CHRIS SCHOLZ
3D ARTIST

Hi my name is Chris and I am a young 3D Artist from Berlin. After being a cook for seven years I am proud of having found my way into the new business.

Modeling and texturing of different 3D models for example si-fi spaceships, racer, fantasy models for pc and mobile are some of my strengths.

Software:

- Maya
- 3ds Max
- Photoshop CS5
- Mudbox
- xNormal
- Marmoset 3D Engine
- Unity
- UDK

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Base Lurker
5 ⚡ 5 ✖ 8 ➕
↩ : discard random
📇 from Hand

Shadow Swarm
3 ⚡ 2 ✖ 3 ➕
▶ for other *Crafts*
with 0-3 ✖ +1 ✖

Energy Siphon
1 ⚡ 1 ✖ 1 ➕
↩ : +1 ✖ and +1 ➕

mobile

EXPULSION