Blender, Photoshop)



Broken Gas Pump scene (top)  
Personal project  
Modelling, textures (Blender, Photoshop)

Work Lamps (bottom)  
Personal project  
Modelling, textures (Blender, Photoshop)



Battery Maritime Building front detail(top)  
 Client: New York Board of Education (via Vesuvius Group)  
 Modelling, textures (Second Life, Blender, Photoshop)

Oviatt Library (bottom)  
 Client: Cal State University Northridge (via Designing Digitally)  
 Modelling, textures (Second Life, Blender, Photoshop)

San Diego Botanical Gardens (top)  
 Client: Solace Beach Estates  
 Modelling, textures (Second Life, Blender, Photoshop)

Hotel Del Coronado (bottom)  
 Client: Solace Beach Estates  
 Modelling, textures (Second Life, Blender, Photoshop)



Balboa Theatre - Auditorium (top)  
Client: Solace Beach Estates  
Modelling, textures (Second Life, Blender, Photoshop)

Balboa Theatre - hallway (bottom)  
Client: Solace Beach Estates  
Modelling, textures (Second Life, Blender, Photoshop)

US Grant Hotel (top)  
Client: Solace Beach Estates  
Modelling, textures (Second Life, Blender, Photoshop)

Wolfe Greenhouse (bottom)  
Personal Project  
Modelling, textures (Blender, Photoshop)