

SHOWREEL BREAKDOWN

Csaba Vass 3D Generalist

Showreel: [Csaba Vass Showreel](#)
Website: www.vasscsabart.weebly.com
Email : vasscsabart@gmail.com
Phone: +44 (0)7538424067



Messenger

The " Messenger" was created in my free time and my goal was to create a credible robot type character while exploring the concepting and hard surface capabilities of zbrush, to achieve a clean topology and to learn to use Mari.

Software Used: 3ds Max, Zbrush, 3d Coat, Mari, Photoshop.

The final image was featured in Expose 10 by Ballistic Publishing.



Untitled

Sheet metal,
120cm x 80cm x 60cm



Clockwork

Wood, various mechanical parts,
100cm x 25cm x 20cm



Ballerina

My goal was to create an organic somewhat disturbing character in Zbrush that is ready for import into an external renderer in this case Mental Ray while also exploring the SSS material. The base model was done in 3ds max, sculpted in Zbrush, exported the necessary color, 32 bit displacement, normal, cavity, specular and specular highlight maps. The scene and the scene elements modelled in 3ds max. Fabrics and tutu created using cloth in 3ds max. The final image was featured in Exotique 5 by Ballistic Publishing.



Patient

My subject for this portrait was a patient from a mental institute who was willing to model for me. Originally modelled in clay the final sculpture was cast in plaster of paris using traditional casting techniques.

Painted Plaster of Paris,
45cm x 25cm x 30cm



Study

Clay,
40cm x 25cm x 30cm



Study

Clay,
40cm x 25cm x 30cm



Nóra

Acrylic on canvas,
121cm x 61cm



Potato and Dragon

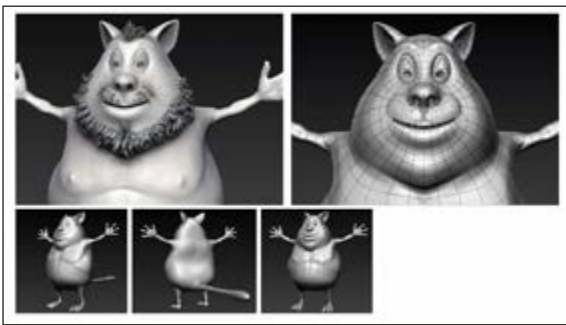
This two morning characters were inspired by me and my wife

Autodesk Sketchbook, Photoshop



Burglar Toy

This was a quick concept for a gum eraser for kids. Modelled and rendered in Zbrush.



Fat Cat

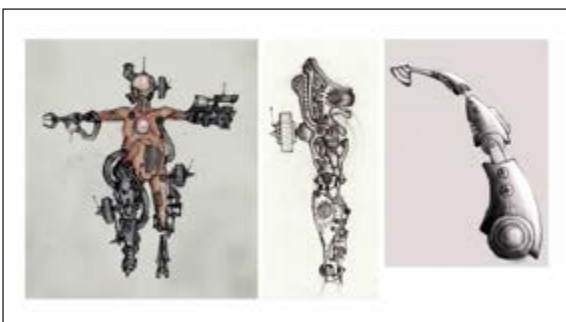
This was a quick project to create an animation ready character with clean topology. Base in 3ds Max and sculpted in Zbrush.



Hopper

This is a concept for a search and destroy vehicle to be used on rocky terrain where wheels are useless and flying is too dangerous.

Autodesk Sketchbook, Photoshop



Hamster Plan

Concept

Pencil, Photoshop



Untitled

Wood,
100cm x 55cm x 32cm

Maternity

Alabaster, Bronze,
35cm x 13cm x 10cm



Swimmer

Ice,
100cm x 50cm x 25cm



Robin Hood

Ice,
150cm x 100cm x 25cm

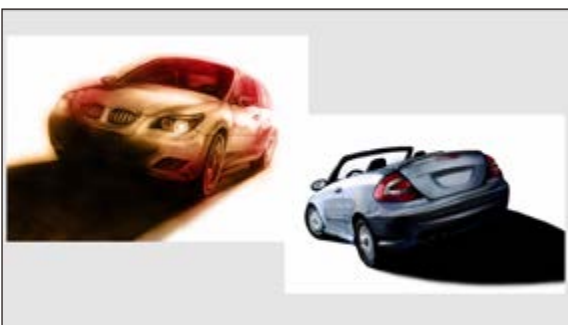


Truck

Ice,
100cm x 50cm x 25cm

Tank

Ice,
100cm x 50cm x 50cm



Car sketches

Pencil, Photoshop



Mini

The purpose of this project was to make myself familiar with nurbs modelling. Modelled in 3ds max and rendered with V-ray.



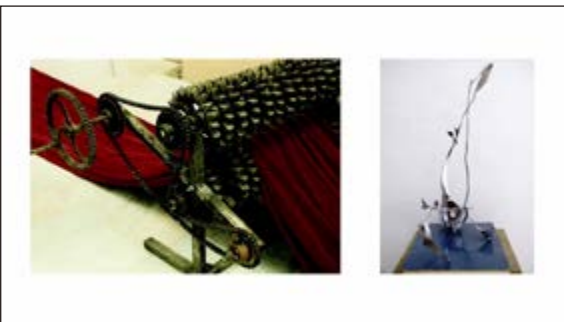
Building

My objective with this project was to make myself familiar with Vue xStream inside 3ds Max, to explore the vegetation instancing and cloud layers and to learn to build atmospheres and ecosystems. Rendered with MentalRay.



All Over

Paper, Metal Structure

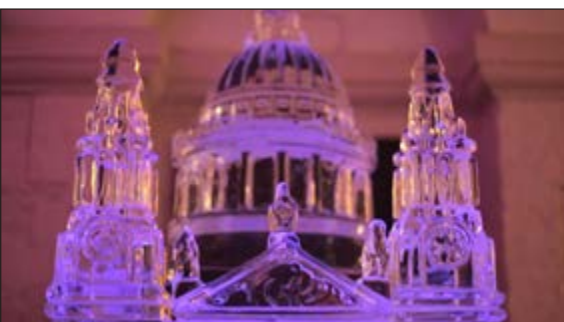


End The Show

Mechanical parts, Theatre Curtain

Experiment

Aluminum Sheet



St Paul's Cathedral

I have made this sculpture for a special event held at St Paul's cathedral. It took me about 10 hours from start to finish and the final piece was built on site from 12 separate pieces.

Ice,
150cm x 100cm x 100cm



Music

I have sculpted this piece live at the Henley Art Festival in 2011. I had 2.5 hours to complete it.

Ice,
150cm x 100cm x 50cm



Gun

Ice,
80cm x 70cm x 25cm

Bike

Ice,
100cm x 50cm x 25cm



Untitled

Airbrush, Polished car paint on metal sheet,
100cm x 60cm



Untitled

Oil on Canvas,
80cm x 60cm



Concept

Pencil, Markers, Photoshop