

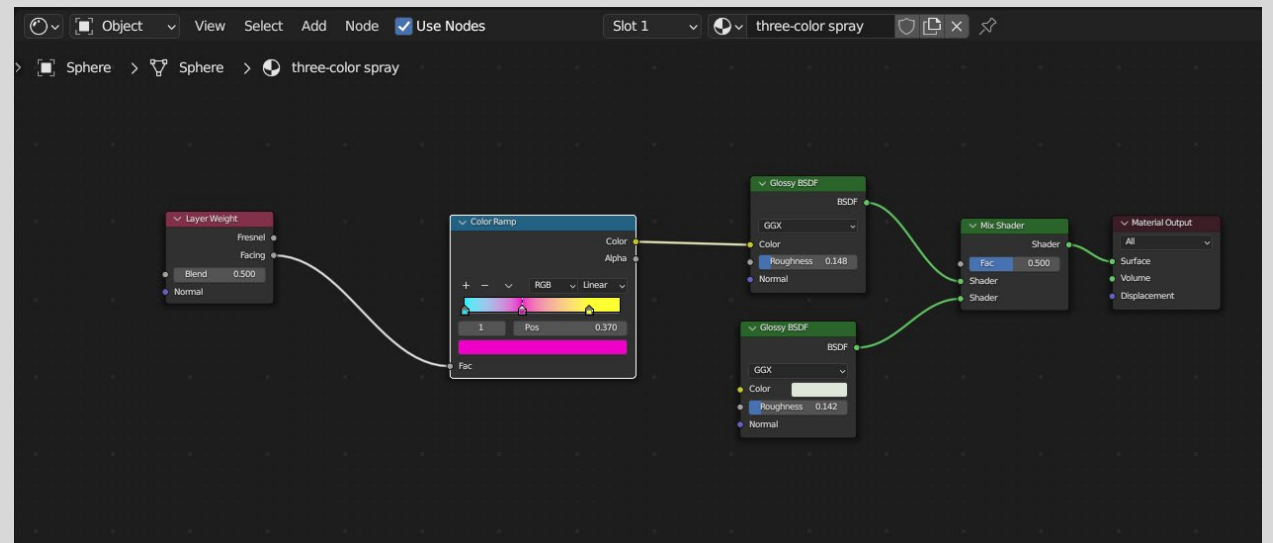
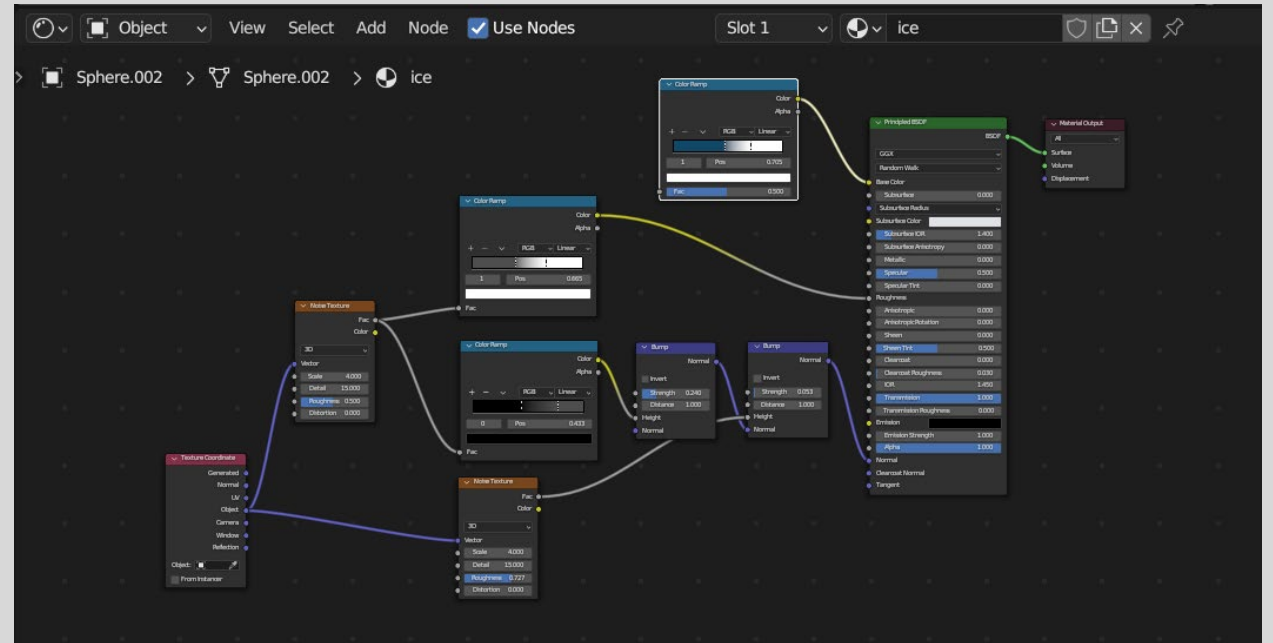


PROJECT 1: TEXTURE ASSETS LIBRARY

Elizaveta Kuznetsova

Concept

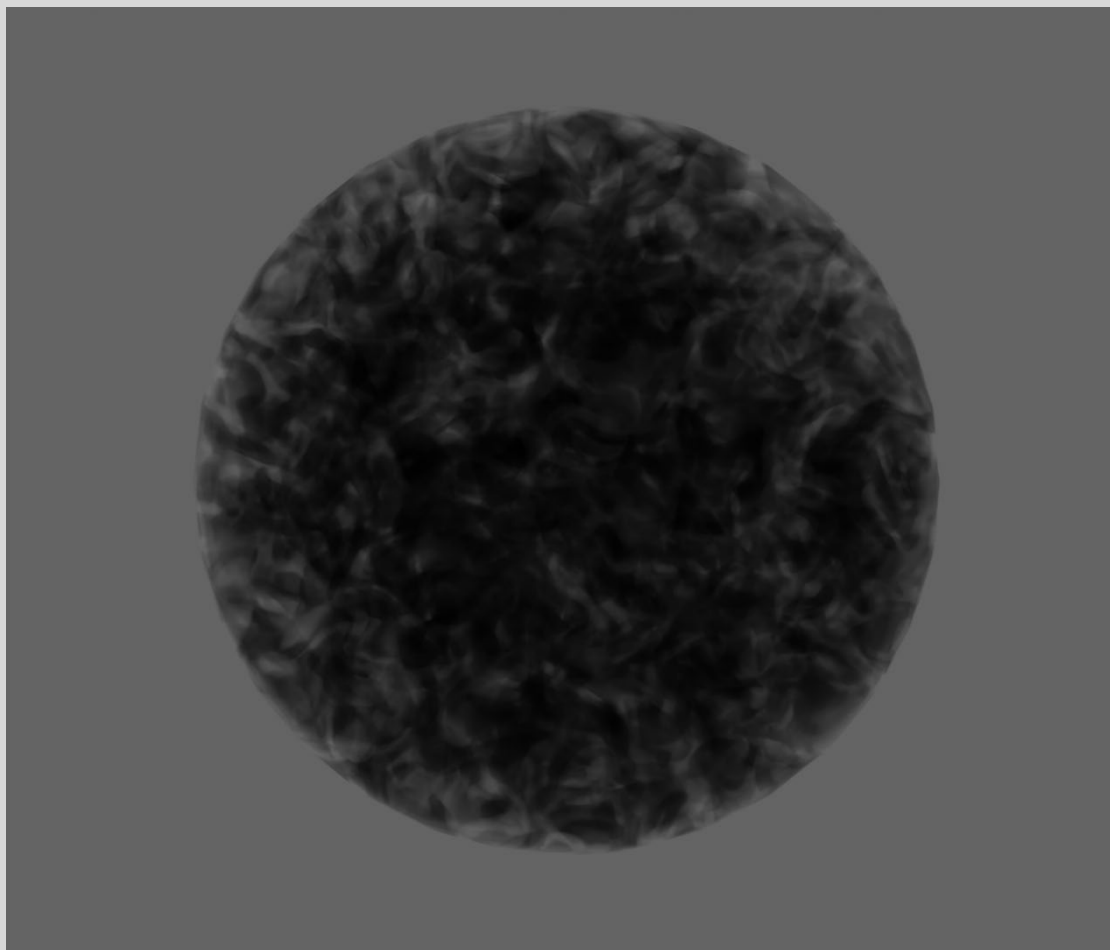
- Create an asset library for future project
- “Environment” textures
- Create adaptive textures



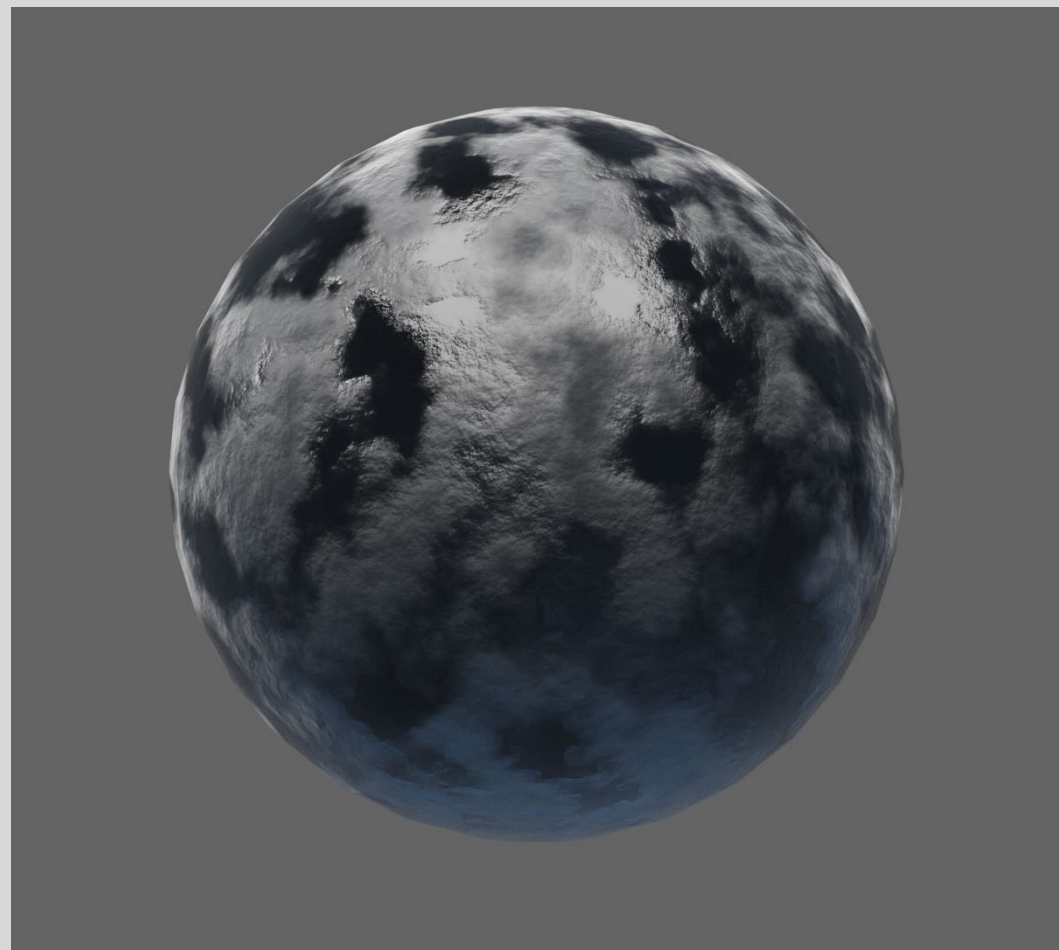
References & Inspiration



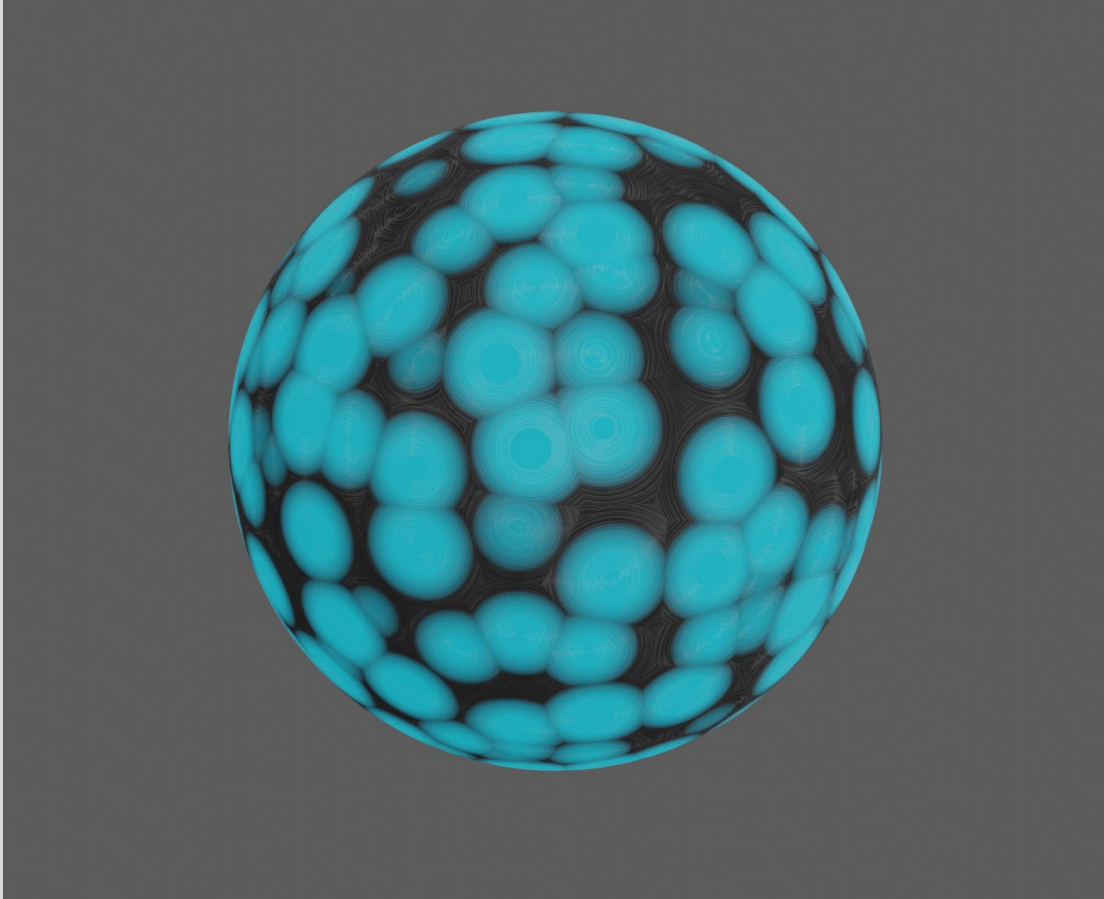
Smoke



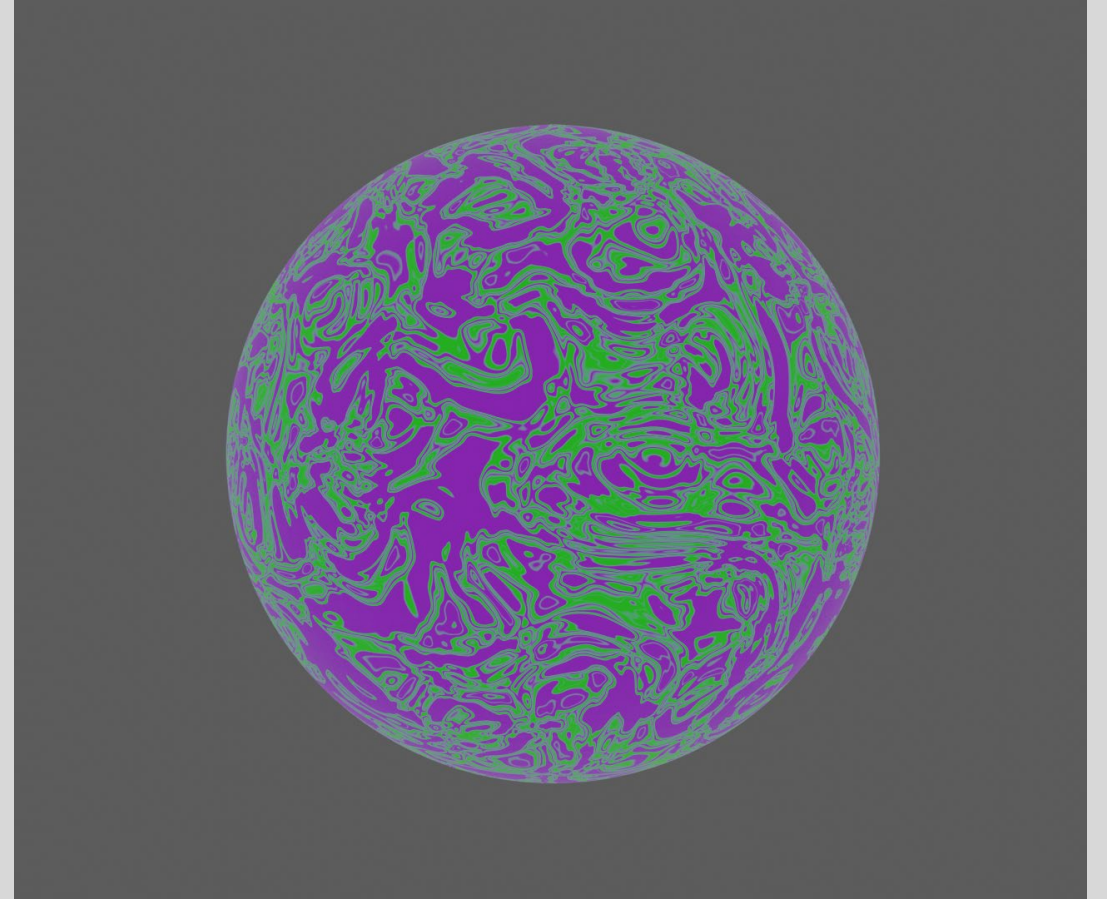
Ice



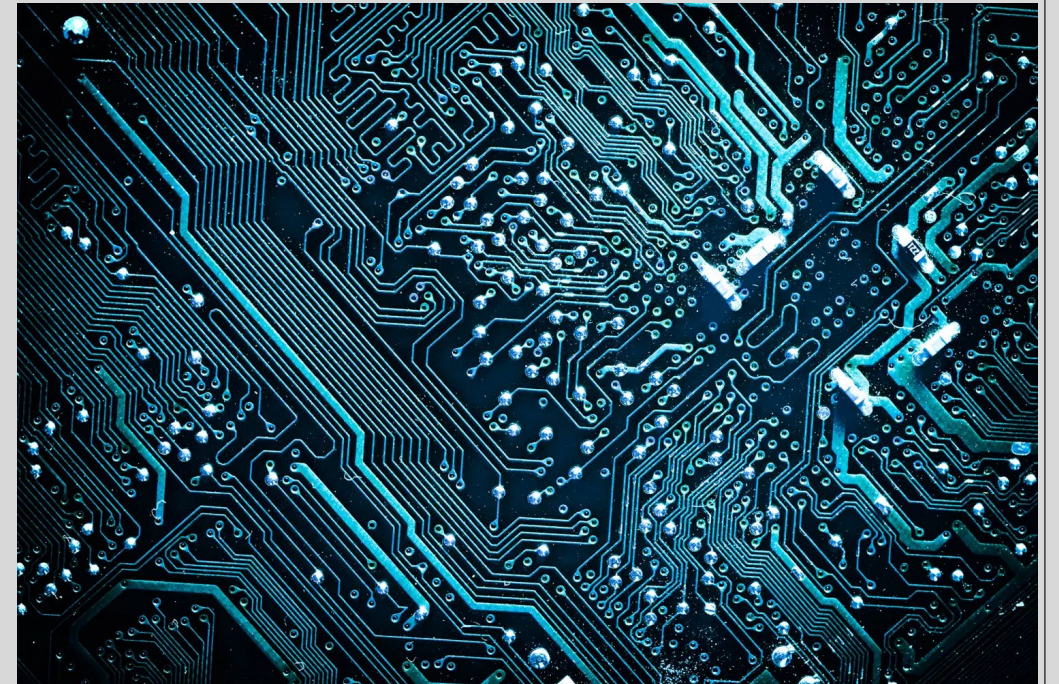
Raindrops



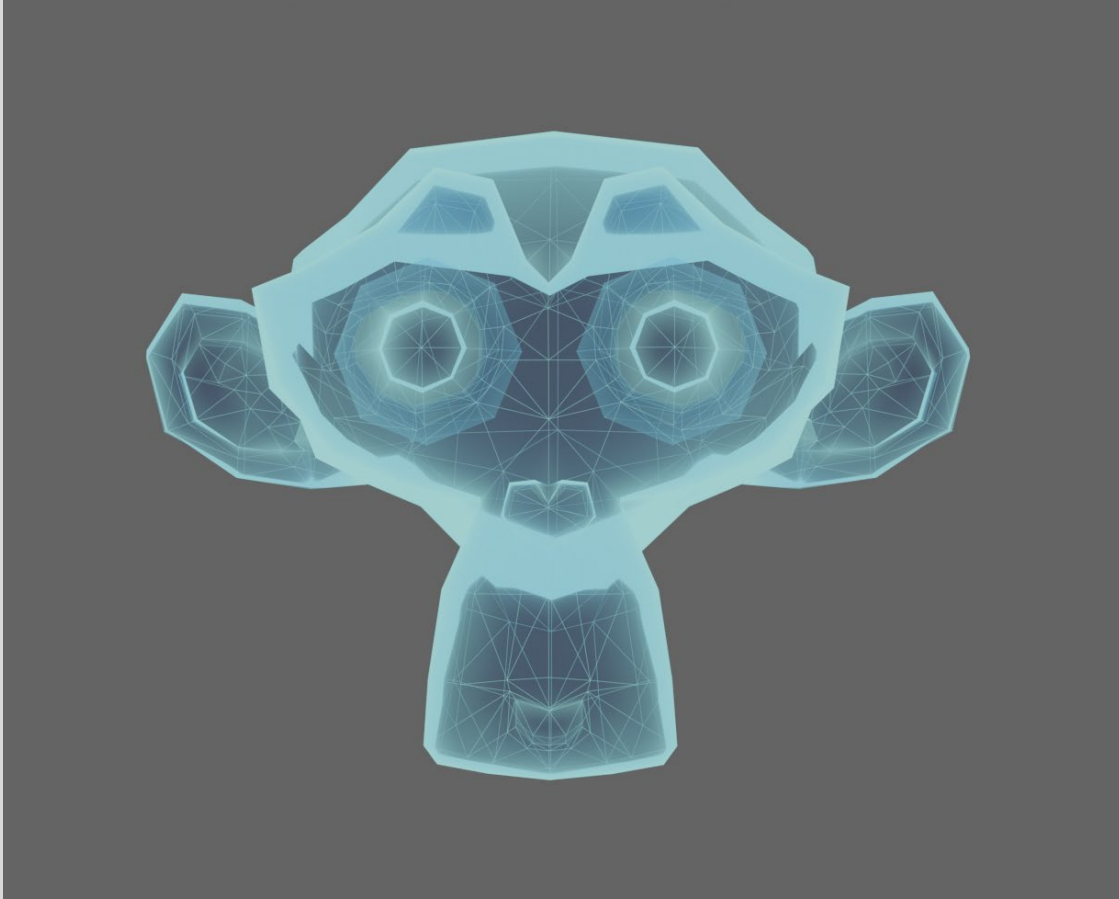
Acid



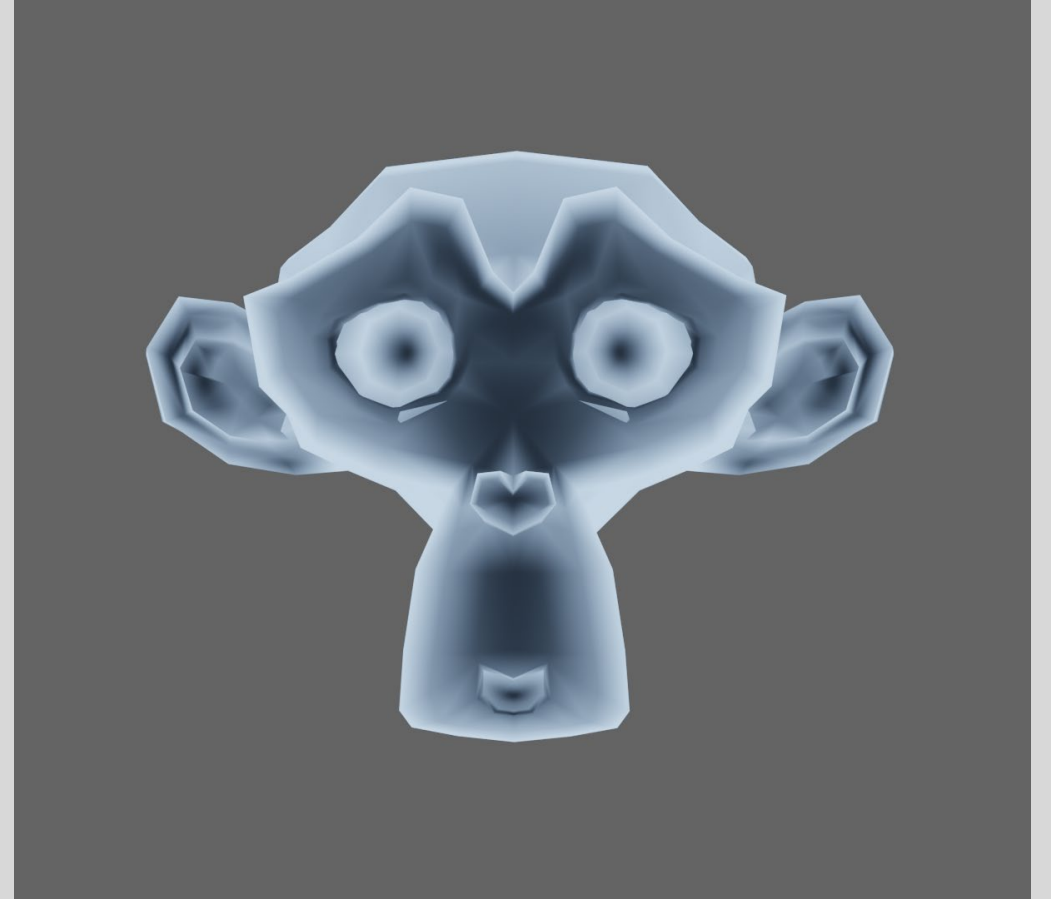
References & Inspiration



Tech



Hologram



Triple Color





THANK YOU