



Laurent Mannino  
- Graphiste 2D / 3D -



Autoportrait

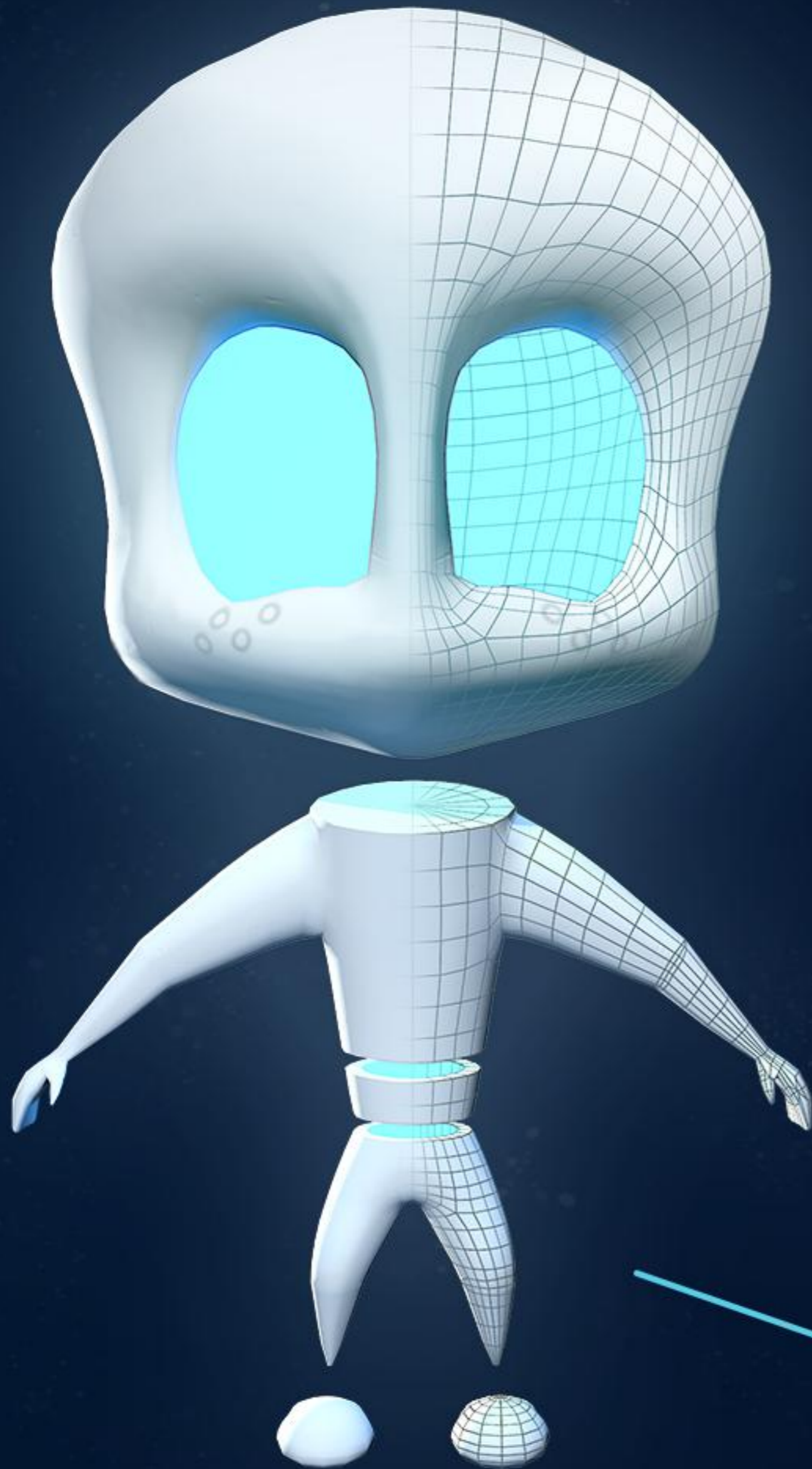
Sculpt de mon visage High poly

Logiciels utilisés :  



*Orion*  
*Child of light*





512 x 512

9606 tris

# SPACE ADVENTURERS

PLAY

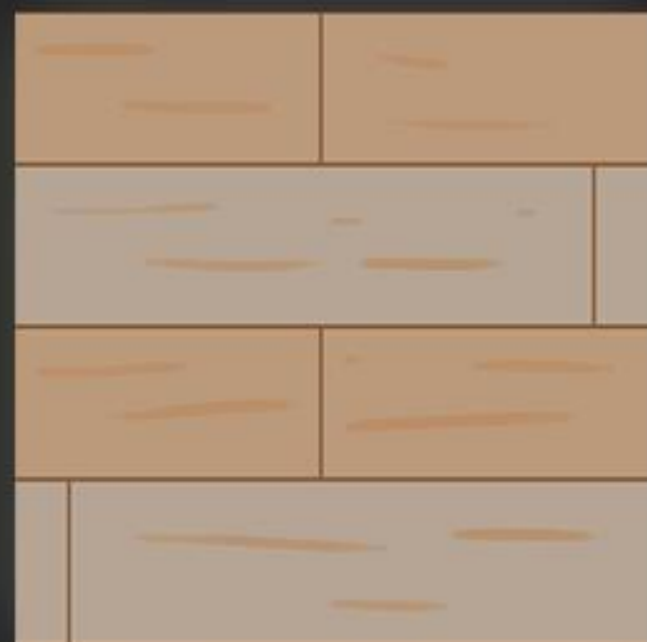
CREDITS

PRESS **ESC** TO QUIT





**TOTAL PROPS**  
4 966 ▲



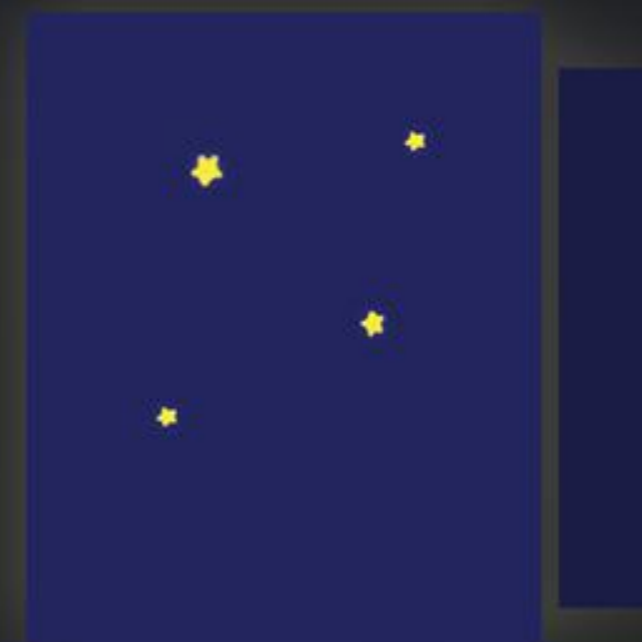
**UV 1 : FLOOR**  
512 X 512



**UV 2 : INTERACTIVE**  
512 X 512



**UV 3 : ASSETS**  
512 X 512



**UV 4 : WALLS**  
512 X 512



**UV 5 : CORNERS**  
512 X 512

# HELL RUNNER

CLICK TO PLAY



Aperçu menu principal



Création obstacles, environnement et ambiances

# AERTHYR



- Égloutan le marchand -



- Aerthyr -



- Castureuil -



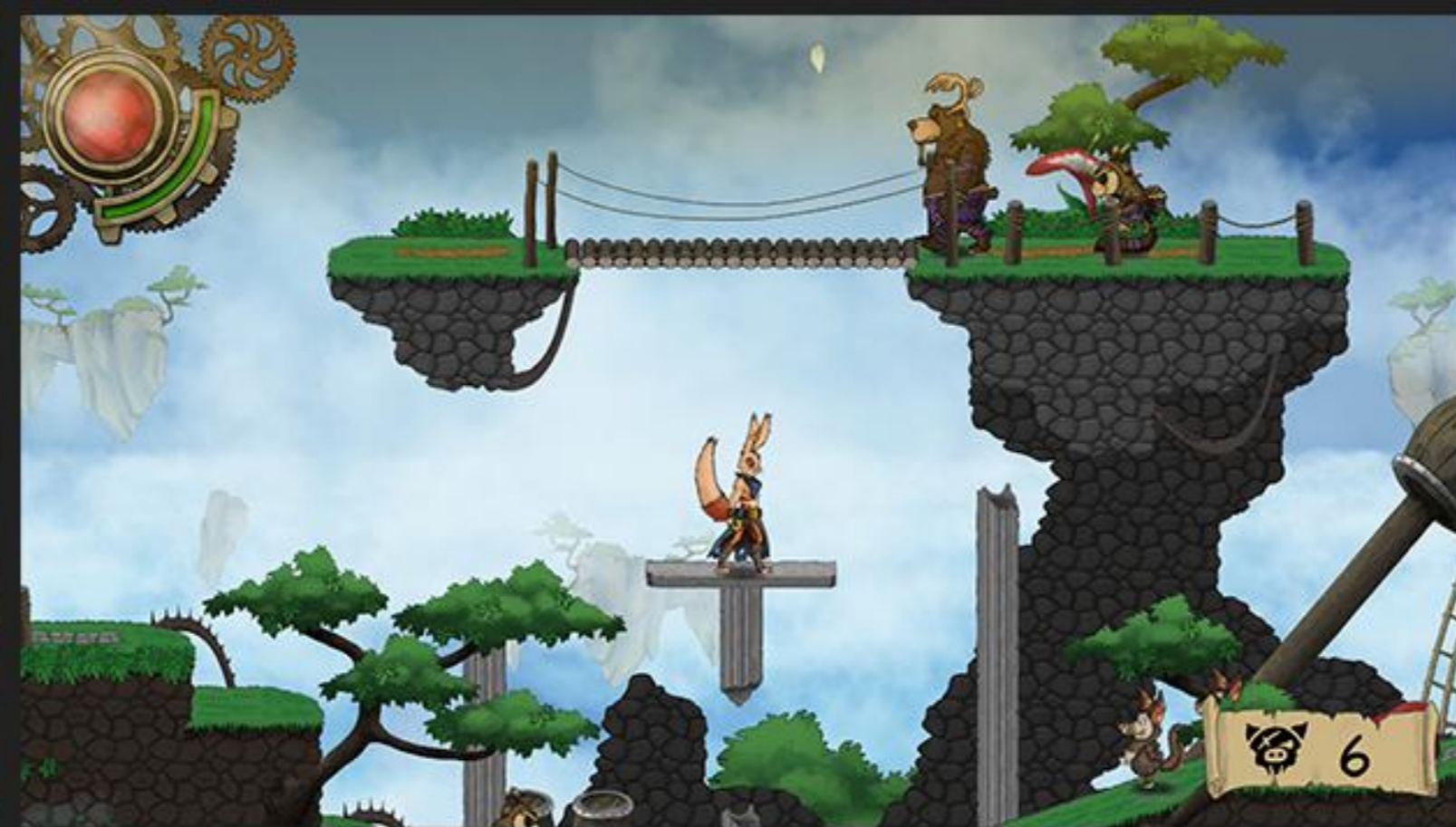
- Loulpe -



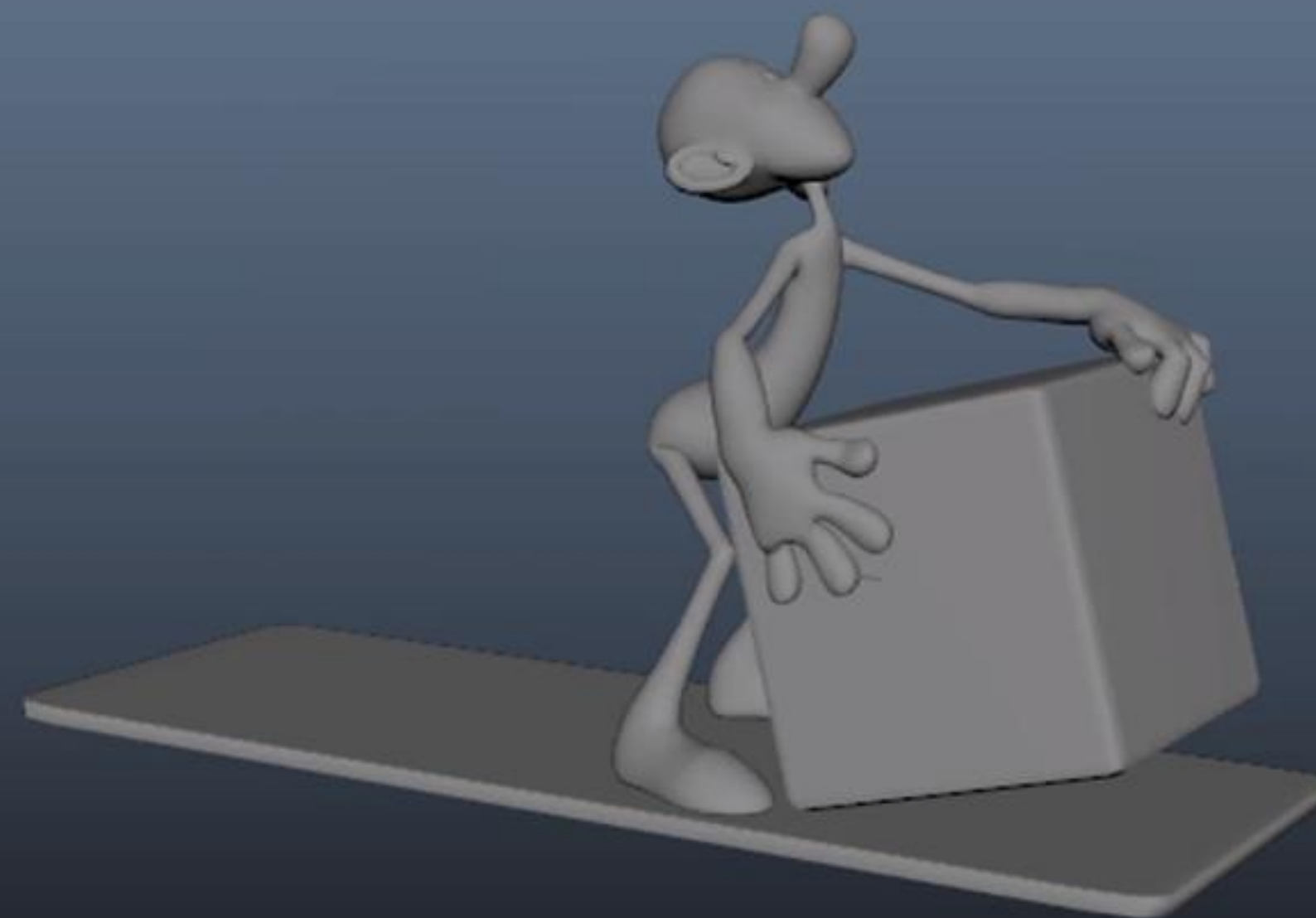
- Cerbours -



- Capt. Crechon -








*Animations biped*

Voir [Animations 3D ici](#)

Logiciel utilisé : 

*Actuellement en production...*

# POKKORE





# POKORE

PLAY

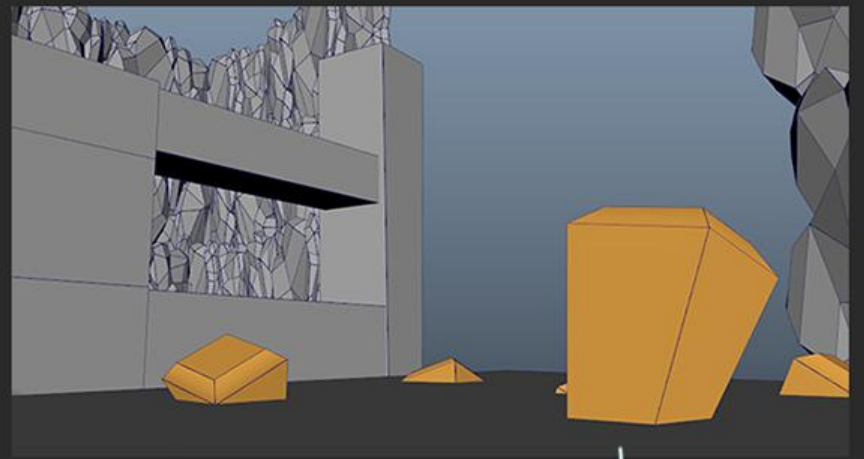
OPTIONS

CREDITS



**CREA JEUX**  
L'école des métiers du jeu vidéo

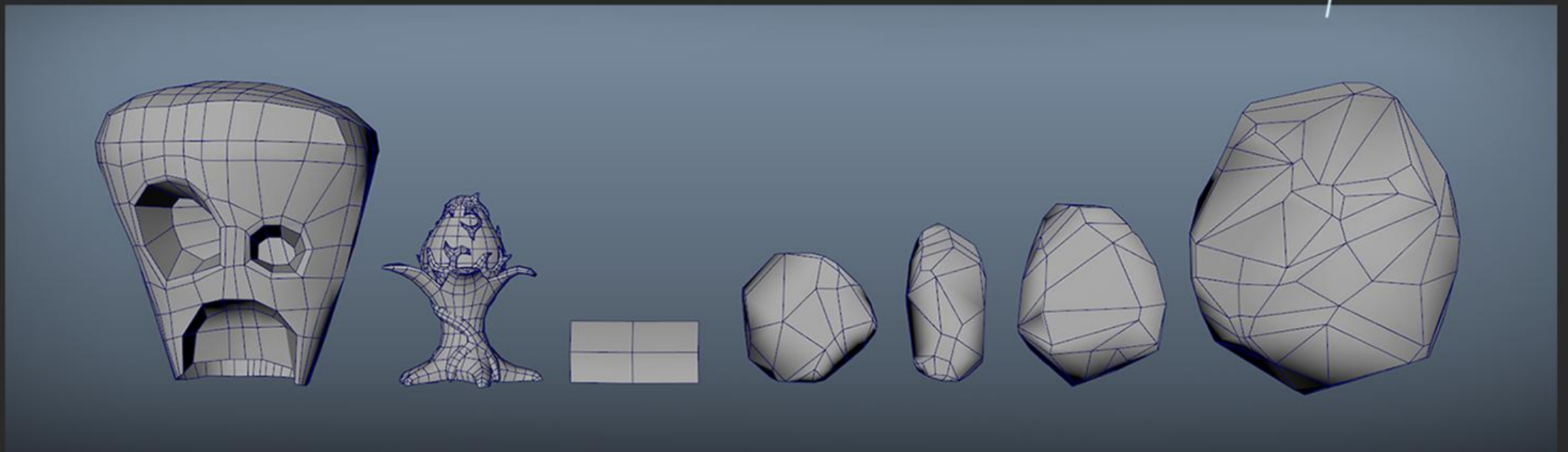




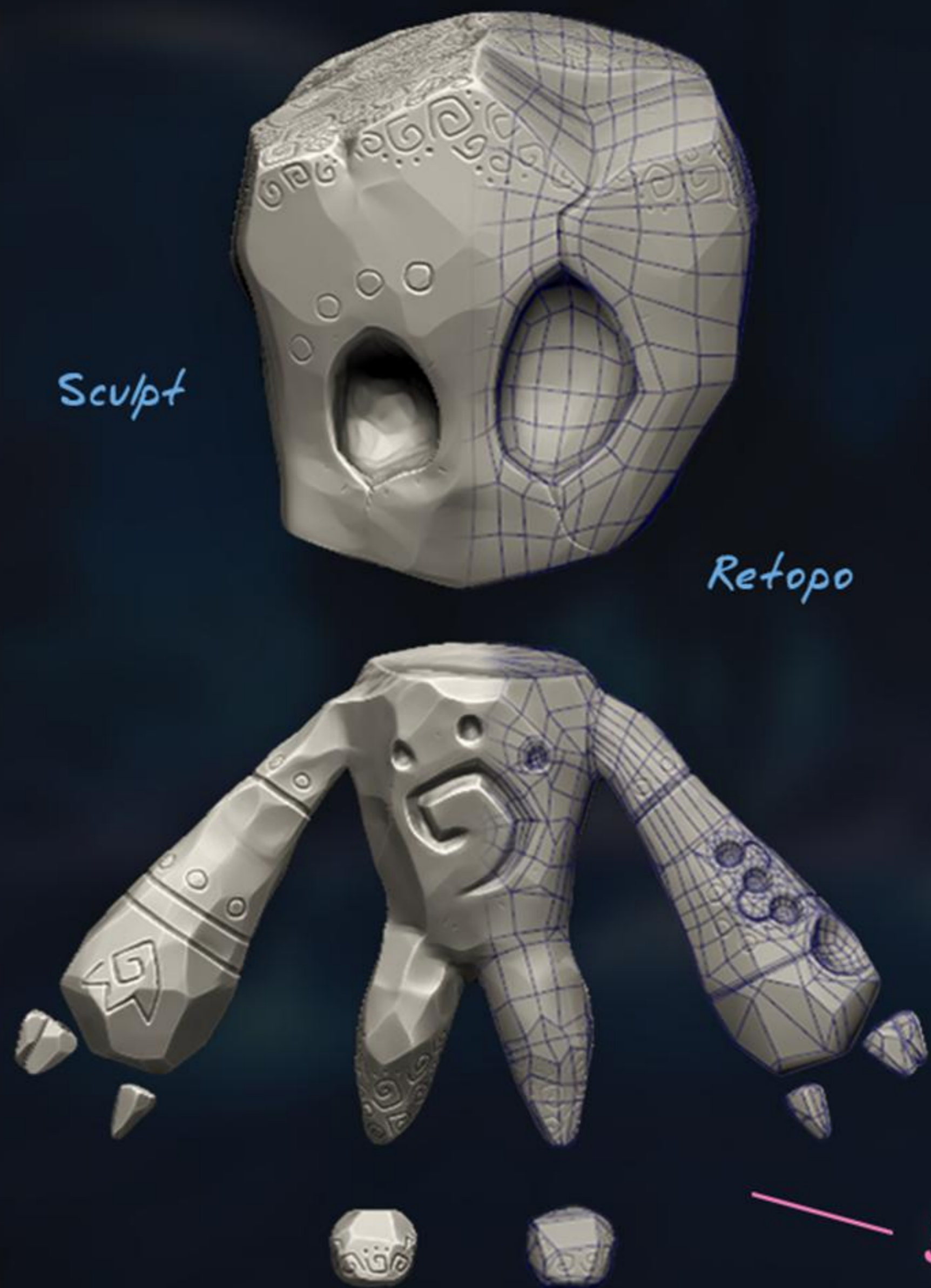
Recherche composition

Blockout

Retopo assets







Sculpt

Retopo

5378 tris



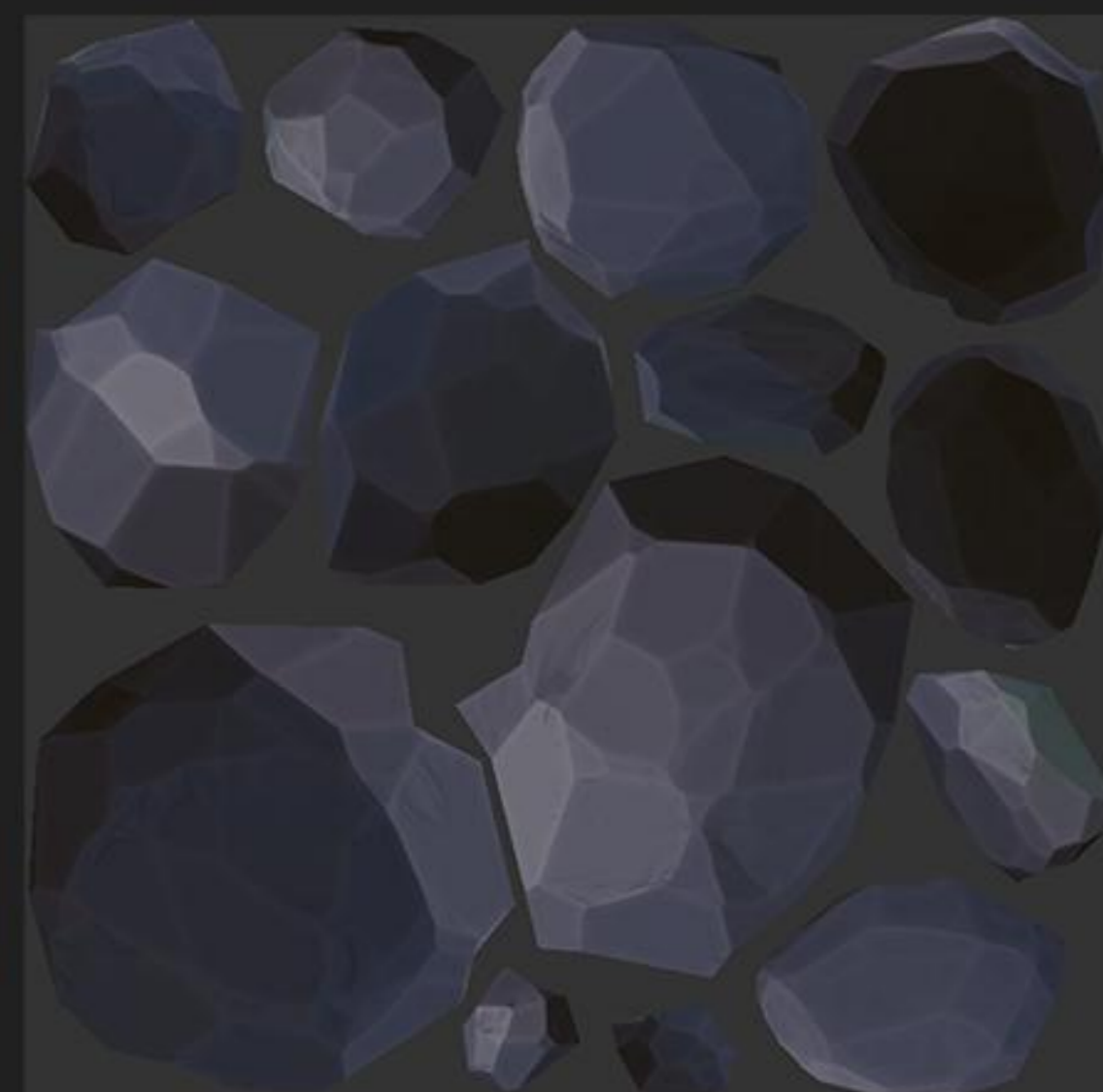
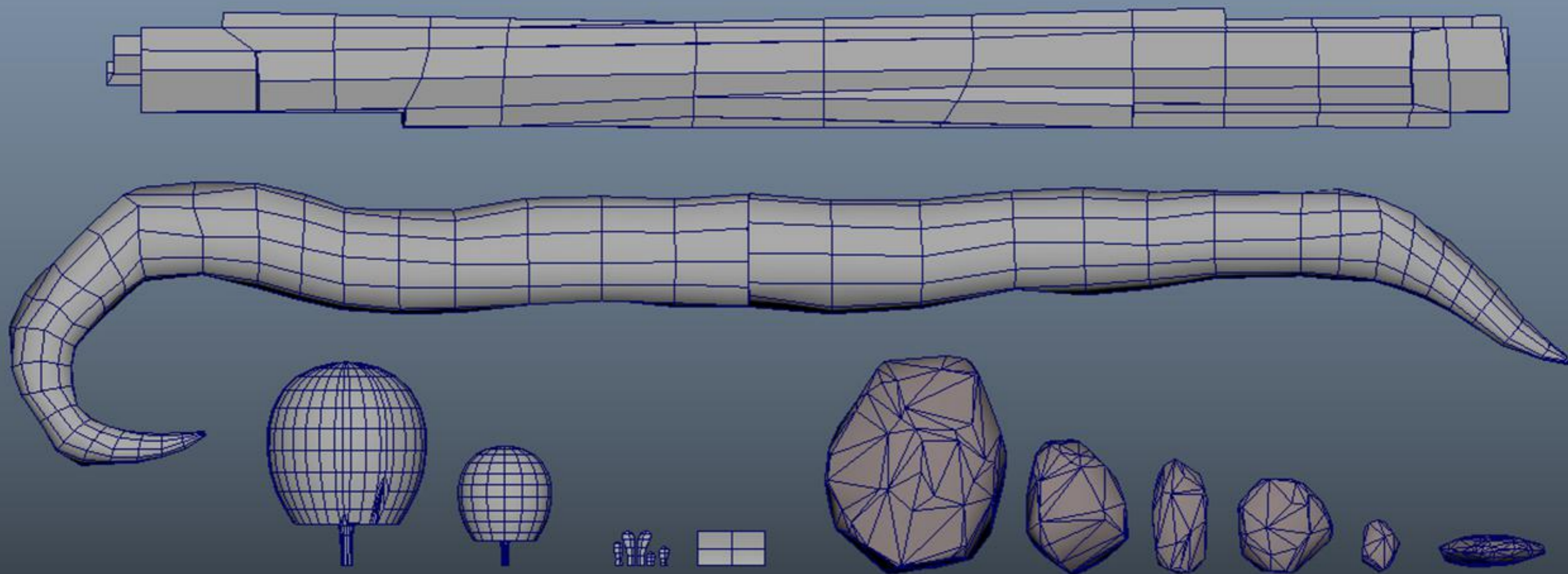
1024 x 1024



*POKORE - Level: Sanctuaire Tapua*

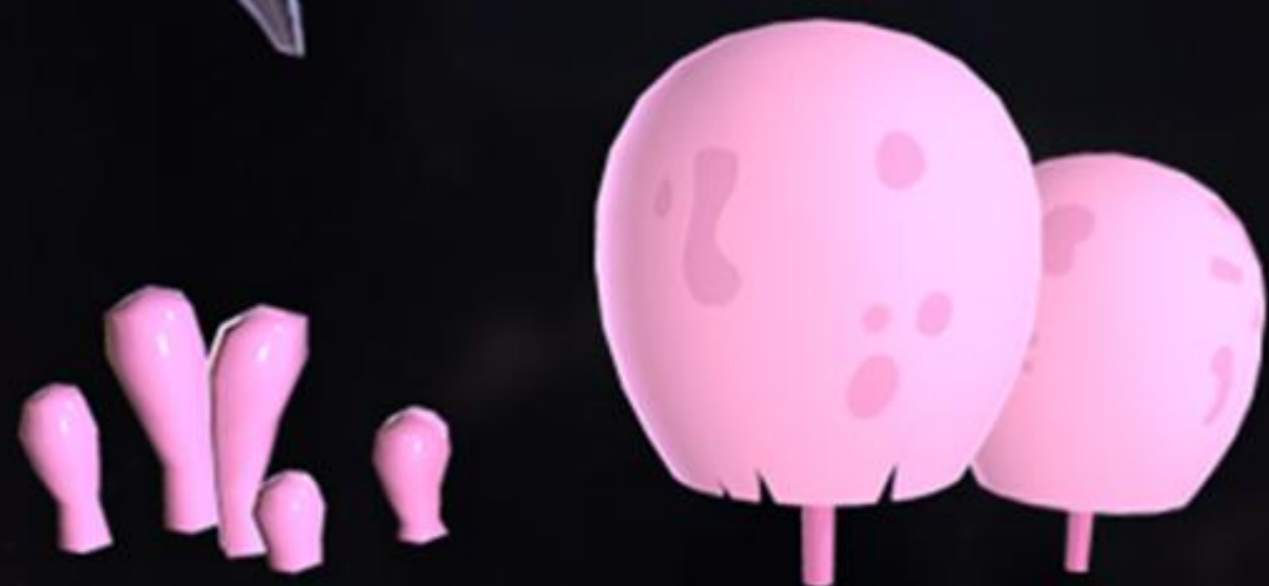
*Création Environnement 3D Stylisé*

*Logiciel utilisé :* 



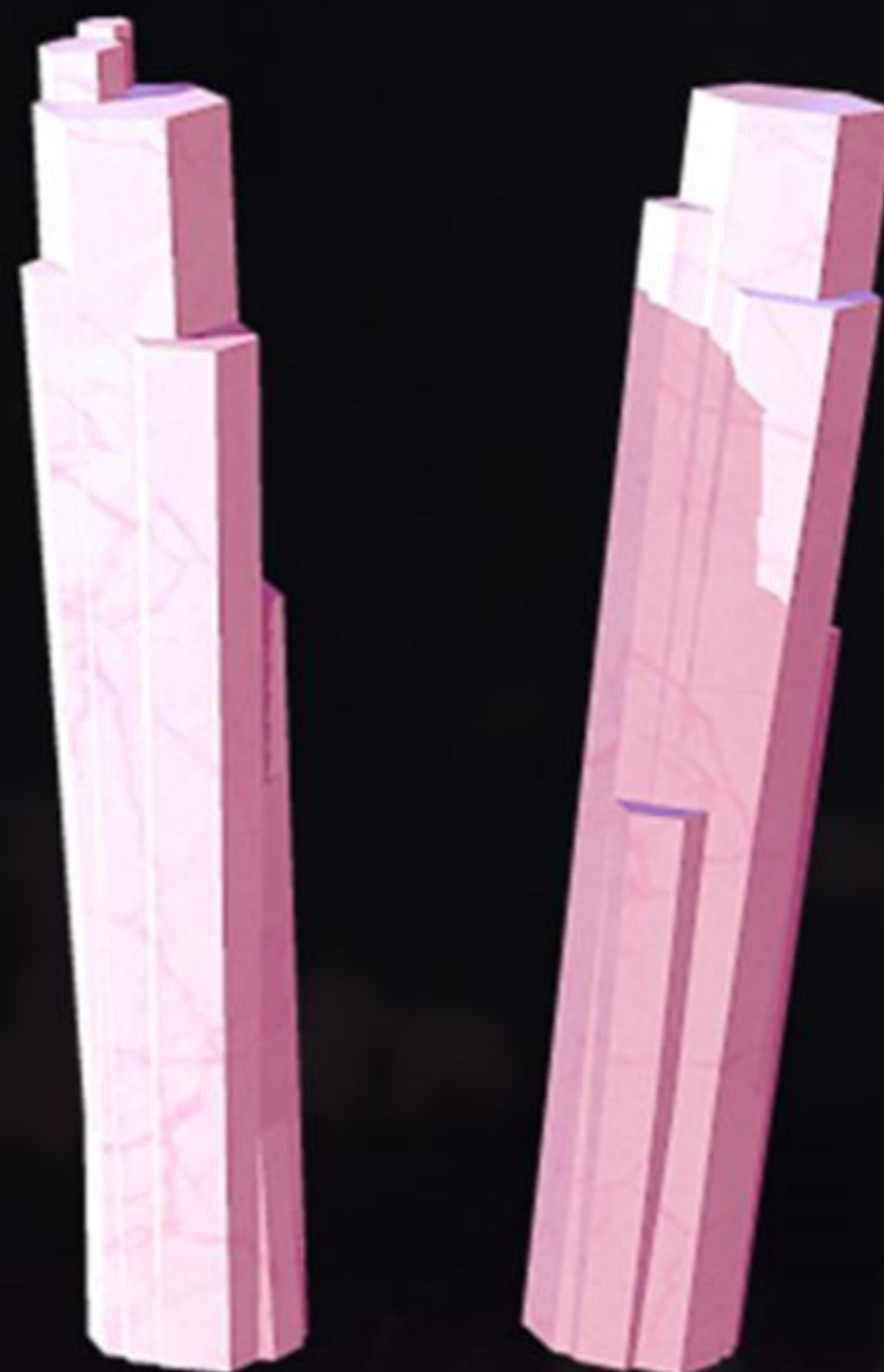


# Environnement - Sanctuaire

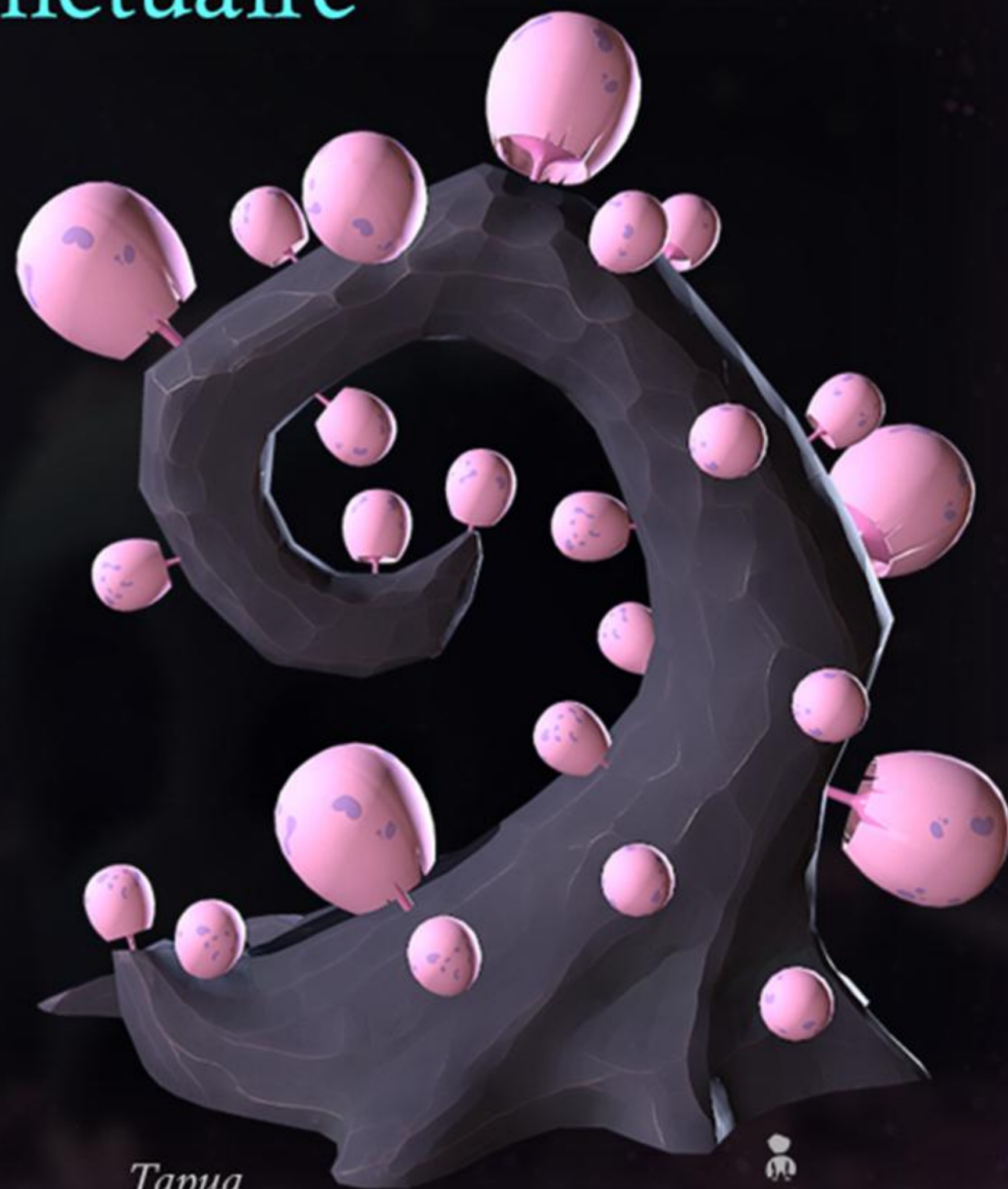


« *Sanctuary* »

- Thème féérique
- Ambiance calme



*Cristaux de Mana*

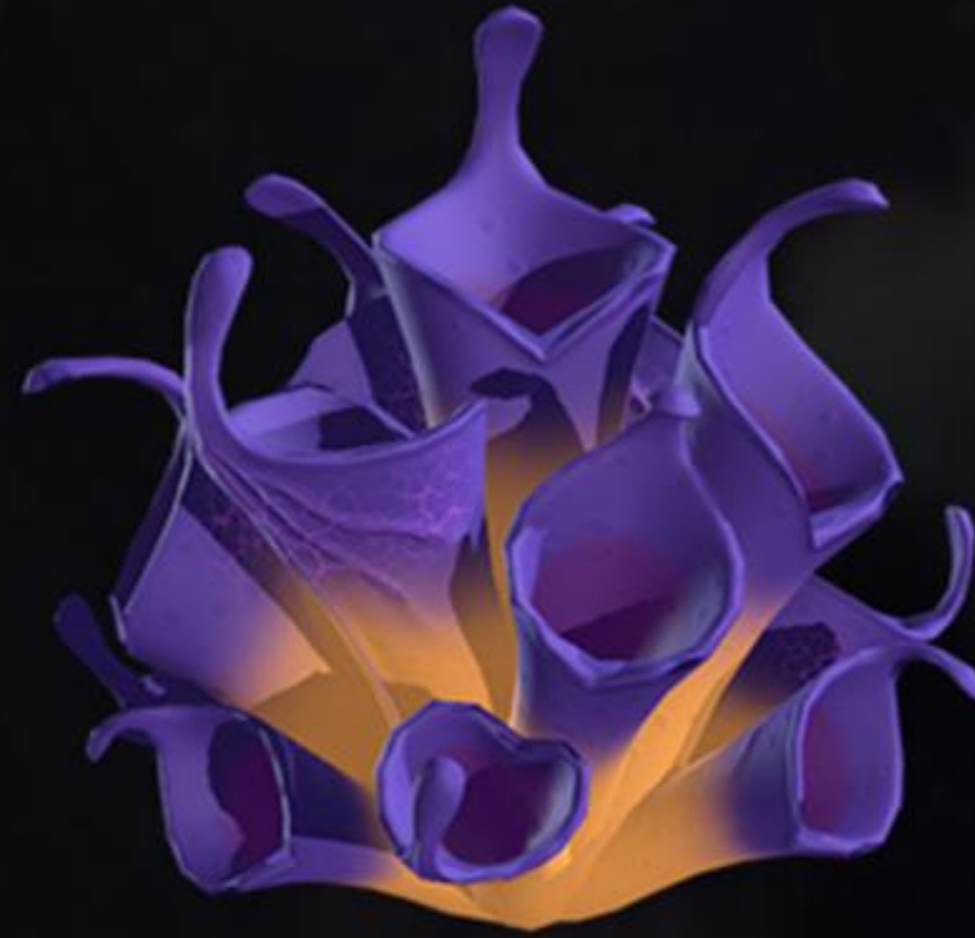


*Tapua*

# Environnement – Zone 1



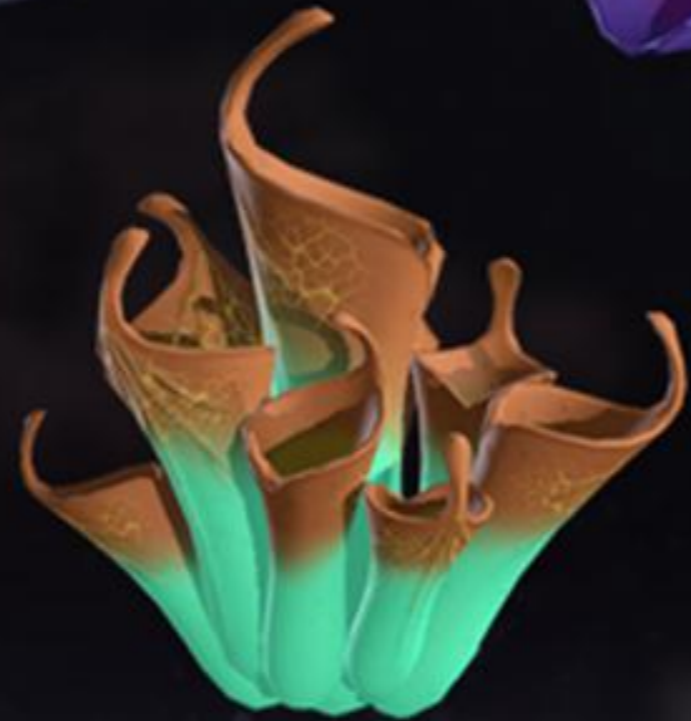
*Maramas*



« *War Zone* »

- Thème tribal

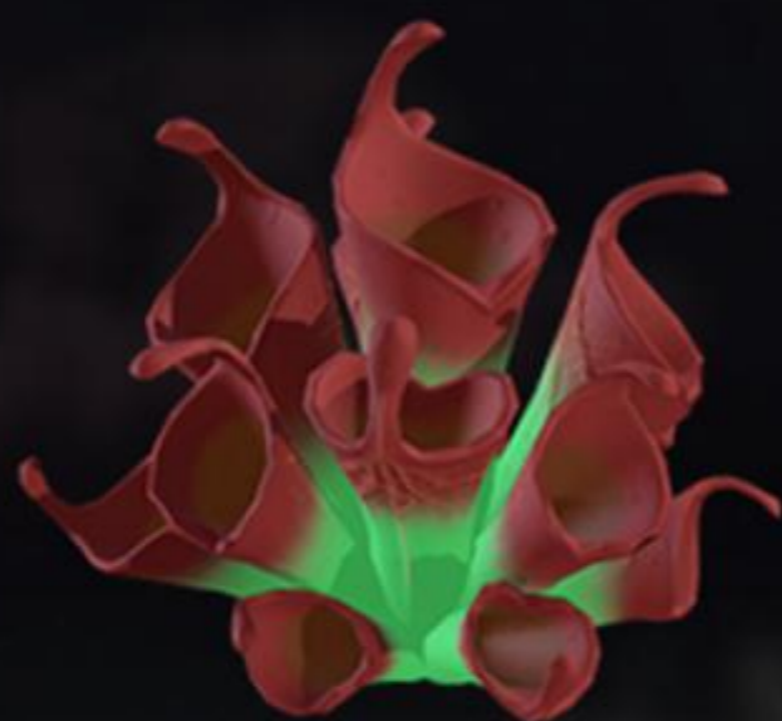
- Ambiance caverne



# Environnement – Zone 2



Huttes Kori



« *Desolation* »

- Thème forestier
- Ambiance ruines



VIII

# Contact :

06 99 25 75 87

[laurentmannino@gmail.com](mailto:laurentmannino@gmail.com)

