

Fantasy Haven Assets

Portfolio 2023

About me

Hello, my name is Ronja Dill and I am a 3D designer.

My passion for the 3D world started Anno 2016 with a program called Blender. Fascinated by the endless possibilities that 3D development offered me, I quickly learned about the many areas and facets of working with 3D models.

My enthusiasm for it was so great that I started a distance learning program with AutoDesk's Maya in 2018 and successfully graduated in 2020 with the title "Certified 3D Designer".

In the following years, I took many different courses to consolidate and further expand my knowledge. Always driven by curiosity and fun at work, I have now made it my goal to create 3D assets for you to make your own world come true.



2023



Stylized horror character „Wirehead“

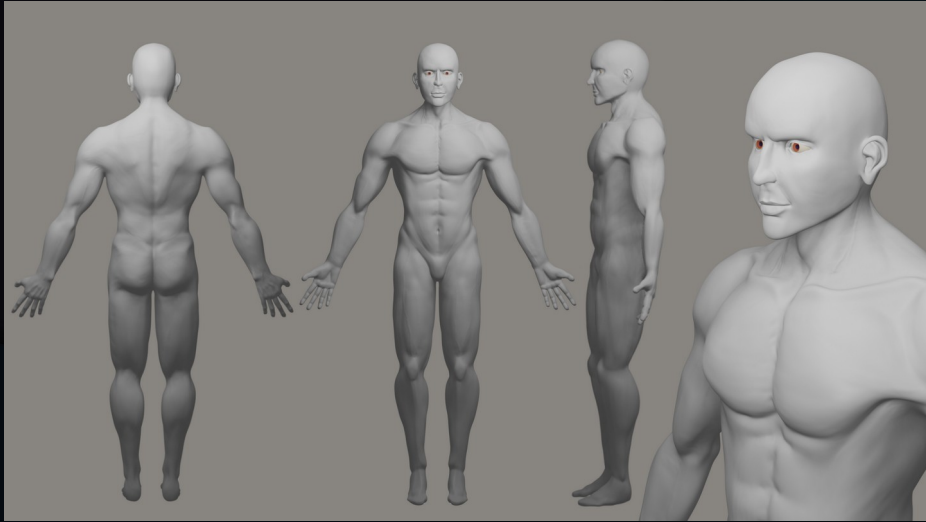


2022



Result of my Udemmy course
„Create realistic character in Blender“

2022



High poly sculpt base mesh for a male human



First look at a new package „LOW POLY – Alien Environment 06“

2022



Fourth package from my series „Alien Environment“ with glowing plants

2021



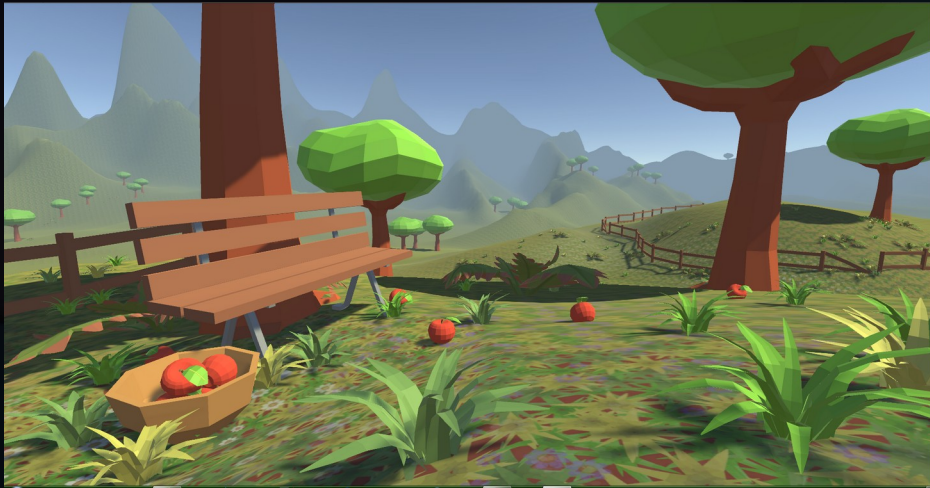
Asset package LOW POLY - Dungeon small
for Unity3D

2021



Photo-realistic render in Blender

2021

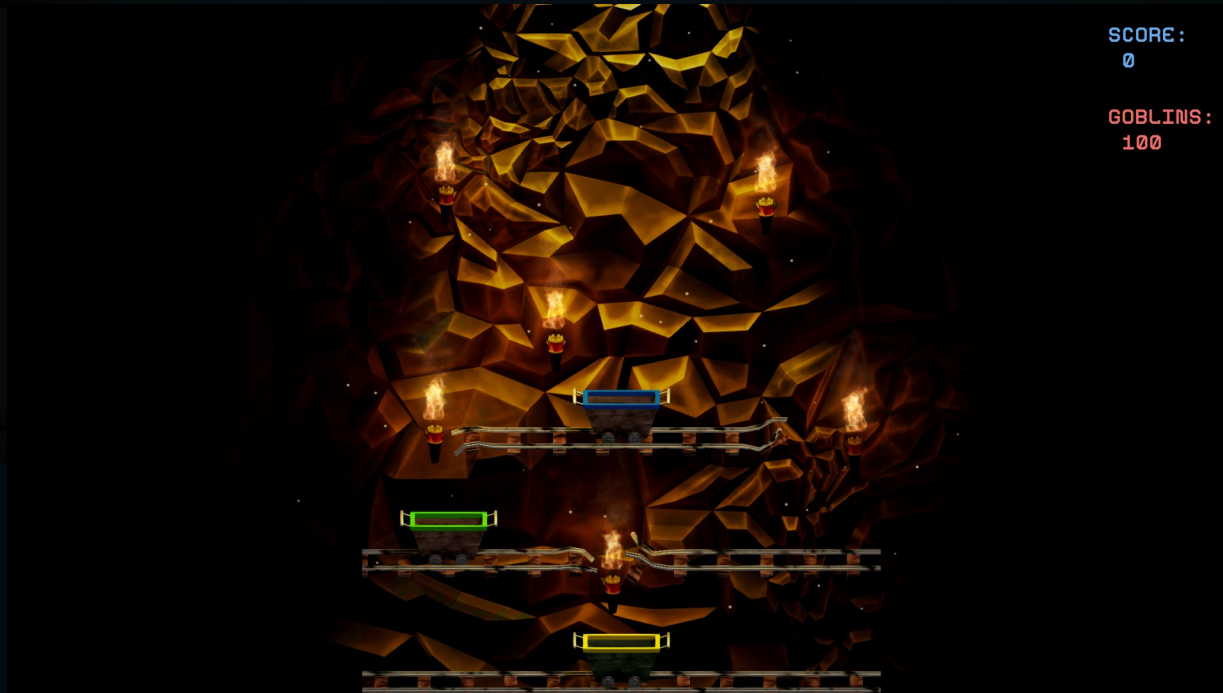


Asset package „Apple Garden“ for Unity3D



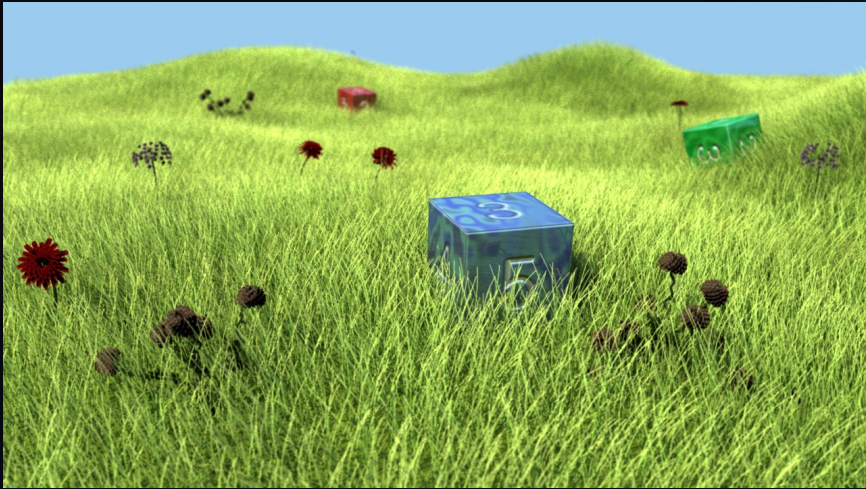
Dragon interior for dungeon-set

2020

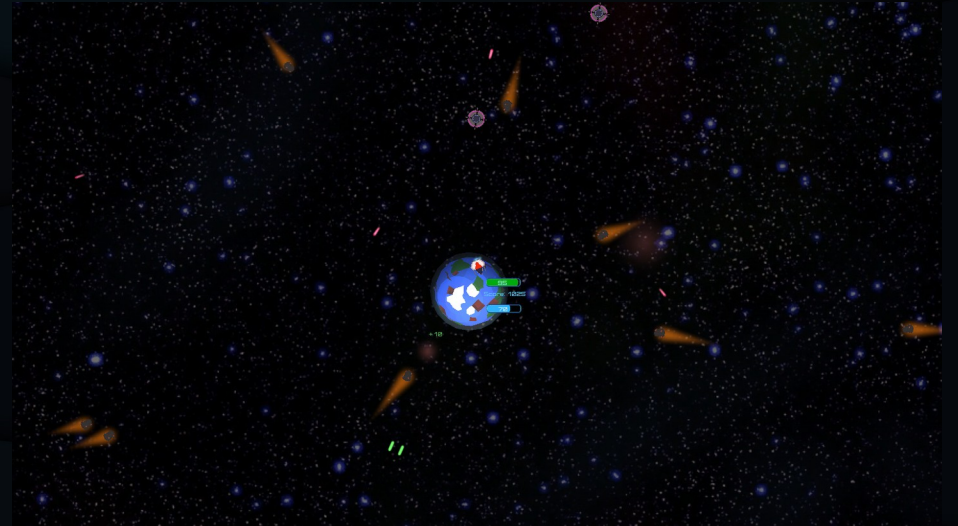


Mine Gem Collector (PC game)

2020

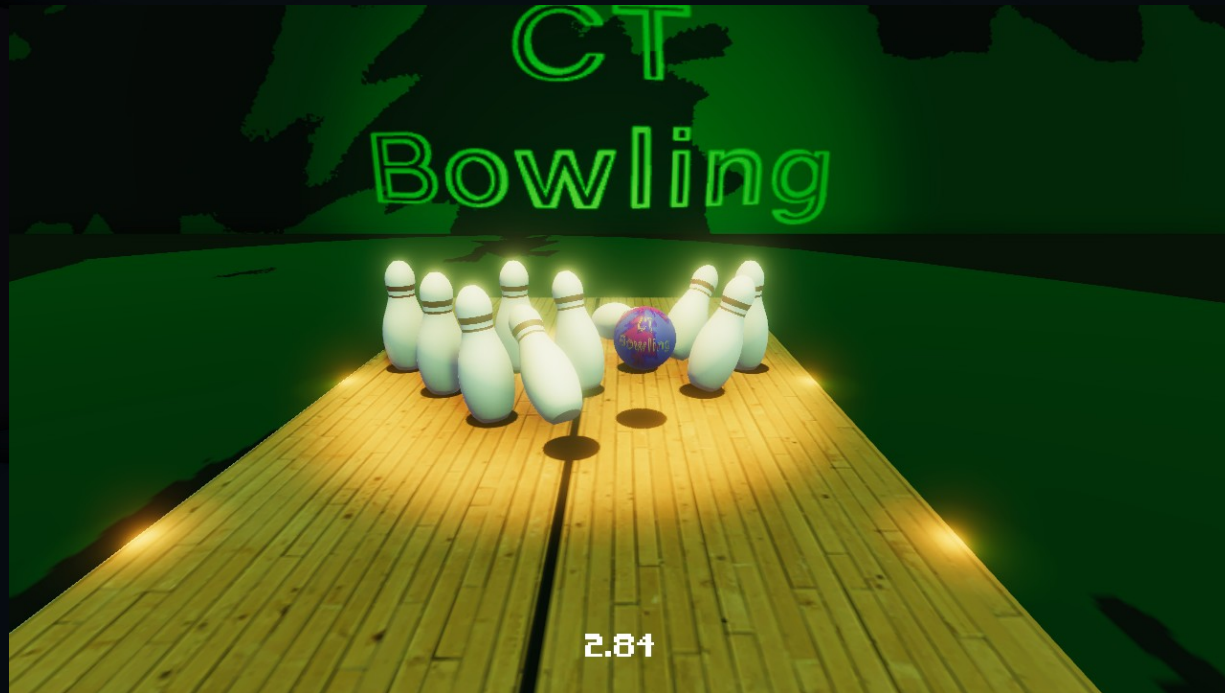


Final project for AutoDesk Maya's "Certified 3D Designer" course



Space Shooter (PC game)

2019 and earlier



CT-Bowling (PC game)

2019 and earlier



Particle effect render for AutoDesk Maya's
"Certified 3D Designer" course



Christmas-Cat render