

## Alessandro Arbi - 3D/Concept Artist - Demoreel 2011 Project Breakdown



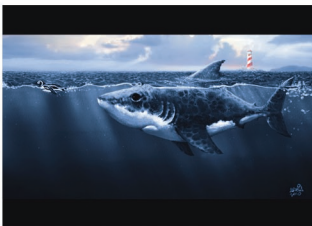
**Zulù: (April 2008)**  
**2d Illustration**  
Software: Alias Sketchbook pro

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**Nicodemo the chameleon (June 2010)**  
**2d Illustration**  
Software: Alias Sketchbook pro & Photoshop

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**Sea hunting (September 2010)**  
**2d Illustration**  
Software: Painter IX & Photoshop

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**Skull portrait (October 2010)**  
**2d Illustration**  
Software: Painter IX & Photoshop

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**Hatred within (December 2001)**  
**2d Illustration**  
Traditional media: ink on paper

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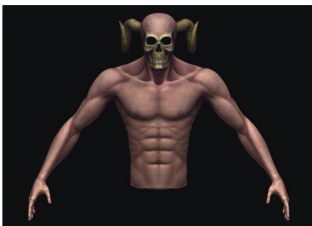
**Seppia Jones: (January 2011)**  
3d character  
Software: Zbrush & Photoshop

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**Smile: (October 2009)**  
3d character  
Software: Zbrush & Photoshop

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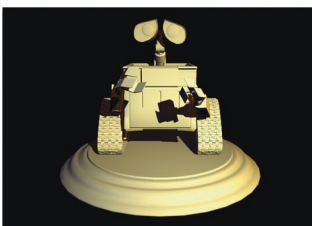
**Evil one: (October 2010)**  
3d character  
Software: Maya, Zbrush & UVLayout

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**Piranha: (September 2009)**  
3d character  
Software: Maya, Zbrush & Photoshop

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**Wall.E: (September 2009)**  
3d character  
Software: Maya