

# Portfolio

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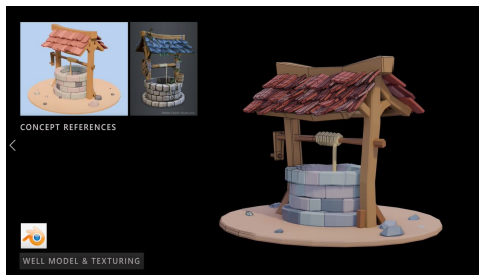
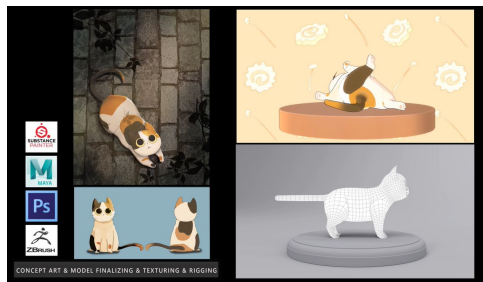
Xueqing Hu

Email: [xueqinghu2023@gmail.com](mailto:xueqinghu2023@gmail.com)

Phone: +86 18986165209 / +1 3475440682

Web: [xueqinghu.com](http://xueqinghu.com)

# Portfolio:



Thesis Project & Personal Projects (3D & Game)

Personal Website: <https://www.xucqinghu.com/>

2020-2021

# Portfolio (3D Game Envi):

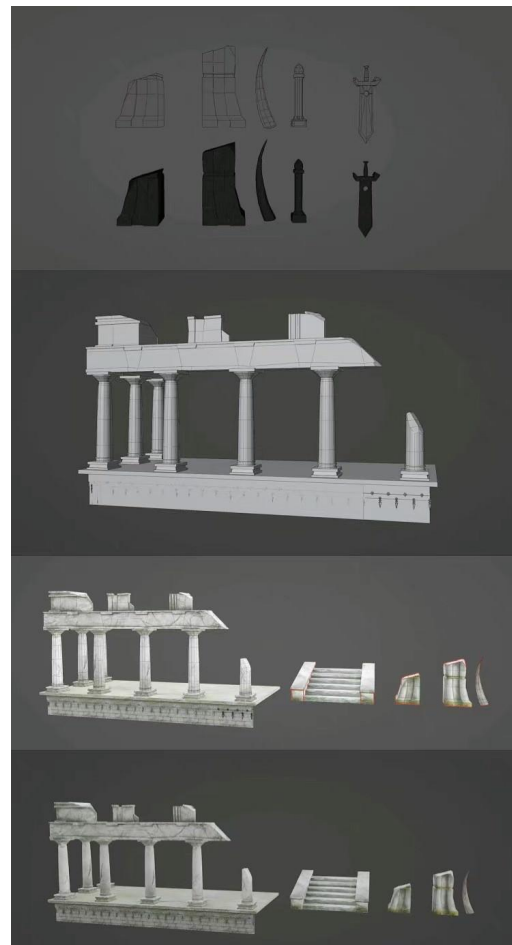
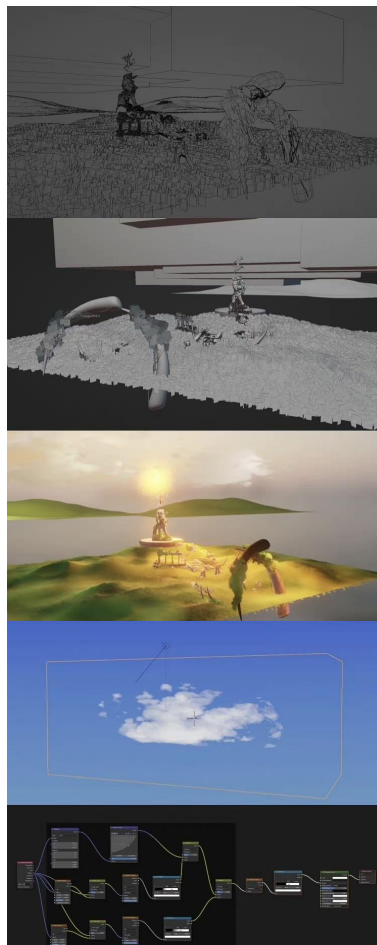


Final Version

Personal Design Project  
Modeling, texturing, UV, simulation, lighting, rendering  
2022



Process



# Portfolio (3D Game Environment Design):



Different Stylized Game Environment Design

# Portfolio (3D Animation Envi):

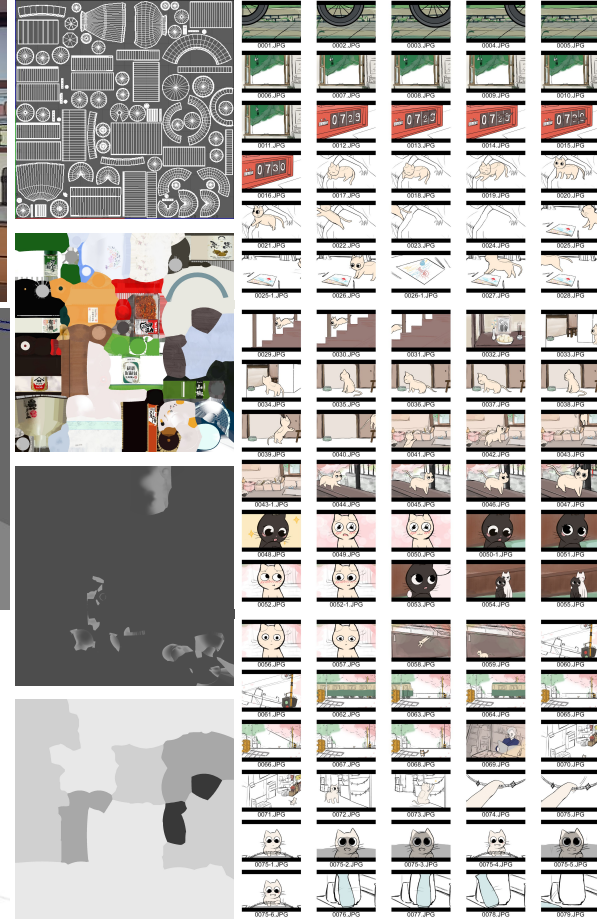
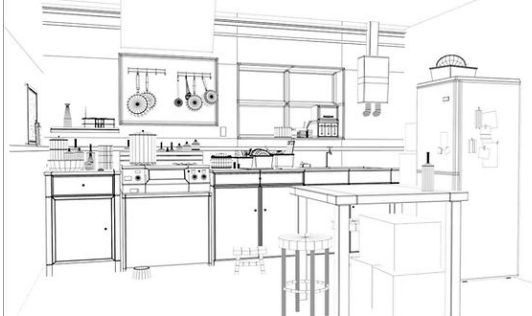
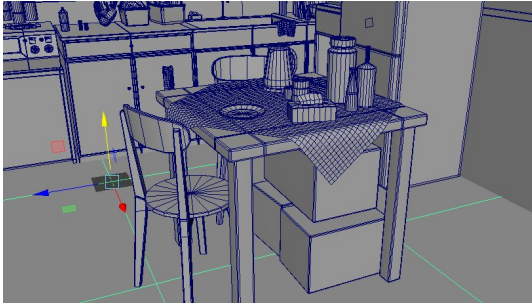


Undergraduate Thesis Project: "You Shall Be Happy"  
Environment Design, Modeling(MAYA), Texturing, Lighting, Rendering in Unity  
2020

# Portfolio (3D Animation Envi):



Scene: Kitchen - Unity Render Version



Undergraduate Thesis Project: "You Shall Be Happy"  
Environment Design, Modeling, Texturing, Lighting, Rendering in Unity  
2020

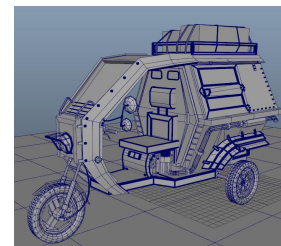
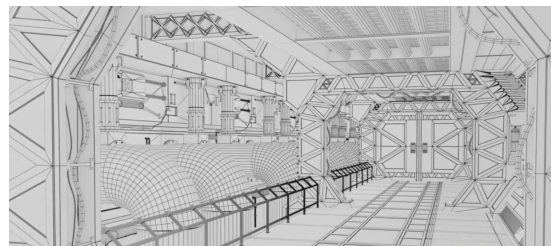
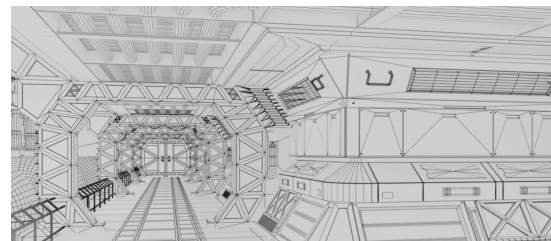
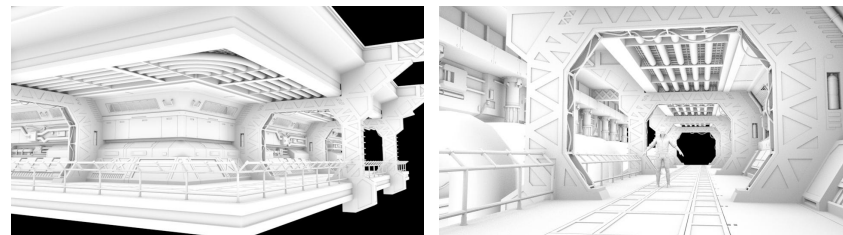
Design Process: Design, UV, Texturing, Storyboard

# Portfolio (3D Animation Indoor Envi):



Operation room, Sci-fi Tunnel - Modeling, UV, Texturing

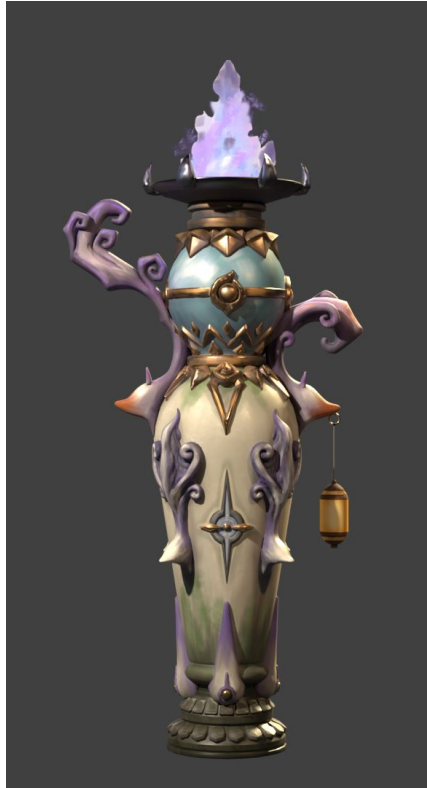
Yihuokaitian Company Summer Intern: 'Incarnation: Linglong' Project  
Props and environment modeling, texturing  
2018



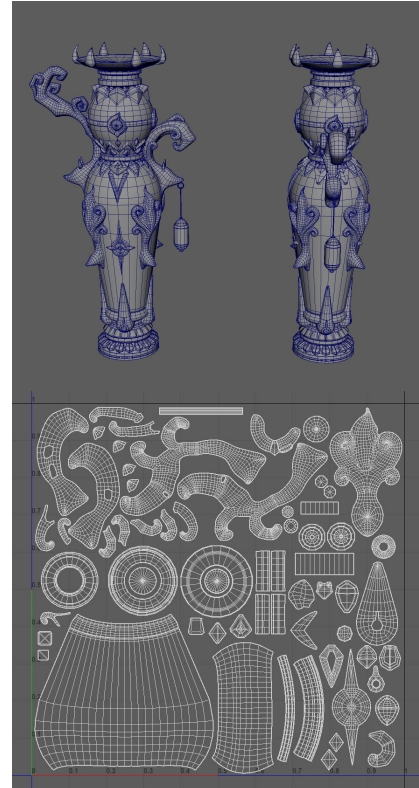
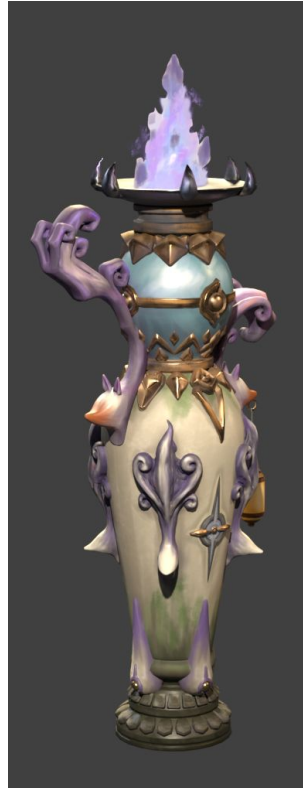
# Portfolio (3D Game Prop):



2D Reference



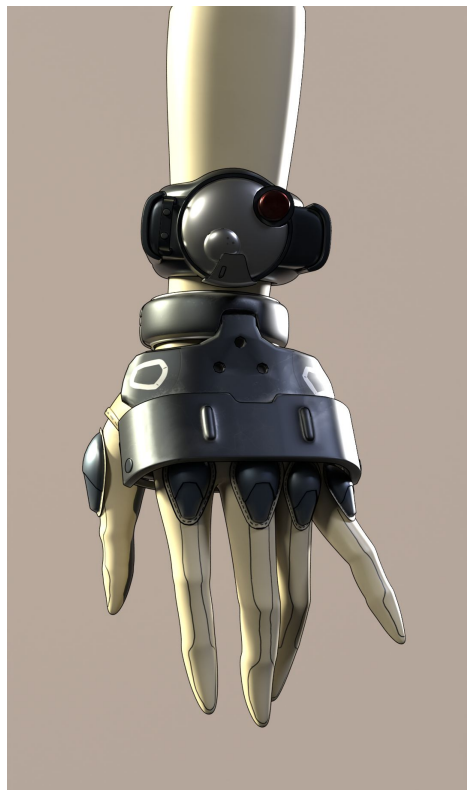
3D Modeling and Final Render Test



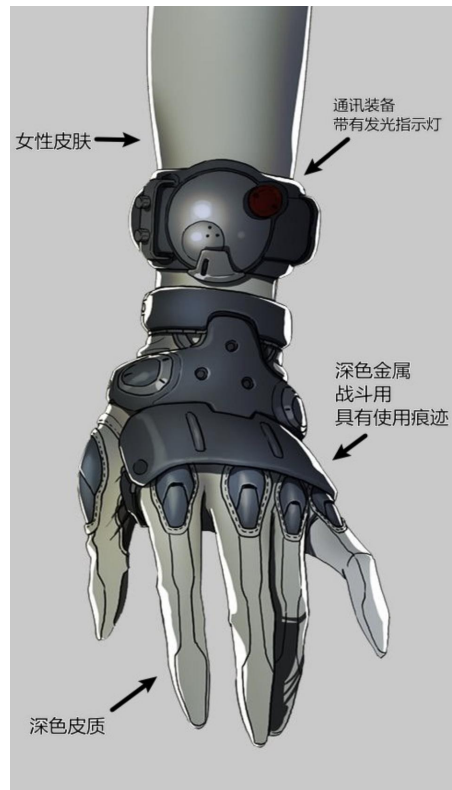
Wireframe and UV



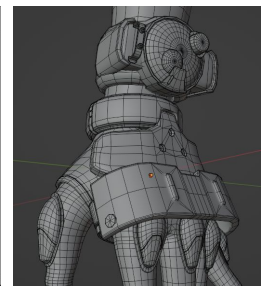
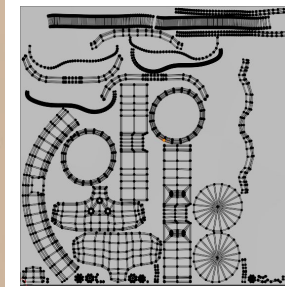
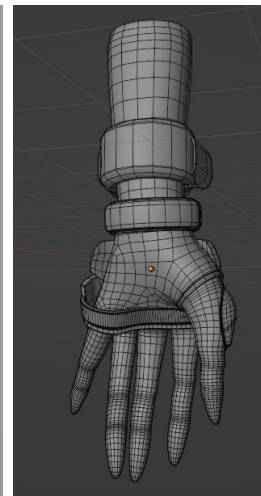
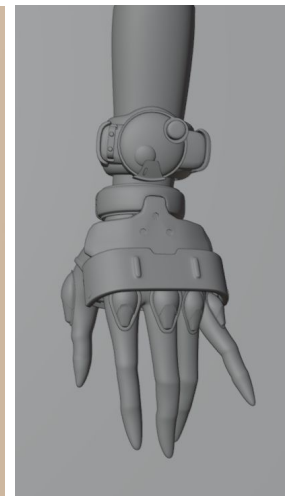
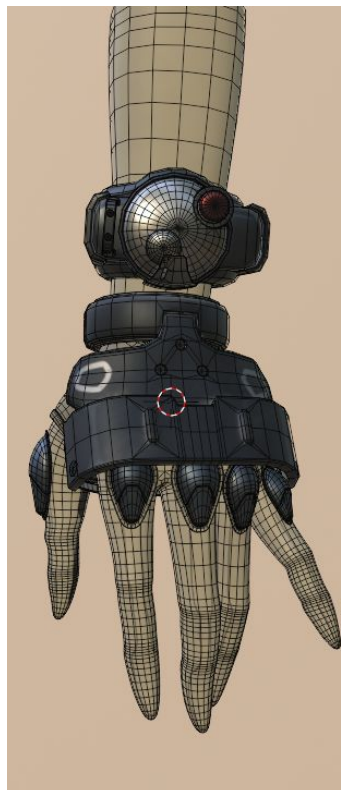
# Portfolio (3D Character Hand Model - 8 hours):



3D Final Version



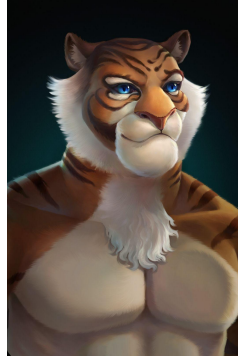
2D Design  
(Requirement)



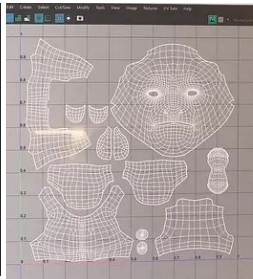
3D Process, UV, Retopo

Personal Project: 3D modeling and texturing according to the 2D design  
3D Modeling(Blender), Texturing, Rendering, Lighting  
2022

# Portfolio (3D Character Tiger | Stylized):



2D Design

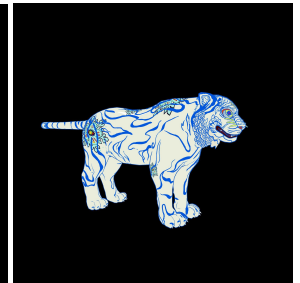
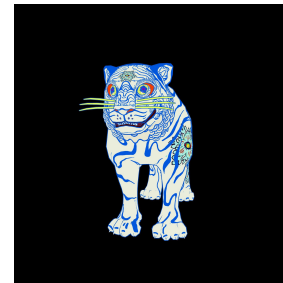


3D modeling and texturing based on the 2D Design

JHTEAM Co. (Freelance Projects)  
Create 3D Tiger Base Model and Texture  
2022/02



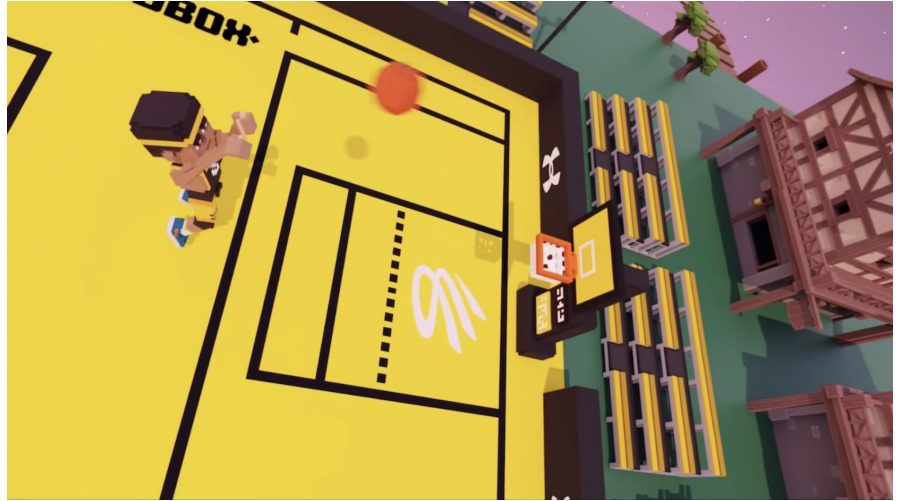
2D Design



3D modeling process and final version

JHTEAM Co. (Freelance Projects)  
Create 3D Stylized Tiger for the Artist's Design  
2021.01

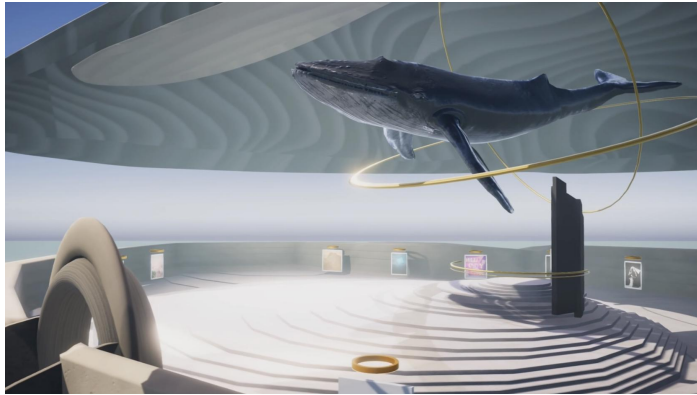
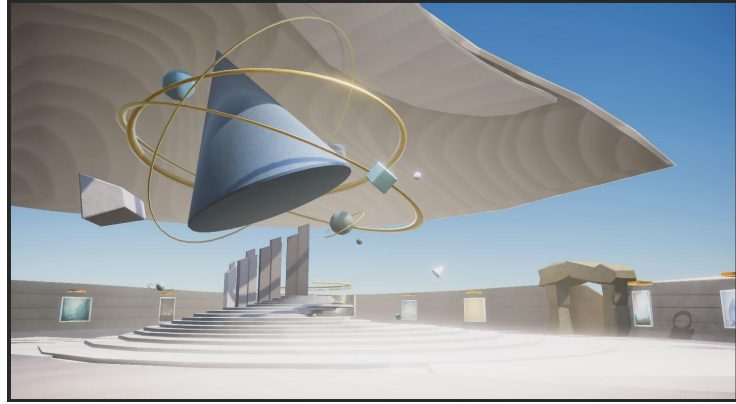
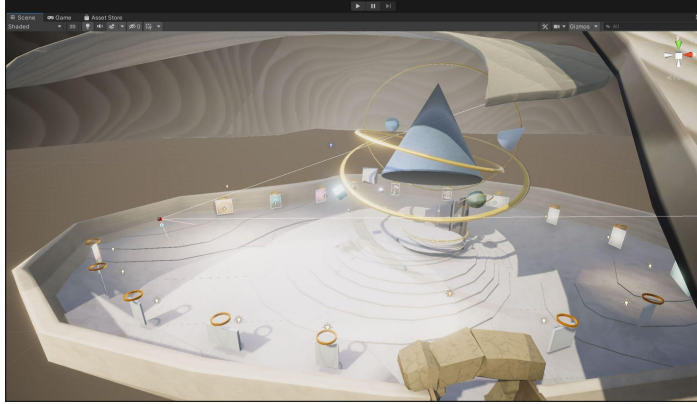
# Portfolio (3D Animation):



Animation Available: <https://2974.currybrand.com/curry/landing>

Chamonix Vision (Freelance Projects: Curry Flow 9 \* Under Armour: Own History 3 NFT)  
Produce Characters' Animations  
2021.12

# Portfolio (3D):



Chamonix Vision (Freelance Projects)  
Create 3D Interactive Gallery in Unity 3D  
2021.12

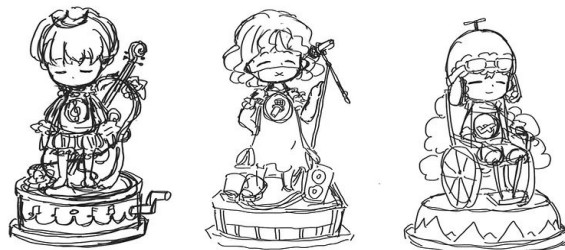
# Portfolio (3D Character):



502 Creative Studio (Freelance Projects)

Create 3D models, textures, lights and rendered images based on the 2D designs. | 2021.9-2021.10

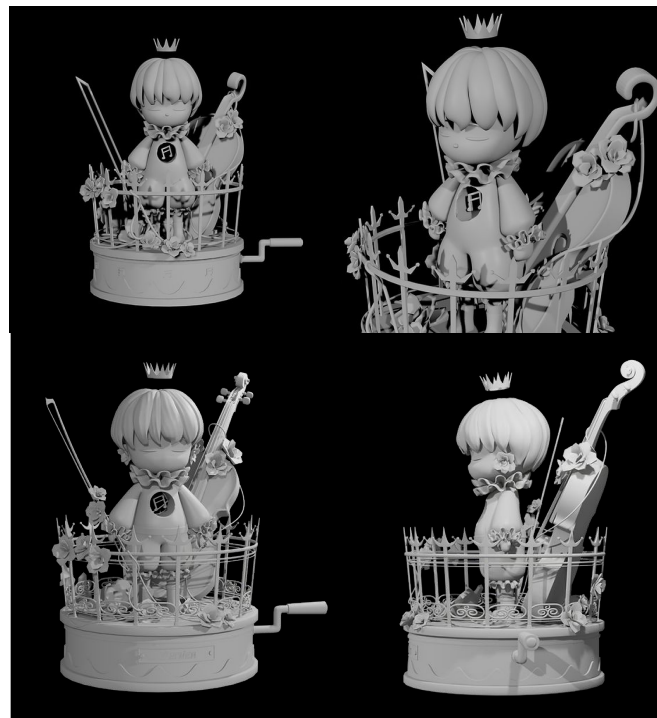
# Portfolio (3D Character Design):



2D Design



3D Final Version



1st version

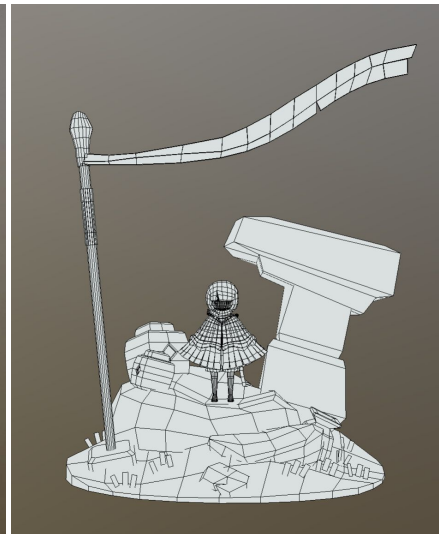
2nd version

Personal Projects (Game): 2D Designs & 3D Artworks  
2D Design, Modeling, Texturing, Rendering  
2022

# Portfolio (3D Character Design):



Character Designs For SKY



You can find more information about my 3D model in the link here

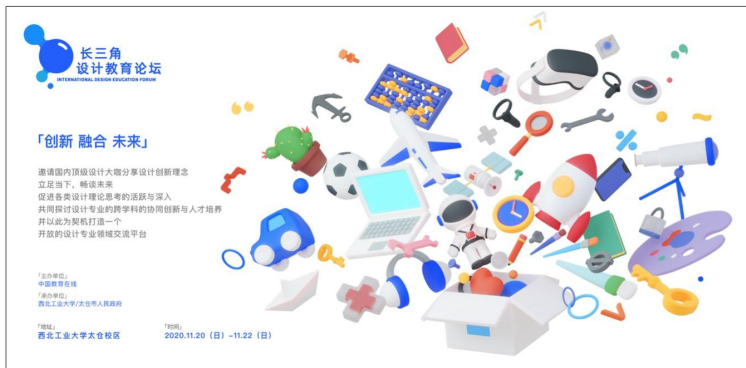
<https://sketchfab.com/3d-models/fan-art-and-design-sky-children-of-the-light-e8937c18be1743d7b19f5455909963c>

Personal Projects (Game): 2D Designs & 3D Artworks

More Details on the Website: <https://www.xueqinghu.com/>

2021

# Portfolio (Commercial 3D):



**NONE** NONE Studio (Freelance Projects)  
"International Design Education Forum " Project - KV image producer  
2020



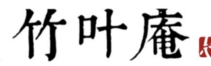
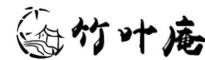
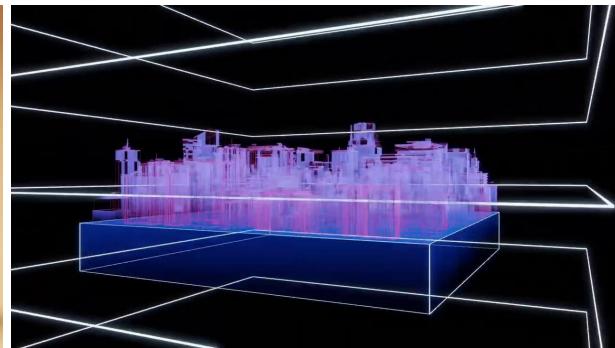
"Grey Matter Shanghai: David Goss & Einat Leader" Project - Derivative 3D artist  
2020



# Portfolio (AR & Commercial 3D):



# Portfolio (3D):



\* Environment Models & Textures & Simulation & Animation



502 Creative Studio  
Produce commercial artworks, logo design, short videos, and animations  
2020.9-2021.9

# Portfolio:

**“ART FOR POLAR”**  
Online Exhibition  
融化的极地  
线上艺术展览  
Polaris Initiative 2021  
ECO YOUNG POLARIS INITIATIVE (极地计划) 在2021年与来自哈佛教育学院、哈佛肯尼迪学院的学者共同发起“ART FOR POLAR”线上展览  
投稿截止日期  
2021年8月1日

**参与投稿方式**  
参与者可自选创作媒介(插画、音乐、影像等), 以“融化的极地”为主题进行创作。

本次展览为纯公益性质(报名免费), 创作者拥有作品版权, 创作者姓名将呈现在最终作品上。

**入选者将获得**  
ECO YOUNG POLARIS INITIATIVE项目证书  
来自哈佛教育学院、哈佛肯尼迪学院、纽约城市大学等学术机构的学者点评  
ART FOR POLAR线上艺术展, 将在哈佛教育学院、哈佛肯尼迪学院、哈佛“可持续发展”组织等平台联合展示

**活动官网**  
<https://www.ecocreator.info/>

“Art for Polar”  
Online Exhibition  
线上艺术展览  
Polaris Initiative 2021  
ECO YOUNG POLARIS INITIATIVE (极地计划) 在2021年与来自哈佛教育学院、哈佛肯尼迪学院的学者共同发起“ART FOR POLAR”线上展览  
投稿截止日期  
2021年8月1日

**POLARIS INITIATIVE 2021**

核心团队  
ECO YOUNG  
ECO YOUNG 的教育是由哈佛大学创立于2007年的非营利组织, 由哈佛大学新实验室野化, 致力于年轻人喜欢的方式, 传递“healthy, sustainable, creative”的理念, 帮助年轻人思考“负责任的人生必修课”。

插画由 Ryan Wang

面向全球环境保护问题, ECO YOUNG 与哈佛教育学院以及哈佛肯尼迪学院学者共同发起融化的极地的主题之下, 联合发起“POLARIS INITIATIVE”(极地计划)“ART FOR POLAR”线上展览。

**2021创作主题**  
“融化的极地”  
近日“世界最大冰川已融化分解”的消息, 让极地冰盖融化成为热点话题, 在过去10000年里, 北极发生极端火灾的次数是空前的, 从俄罗斯北冰洋地区到美国太平洋沿岸, 今年夏季美国正在经历有史以来最热夏天, 加剧了温室气体排放议题对基础设施、栖息地产生冲击造成了巨大灾难。

插画由 Ryan Wang

联合国环境署, 2020年的北极圈夏季野火创造了新的纪录纪录, 在北极圈夏天发生的野火已经超过了上一年的二倍化数量, 极地冰川和冰盖的融化是目前全球海平面上升的最大原因, IPCC 预计, 到2050年, 全球海平面上升将使多达10亿人流离失所。

**“POLARIS INITIATIVE” (极地计划)**

本次展览为纯公益性质, 不收取任何费用

**投稿内容**

- 姓名 / Name
- 邮箱 / Email
- 所在学校(组织) / School/Organization
- 一句话自我介绍 (One-sentence Self Intro)
- 发送作品至 [ecoyoung.art@gmail.com](mailto:ecoyoung.art@gmail.com) / Send Work to [ecoyoung.art@gmail.com](mailto:ecoyoung.art@gmail.com)

**作品要求**

- 请艺术创作者以“融化的极地”为主题创作并上传自己满意的作品(不超过三件)。
- 我们接受以下格式作品:  
视频作品以音乐作品视频时长在三分钟以内, 无上下字幕限制  
图片 | jpeg, png  
视频 | mp4, mov  
音频 | mp3, wav

征集截止时间: 2021年8月1日。  
请按照投稿内容要求将信息与作品发送至邮箱: [ecoyoung.art@gmail.com](mailto:ecoyoung.art@gmail.com)

插画作品 By Wang Wang

**投稿直通车**  
扫描下方二维码给我们  
即可报名参加

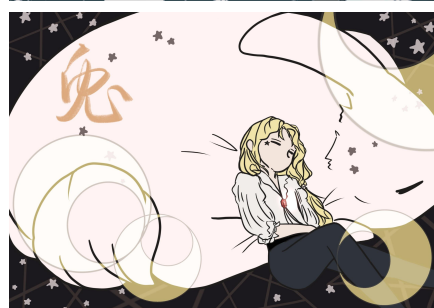
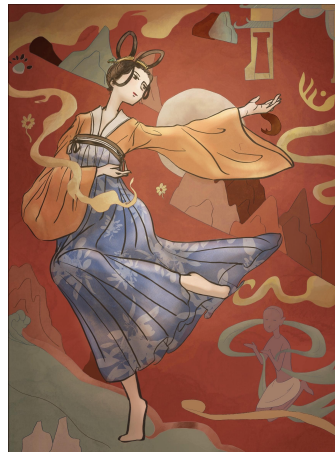
ECO YOUNG x Polaris Initiative

## Published Articles



Online Exhibition Website: <https://www.ecoyoung.org/exhibition>, <https://www.ecoyoung.art/>

# Portfolio (2D):



# Portfolio (2D):

