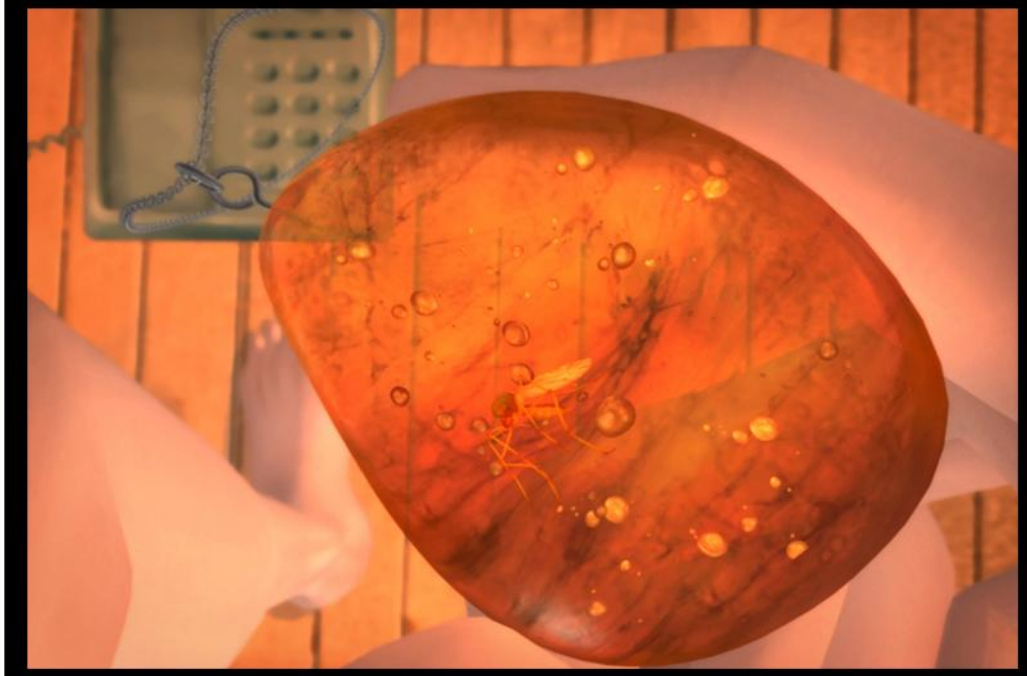
JEN MORGAN | PORTFOLIO page one

models & textures using Maya 8 - SOCOM Confrontation 2008

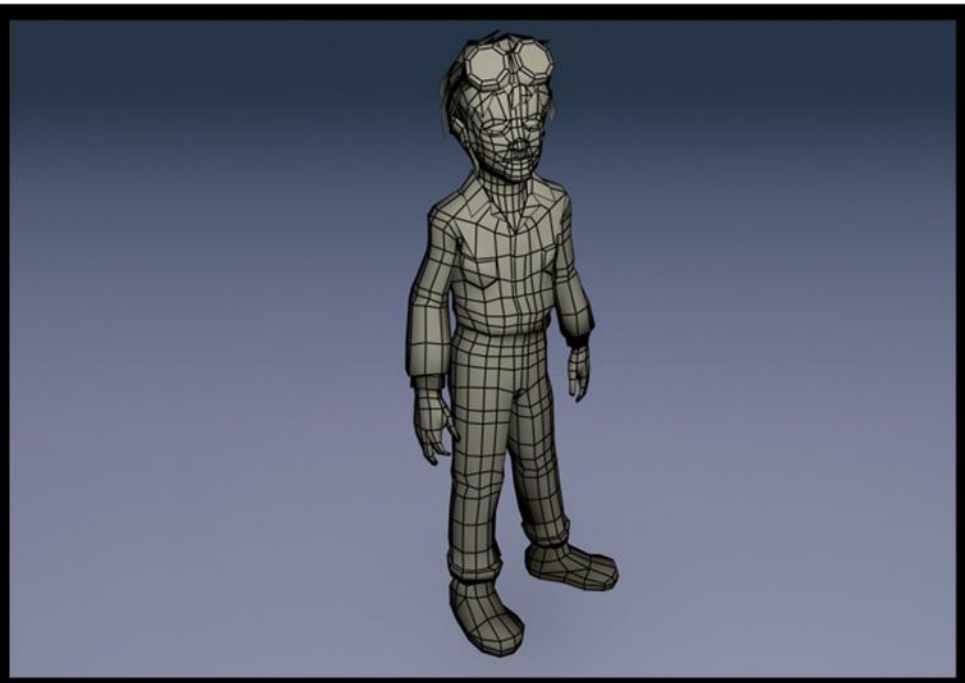
HK416 Assault Rifle (10498 tris) - Maya/xNormal/Marmoset Toolbag - 2009

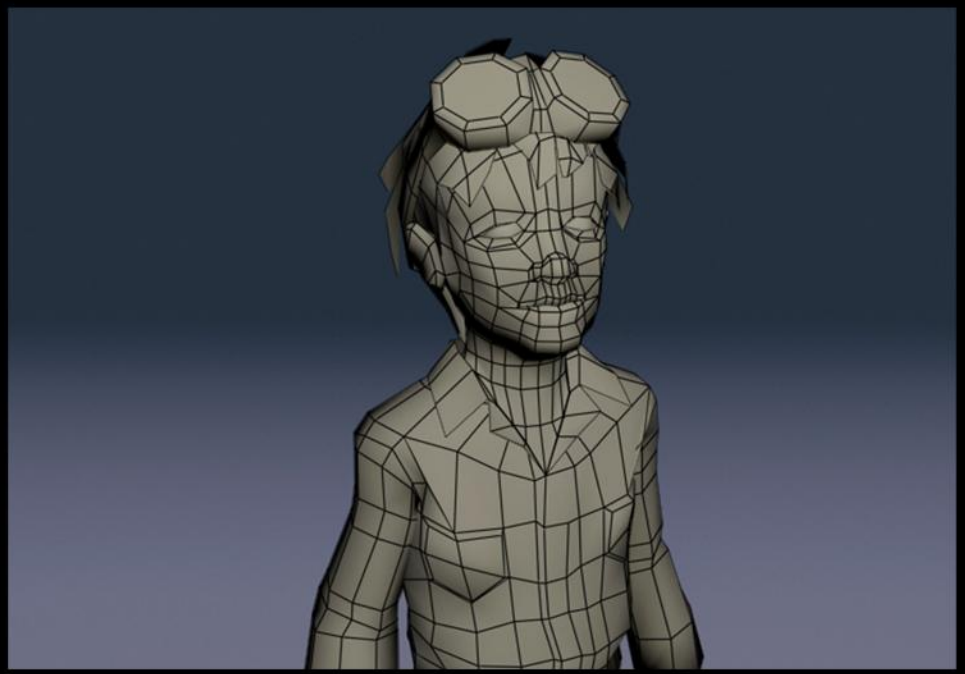
environment models & textures using Maya - skate. 2007

models, textures, asset placement - Need For Speed Carbon 2006

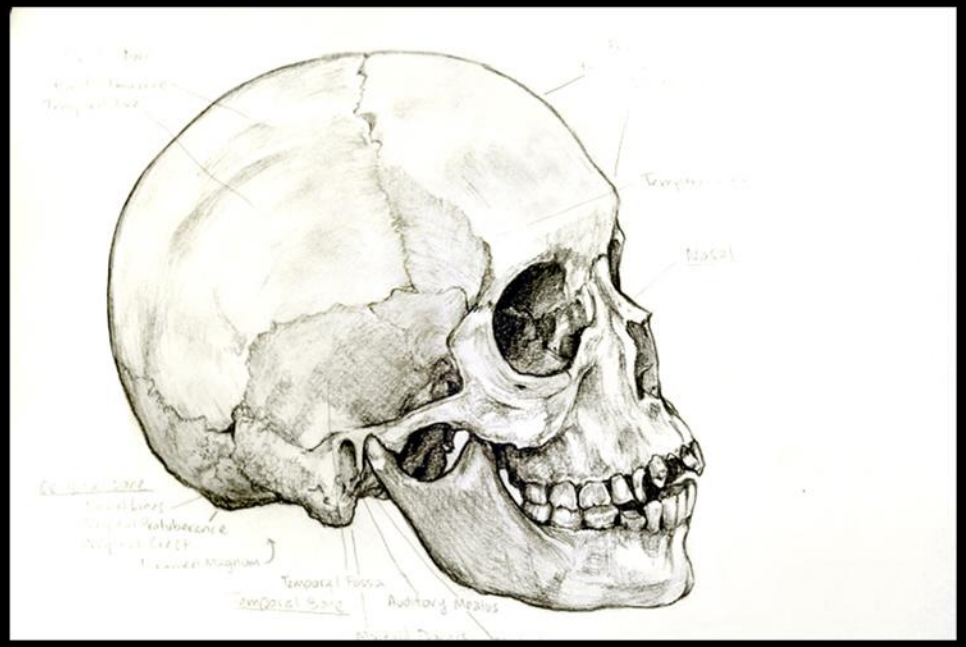


models, textures, lighting + animation from short film "Amber," 2005

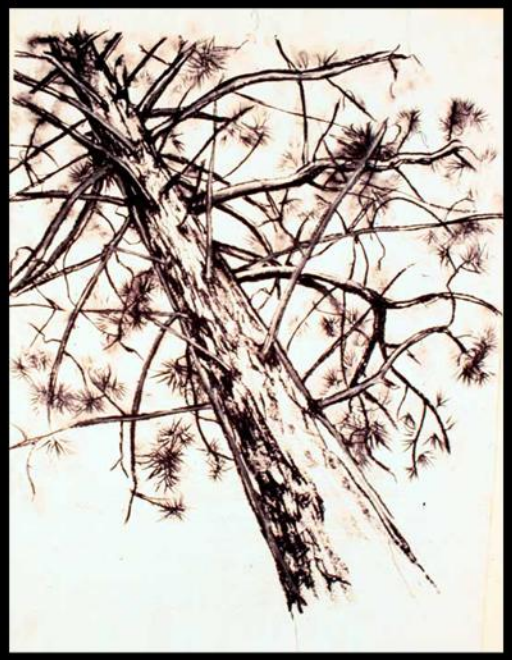




low poly character model with normal maps (1574 faces)



drawings + illustrations 2001-2006



drawings + illustrations 2001-2006