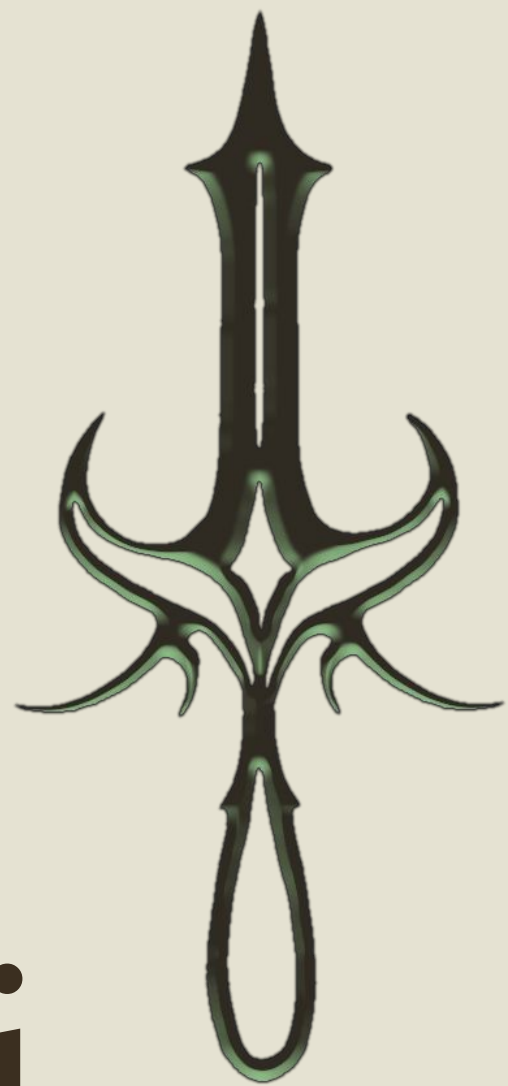


Adam Eli
Environment Artist



Hello!

About Me

I am a 3D Environment Artist based in Los Angeles, California. With nearly three years of professional experience in Architectural Visualization and a degree in Environment Art from Gnomon I have a keen eye for making breathtaking environments and a drive to constant learn and improve my skills.

Experience

WET Design

Principal Environment Artist

November 2023 – February 2026

Creating the Background Environment for all cinematics, using Rhino and Revit models and importing them into Unreal Engine to create a realistic background with PBR materials and lighting, then rendering with sequence and collaborating with compositors for seamless hand-offs.

Software Experience

- Unreal Engine- 6 years
- Maya- 6 years
- ZBrush-6 years
- Rhino-2 years
- Photoshop- 8 years
- Adobe Substance - 5 years
- Gaea- 3 years
- Houdini- 3 years
- Blender- 1 year

Projects



- Swampland
- WET Design
- Temple of doom

Swampland

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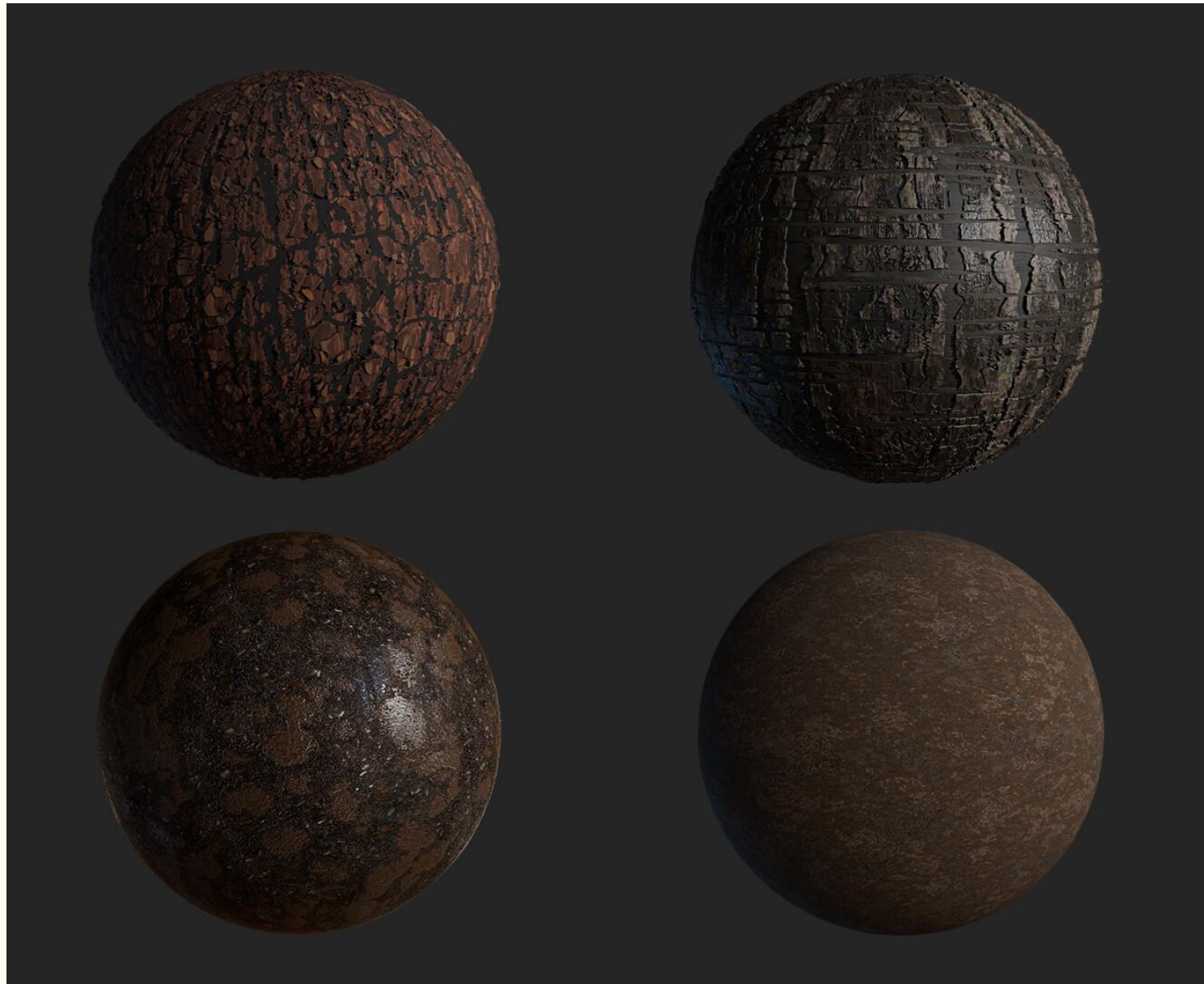


First Demo Reel Project from Gnomon School of VFX. This is based on a concept from the amazing artist GliuLian. I learned a lot about SpeedTree and Unreal 5 while making this project and it was a great experience learning and growing through the process of bringing this to life.

Swampland Materials

Material Creation

All of the main materials and fire burning decals
were made by me in Substance Designer



WET Design

I was the Principal Environment Artist at WET Design for nearly 3 years, unfortunately due to the nature of Architecture almost all of the projects I worked on are under NDA, but please reach out if you have any further questions or want to know more about my time at WET.



Cavern of Fate



My fifth and final demo reel project- Cavern of Fate. I completed this project within four weeks using my own concept. This project was fun to work on and develop- especially making the rocks in Houdini. This project taught me a lot about the Houdini to Unreal workflow and how to make a dynamic composition without a lot of different props

Cavern of fate

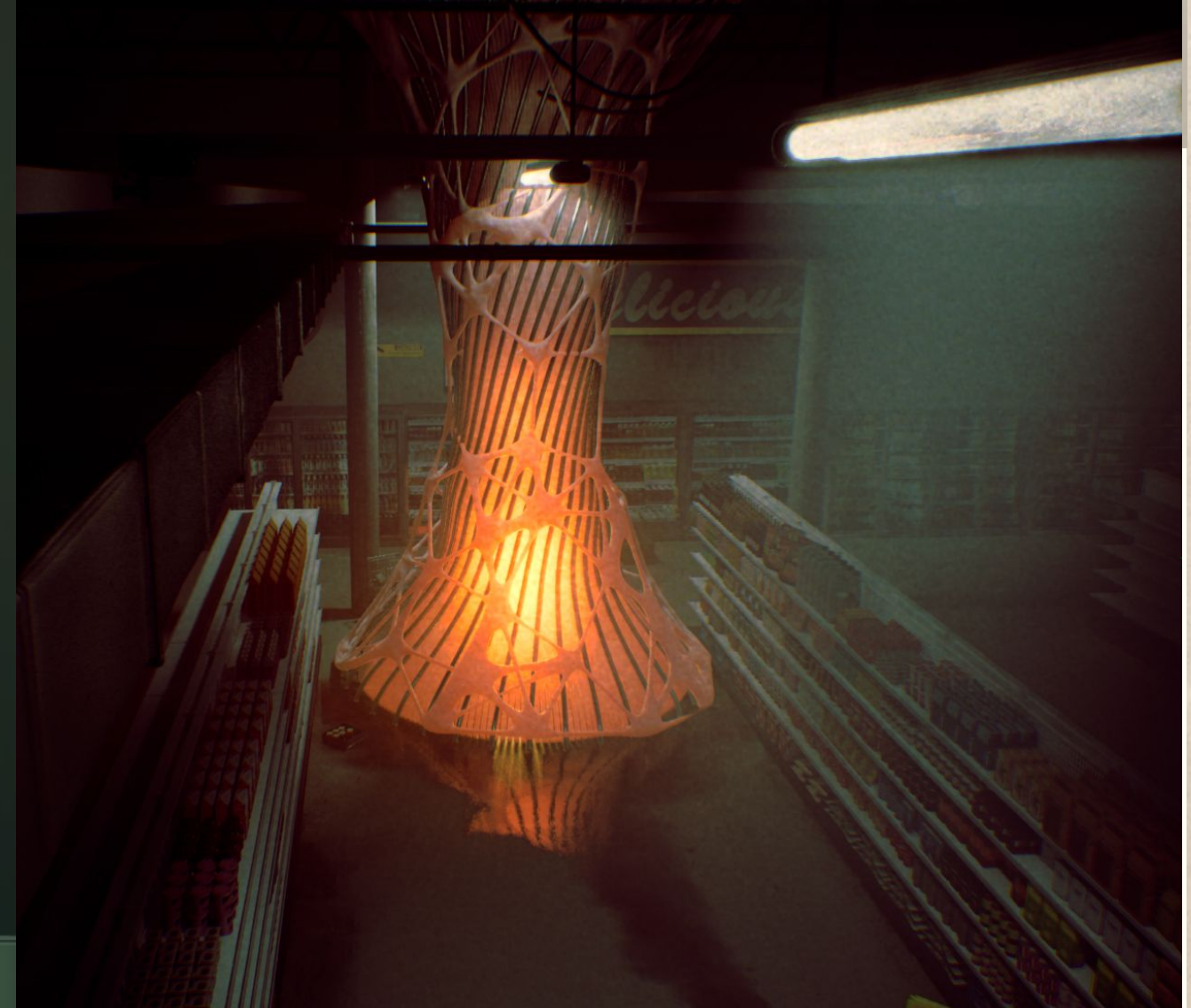
Model Creation

The hero assets of the project were all modeled in zbrush and textured in Substance Painter while the rocks that make up the cavern were all made and textured in Houdini using a non-destructive workflow to speed up the process.



Side Projects

It is important to me to continuously keep doing work that may not be relevant to my job just to keep my skills and fundamentals fresh



Reach Out!

Thank you for taking the time to view some of the work I've completed through my journey as an environment artist. If you want to see more it can be found on my website:

<https://adame.li.art/>

Feel free to reach out to me via Email or phone:

Adame.liart@gmail.com

1(310)9624021

I look forward to hearing back from you!

Adam Eli

