

MITROSHYCHEVA MARHARYTA

(LUD)

3D CHARACTER ARTIST / 3D GENERALIST

SELECTED WORKS

2022 - 2026

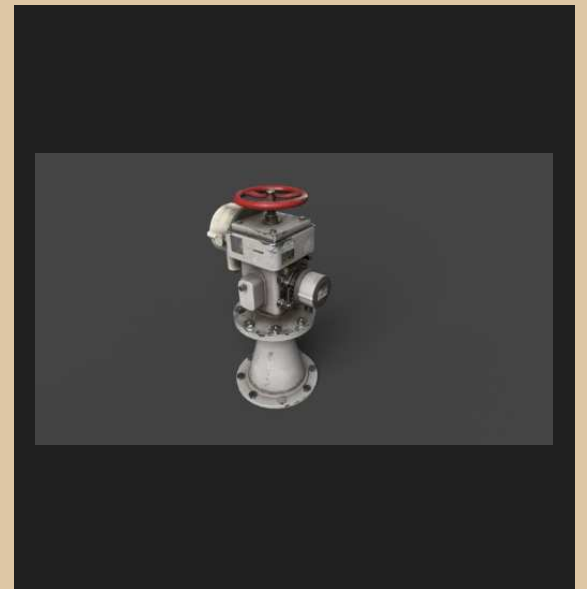
Game-ready characters, creatures and hard-surface props for PC, mobile and real-time production pipelines.

CONTACT

Kyiv, Ukraine

generationsucht@gmail.com

+380 96 141 5497





01

INDUSTRIAL GAS LAMP

COMMERCIAL / GAME-READY PROP

Commercial game-ready prop created for a PC project in Unity. Built in Blender using a subdivision workflow and completed through the full production pipeline for in-engine use.

PROJECT DETAILS

ROLE	Full-cycle 3D Prop Artist
SOFTWARE	Blender
PLATFORM	PC / Unity
YEAR	2025

INDUSTRIAL GAS LAMP

DETAIL RENDERS



4th Dimension FUNGAL CREATURE

COMMERCIAL / GAME-READY CHARACTER

4TH DIMENSION

Commercial game-ready creature created through a full character pipeline, including sculpting, modeling, retopology and final asset preparation.

ROLE

Full-cycle 3D Character Artist

SOFTWARE

ZBrush / Blender

PROJECT

4th Dimension

YEAR

2022



03

WHEELED FIRE EXTINGUISHER

COMMERCIAL / GAME-READY PROP

Commercial game-ready hard-surface prop created in Plasticity and Blender. The asset combines a complete tubular frame, wheels, hoses and a worn material treatment.

ROLE

Full-cycle 3D Prop Artist

SOFTWARE

Plasticity / Blender

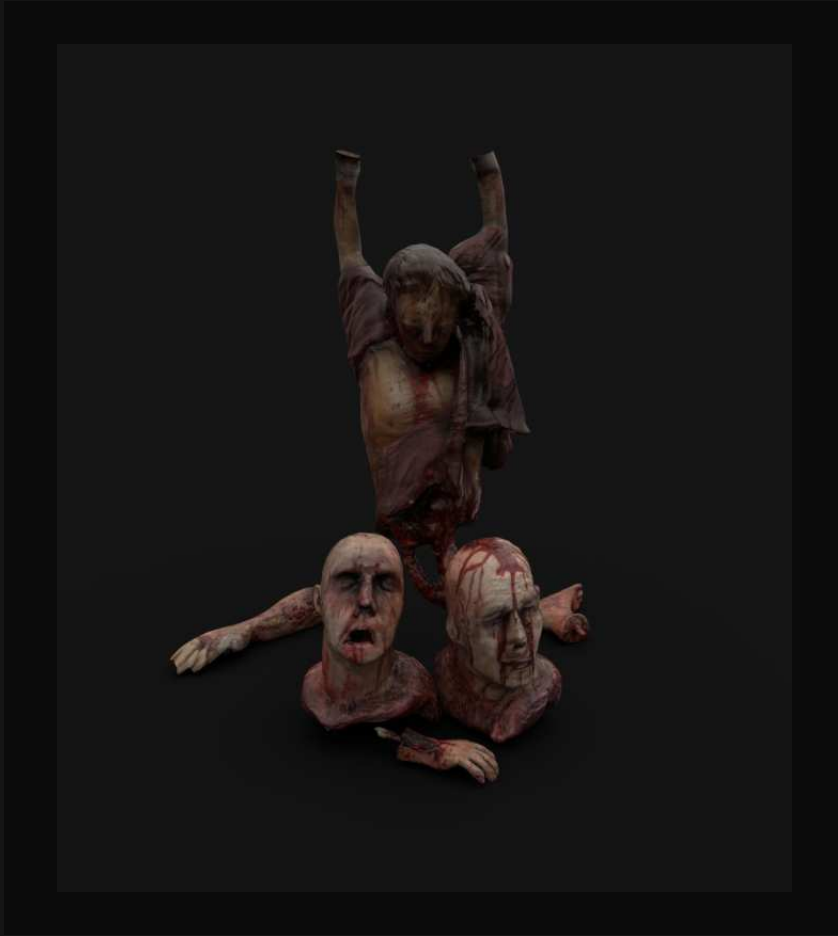
YEAR

2025



ZOMBIE & CORPSE ASSET PACK

COMMERCIAL / MODULAR GAME-READY PROPS



Commercial pack of modular game-ready corpse and zombie props prepared for Unity. Includes severed limbs, heads and body assets for horror environments and level dressing.



FANTASY CHARACTER SCULPT

COMMERCIAL / 3D PRINTING SCULPT

Commercial ZBrush sculpt created for a 3D printing project. The presented work focuses on anatomy, silhouette, costume elements, accessories and surface damage. Images document the sculpting stage.

ROLE

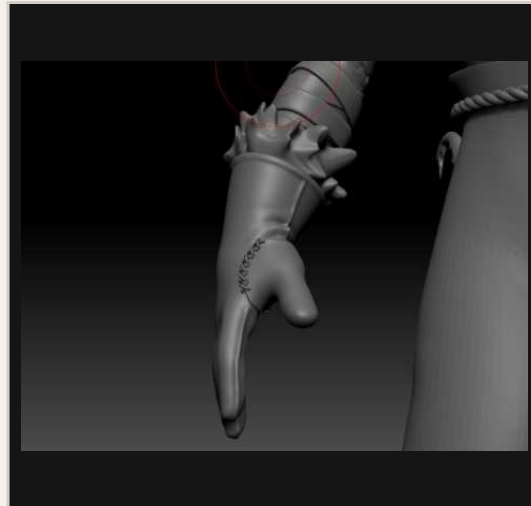
3D Character Sculptor

SOFTWARE

ZBrush

TYPE

Commercial sculpt



INDUSTRIAL VALVE ACTUATOR

HARD-SURFACE / INDUSTRIAL PROP



Detailed industrial equipment asset with mechanical assemblies, technical labeling and layered painted-metal wear. Presented through a full-object render and a close-up material view.

ROLE

3D Prop Artist

TYPE

Hard-surface prop



INDUSTRIAL CONTROL SYSTEMS

ENVIRONMENT / HARD-SURFACE PROP SET

A set of retro industrial control cabinets designed as environment props, combining functional panel layouts, analog displays, screens, switches and worn painted-metal surfaces.



A



B



C

CONTROL CONSOLE DETAIL VIEWS

PANELS / DISPLAYS / TECHNICAL SURFACES



ASTRO DEPLITION - CHARACTER SCULPT 01

ORGANIC HUMANOID MUTATION / PRODUCTION CHARACTER WORK



High-poly production sculpt developed as part of a full game-ready character pipeline.

ASTRO DEPLITION - CHARACTER SCULPT 02

BIO-ORGANIC CREATURE / EXPOSED ANATOMICAL STRUCTURE



Production creature sculpt focused on anatomical structure, silhouette and organic surface development.

ASTRO DEPLITION - CHARACTER SCULPT 03

ARMORED CREATURE / HORNED SILHOUETTE AND SURFACE DETAILING



Production creature sculpt developed for the Astro Deplition full game-ready pipeline.

LET'S BUILD SOMETHING MEMORABLE.

Mitroshycheva Marharyta (LUD)

3D Character Artist / 3D Generalist

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