



Elena Tagliabracci

3D Artist - Concept Artist



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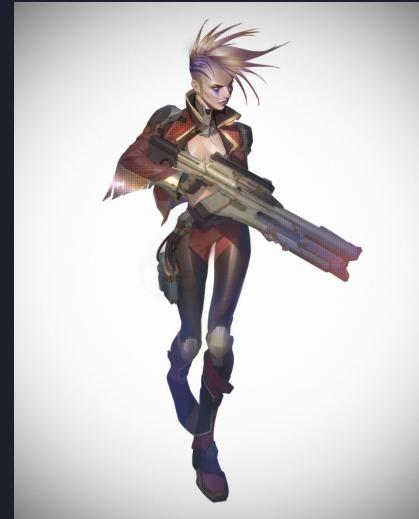
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Stylised Cyberpunk Girl

This is my first personal project after finishing school. This was an incredibly challenging work that took me several months to complete, but I wanted to be able to achieve the best I could do..

I found the concept on Artstation.



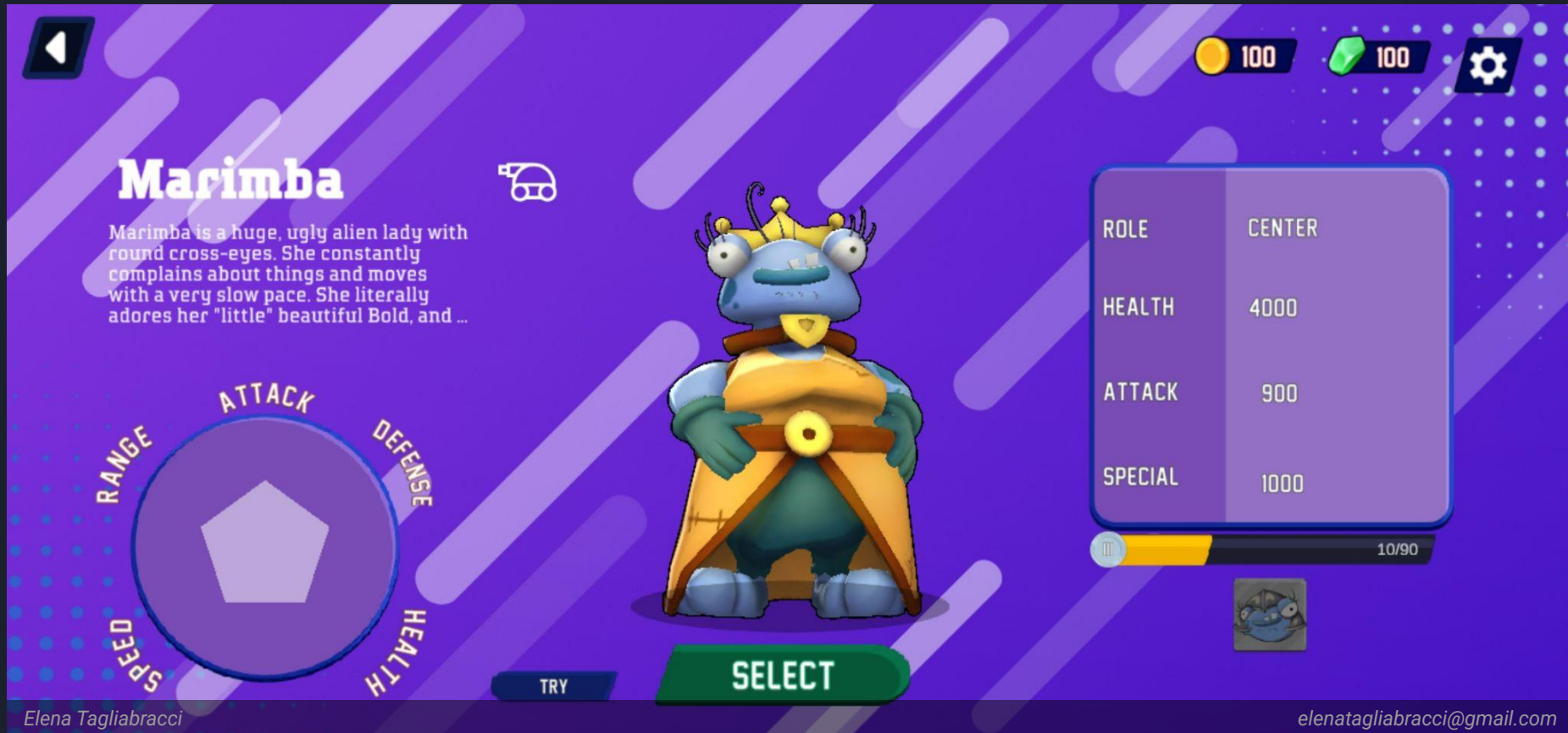


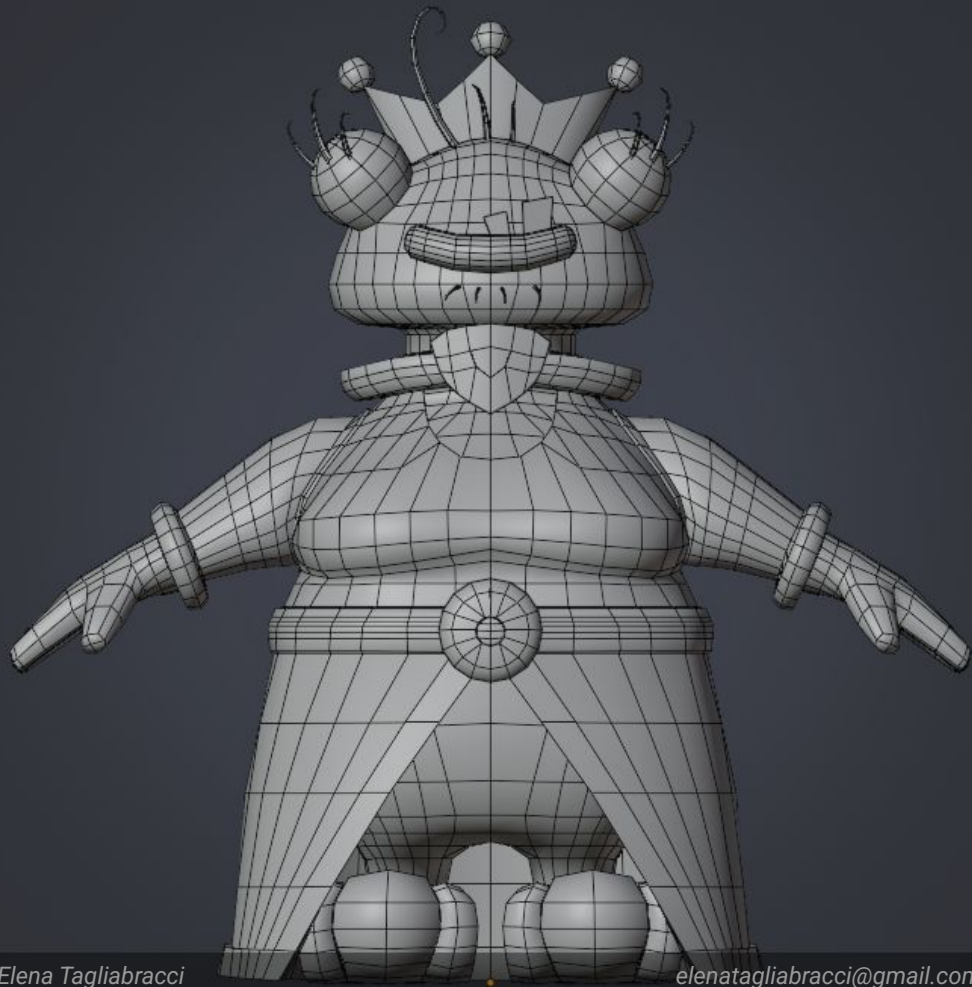
Here you can find the body I did for this project before the posing it, together with the base body I sculpted for this character.



Basket Party Mobile Game

Here are all the assets I made for Basket Party, a 3v3 mobile game where you need to score more points than the opposite team and shoot the opponents.



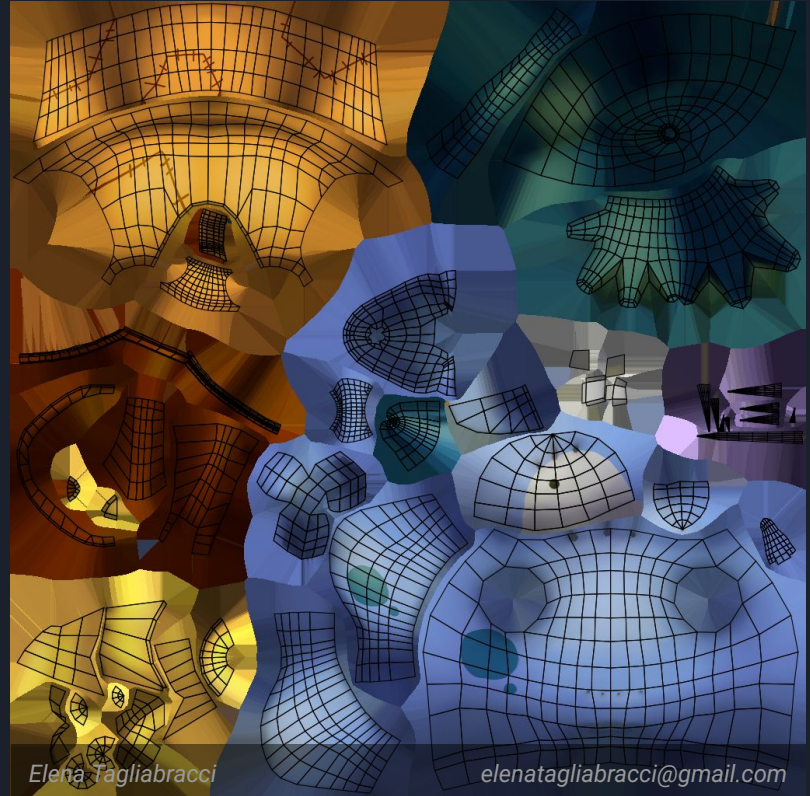


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This is one of the characters I made for Basket Party, they all have less than 5k polygons, some even less. The meshes are divided based on the Animation team needs.

Here is the UV Map for this asset. All characters only use a BaseColor Map, therefore the textures are handpainted.



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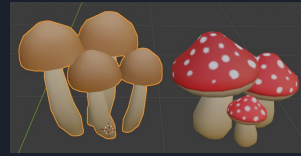
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This is one of the maps I made that you can play in. I made assets for three different maps, but two of them have not been released yet.





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Cyberpunk Rifle

For my latest hard-surface project I wanted to explore more the world of guns and rifles. I was inspired from my latest sculpt (the cyberpunk girl) so I decided to create something in the same line.

I really like this concept for the variety and the uniqueness of the shapes and I think that overall is really well made. I learned a lot during the creation of this model, especially about the best pipeline to use to reach the final result. In the end, after getting feedback on it, I decided to be as true as possible to the concept.



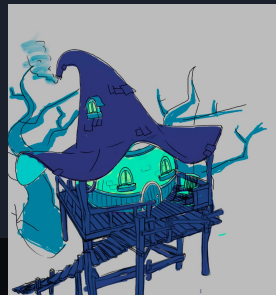
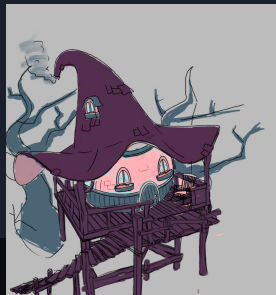
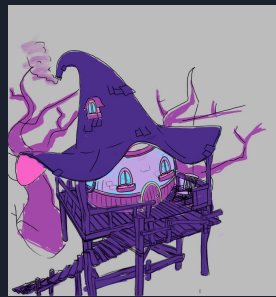
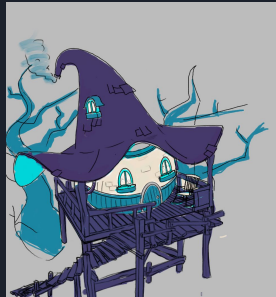
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Whimsical Cottage

This is a freelance project I worked on at the end of 2024 for the game 'Herdles'. I created both the concept for it and then the 3D model. The concept of the game is a mix of Spyro meets The Legend of Zelda: Breath of the Wild.





Whimsical Cottage

I made a couple iterations of the idea and agreed with my art director with this final design. I did a couple of tests with values and then proceeded with the colors and kept adjusting them throughout the process.

The cottage needed to be friendly looking enough, but still looking old. I kept the shapes pretty round with just a couple sharp corners to maintain the friendliness. For the colors I wanted something that felt magical, so i tried different iterations and explored a bit of a different mood. The first scene where you see is very stormy and a bit scary so i felt it was interesting exploring that a bit too. The witch inhabiting it is very friendly and has a granny vibe, but it's also very powerful. I tried to give this kind of impression through the house as well.

Concept art test



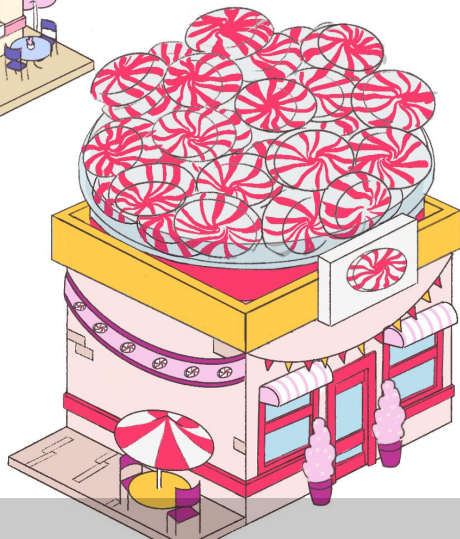
Concept 1

Nel primo concept ho cercato di rappresentare lo zucchero filato come si vede a volte su Internet a forma di fiore e con colori vari.

Questo concept è un po' più dettagliato degli altri, però i dettagli si possono sempre rimuovere.

Concept 2

Questo è forse quello più semplice ma allo stesso tempo quello che io immagino possa essere molto più facilmente utilizzabile nel concept del mondo. Il livello di dettagli è appropriato per la visuale e i colori rappresentano molto bene il concept. Anche questo ha dello zucchero filato ma rappresentato diversamente e forse più facile da interpretare.



Concept 3

In quest'ultimo concept ho voluto fare qualcosa di diverso e utilizzare queste caramelle molto famose anche in America. I colori sono molto accesi e saturi e può risultare un po' più impegnativo per l'occhio, per questo anche non è stata la mia scelta finale.

This is part of a concept art test I did for an Italian studio.

I was asked to come up with a building that could fit in a mobile game where you progress and unlock different structures. The level theme was candy and I was given a further prompt into what was gonna be in the world.

Cyber-Pirate LeBlanc

League of Legend fanart skin concept of one of my favourite character.



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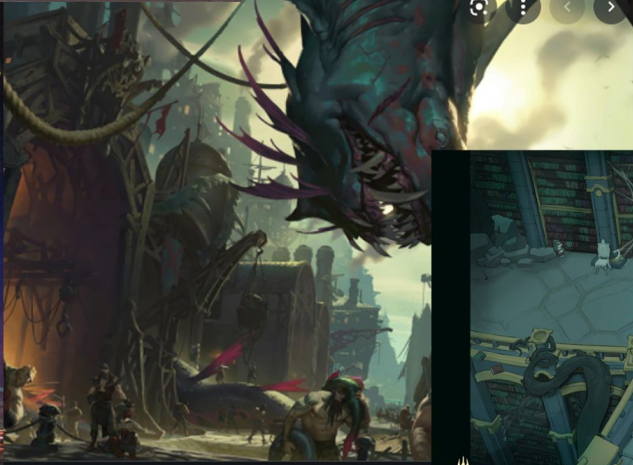


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The prompt our professor gave us for the concept was to make a skin that would make sense in a cyberpunk world, in addition we could freely choose another category to add to our character prompt. I decided I wanted to integrate some pirate aspect to it.



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This is the mood board I used for this concept. The prompt was Cyberpunk with some accent of pirate. I also wanted to follow the graphic style of Riot's Artists. This was my final assignment for my Concept Art class at Vigamus Academy in Rome. I enjoy so much being able to have creative freedom and let my mind run. Finally, I am extremely pleased with my results as I worked really hard.



Skills and competences

Programs:

- Blender
- Substance Painter
- Zbrush
- Quixel Mixer
- Photoshop
- Procreate
- Unity
- Unreal Engine
- Spline
- Character Creator

Professional skills:

- Modeling
- Sculpting
- Texturing
- Rigging
- Animating
- Compositing
- Rendering
- Concept Art
- Illustrating
- Painting

Soft Skills:

- Good communication
- Very versatile
- Team player
- Good at problem solving
- Can work under stressful situations
- Open minded
- Open to criticism
- Can take directions

Contacts

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