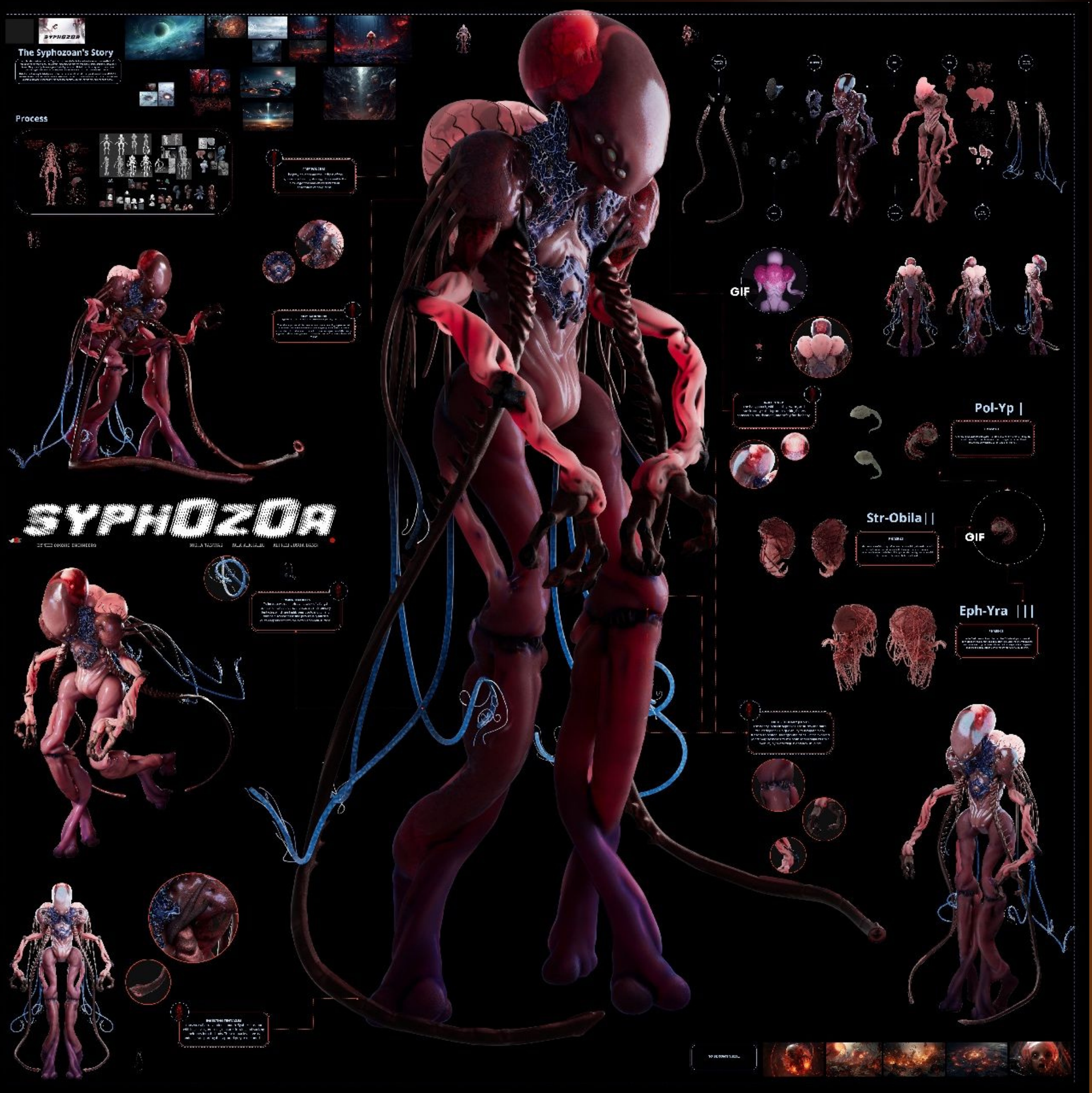


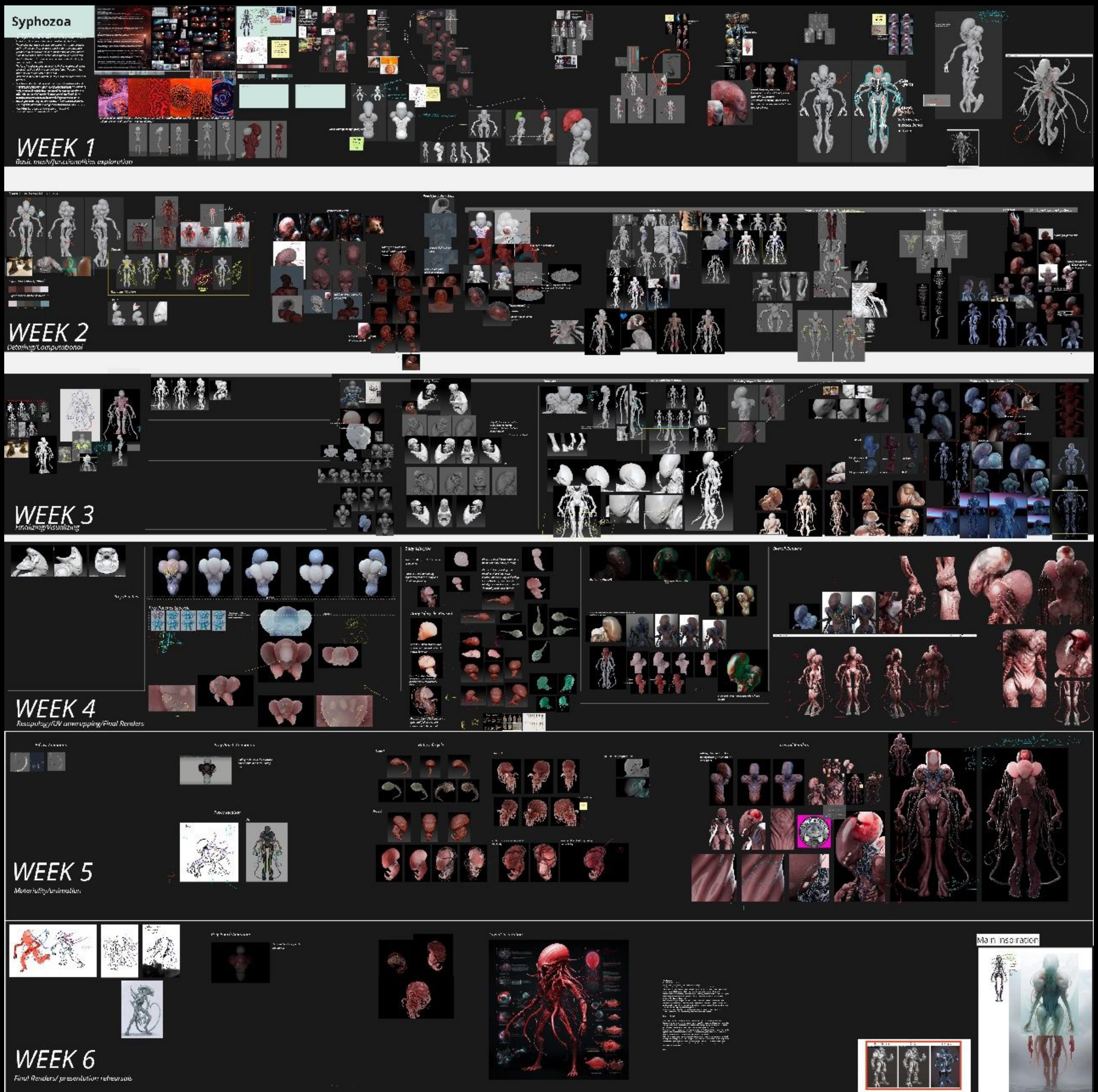
# Tala Alkhaldi

3D Artist  
Masters Student at UACEG/DesignMorphine

Project: Syphozoa  
Teanwork

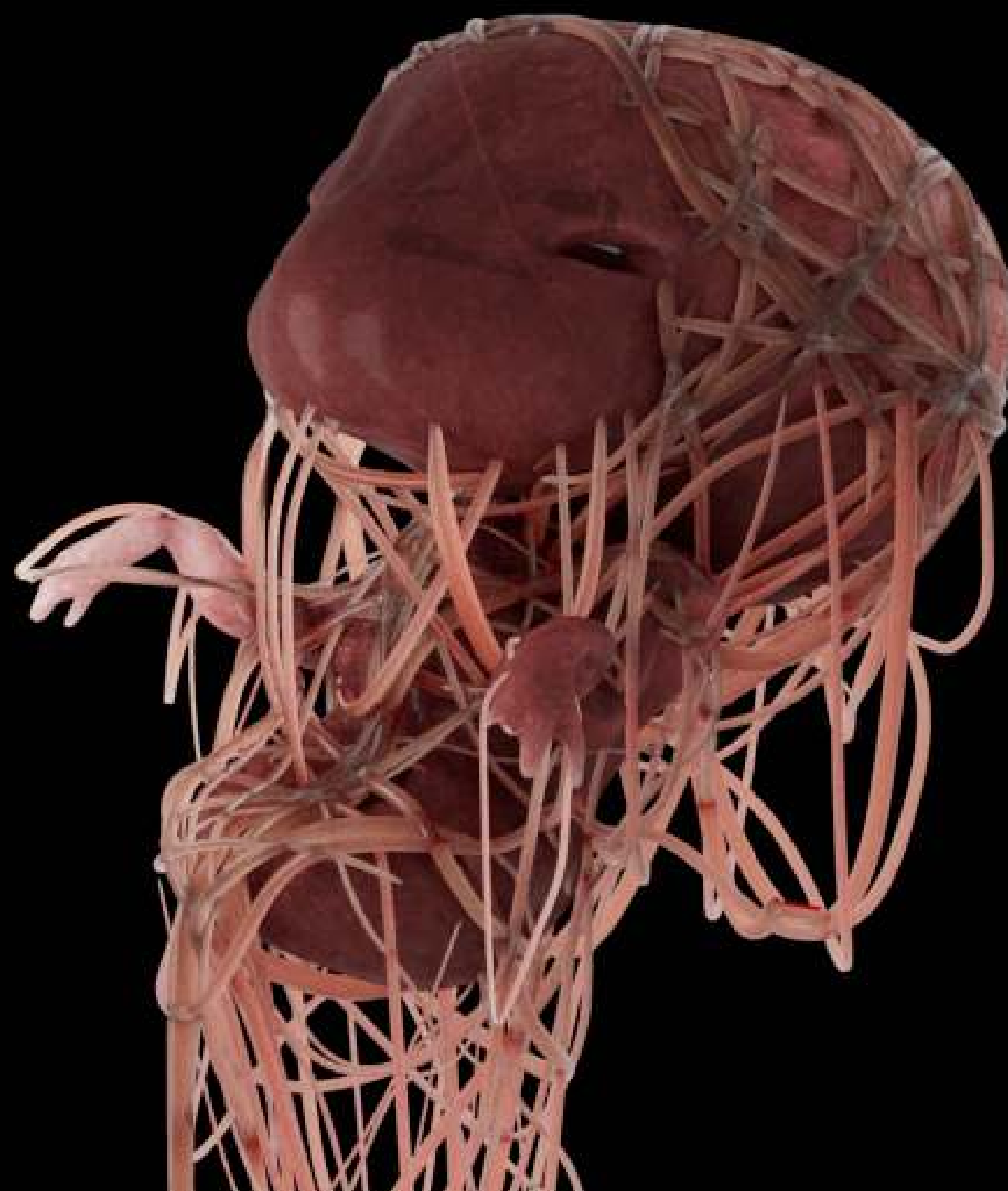
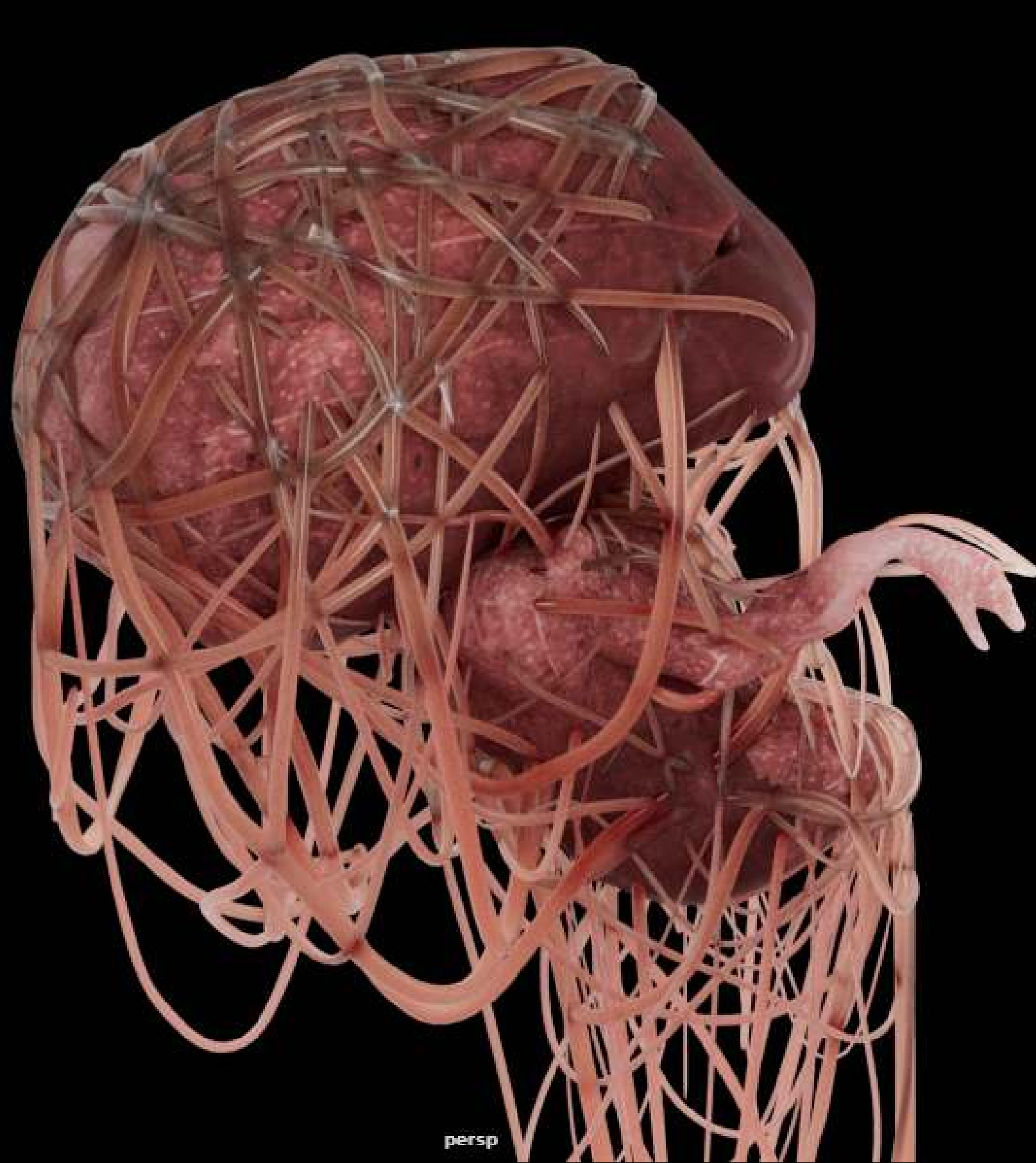
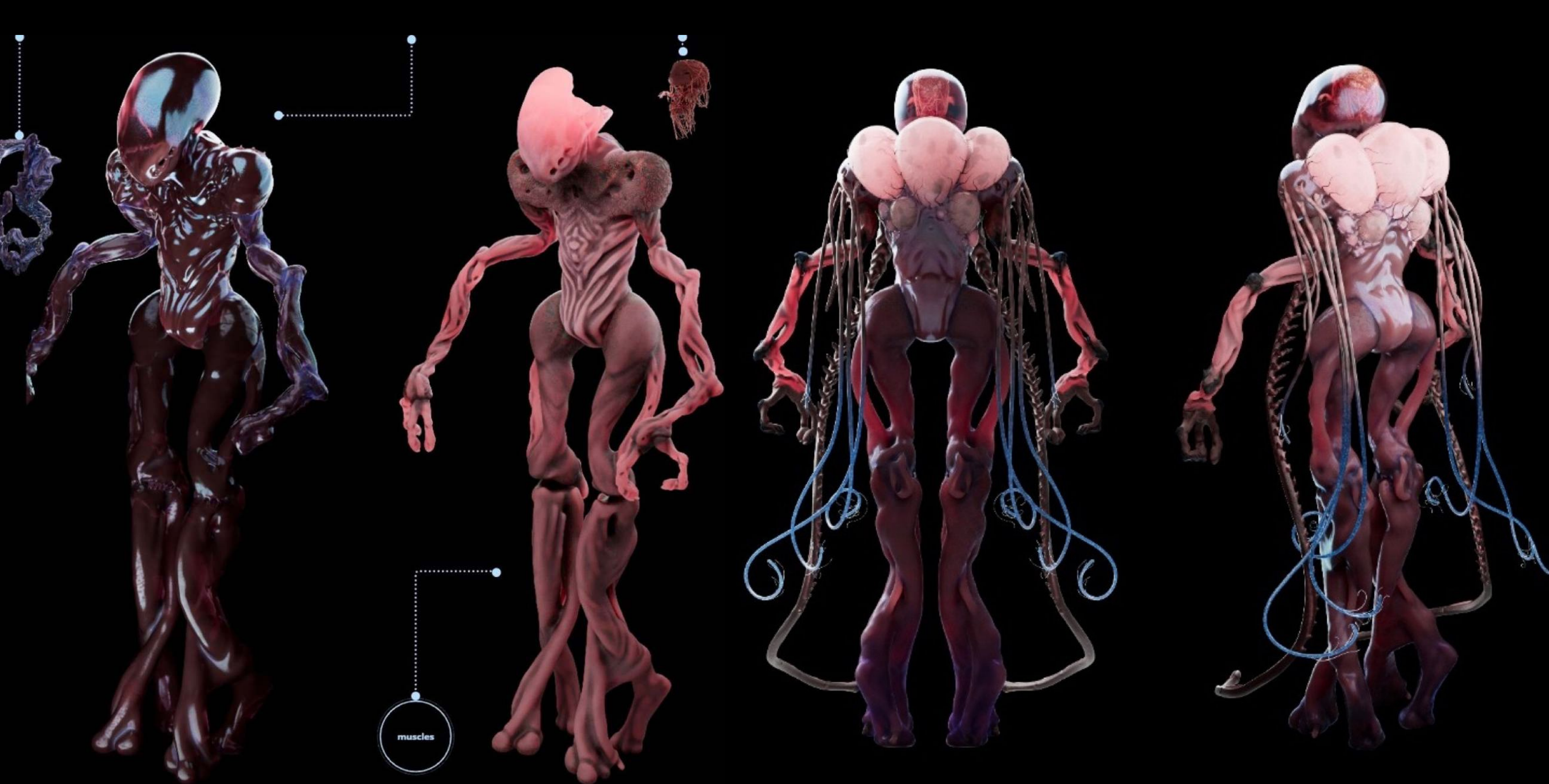






Over six weeks, collaborating from Canada, Germany, and India, we worked together to create, design, and present a creature named Syphozoa, born from our shared imagination.





**During the project, one of my tasks involved modeling and texturing the infant nestled within the creature's head, where I meticulously considered the baby's functionality and its developmental stage within the growth system.**

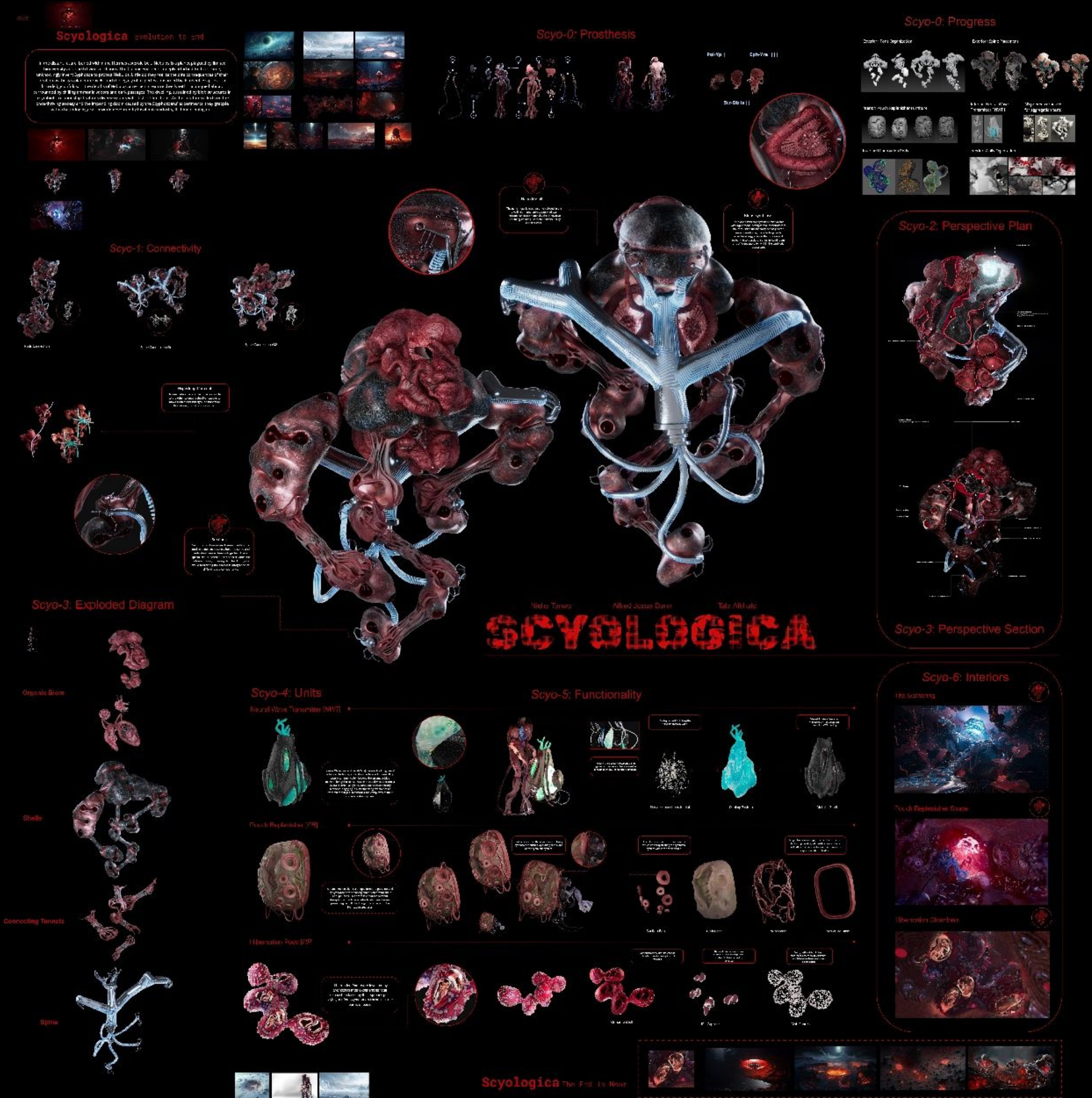




**Throughout the project, I delved into the intricacies of texturing the creature's body, carefully observing how it interacted with light to achieve the desired reflective effects.**



# Project: Syologica Teanwork



As a team of three, we collaborated over a six-week period to create the habitat for our creature, which we named Syologica. Together, we brainstormed and envisioned the activities our creature would engage in within its home environment.

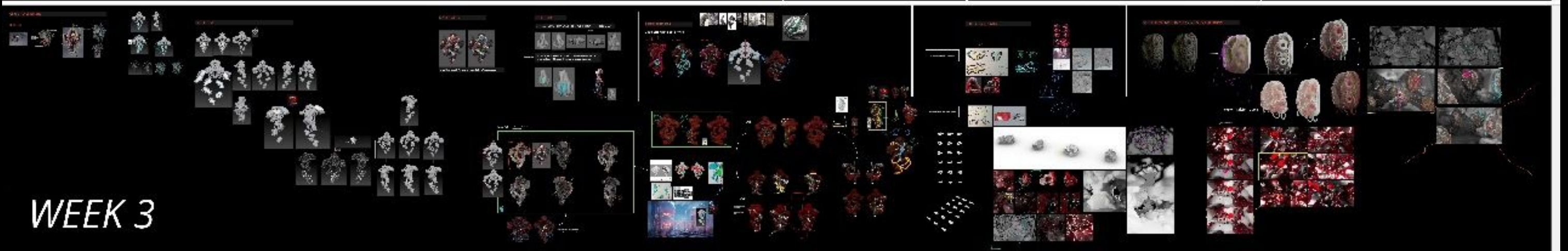




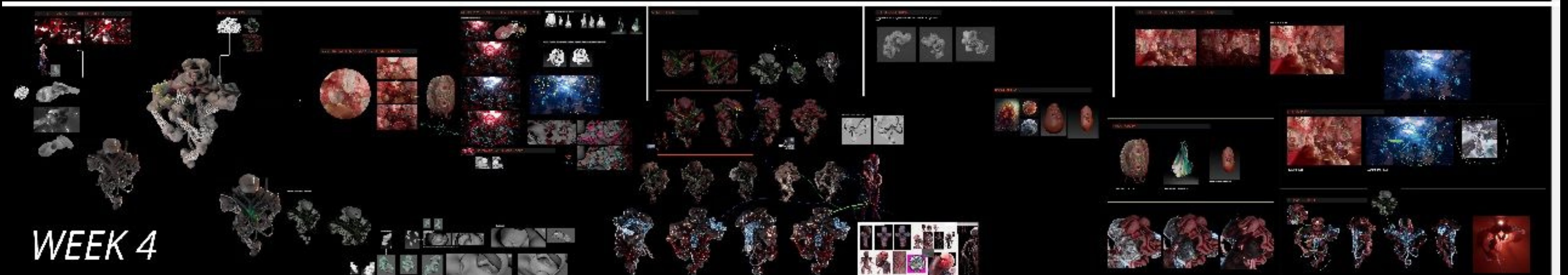
WEEK 1



WEEK 2



WEEK 3



WEEK 4

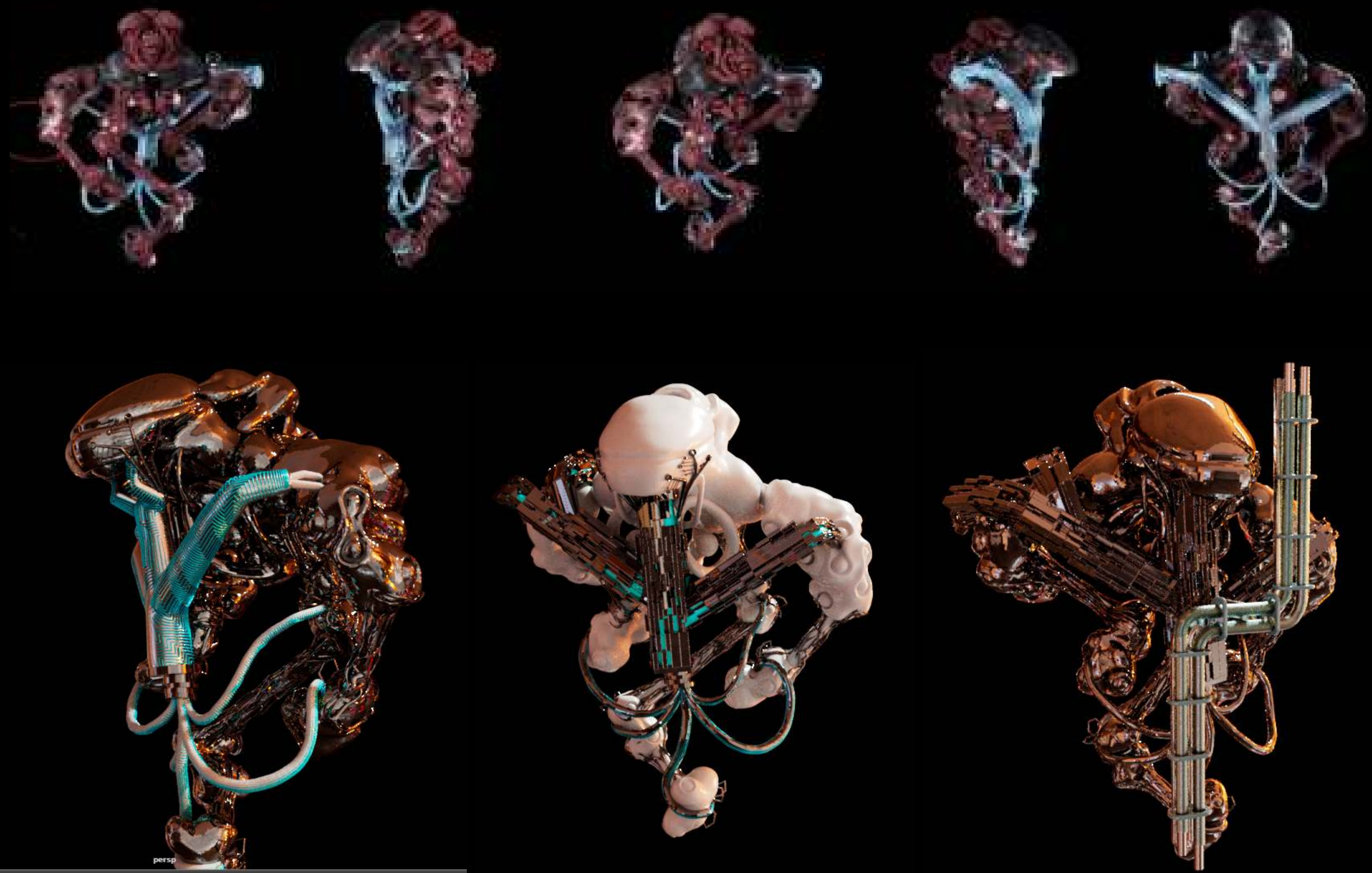


WEEK 5

WEEK 6

**During our collaborative process, we engaged in brainstorming sessions and sought feedback from our instructors, who are seasoned professionals in the field of architecture. Their insights helped us refine and optimize the design of Scyologica**





**During the project, I focused on exploring various spinal structures to ensure the stability and mobility of our habitat, Scyologica. Additionally, I envisioned it as a means of transportation for our creature, facilitating its movement between different habitats.**





**In the project, I took charge of modeling, texturing, and lighting one of the interior spaces within our habitat, specifically designed for the creature to enter and attach itself to a pouch replenisher for cleansing purposes.**

**Youtube videos to watch my presentations of Project 1 & 2:**

[Syphozoa](#)

[Scyologica](#)



## Project: Cleaning Tower



**In this project, I utilized procedural modeling techniques in Grasshopper and Maya to create and texture a tower within a fictional space. This tower was then situated within an underground cave-like environment. Post-process editing done in Photoshop**

Softwares used in Portfolio : Maya, Arnold, Grasshopper, Rhino, Substance Painter & Photoshop