

The aim of this project was to depict a mythological/legendary figure in a novel way, subverting the common depictions of the character. As my dissertation was based on monstrous women in myth and fiction, I chose Medusa as my subject.

I intended to portray Medusa not as grotesque, but instead determined and fierce, showing her as the hero of her story.

Software used: Zbrush, Maya, Substance Painter, Unreal Engine 4. Final scene is 75k tris.





MEDUSA Genna Soverna - Character Artist





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Close-ups:



PERSEUS HEAD Genna Soverna - Character Artist



PERSEUS HARPE Genna Soverna - Character Artist

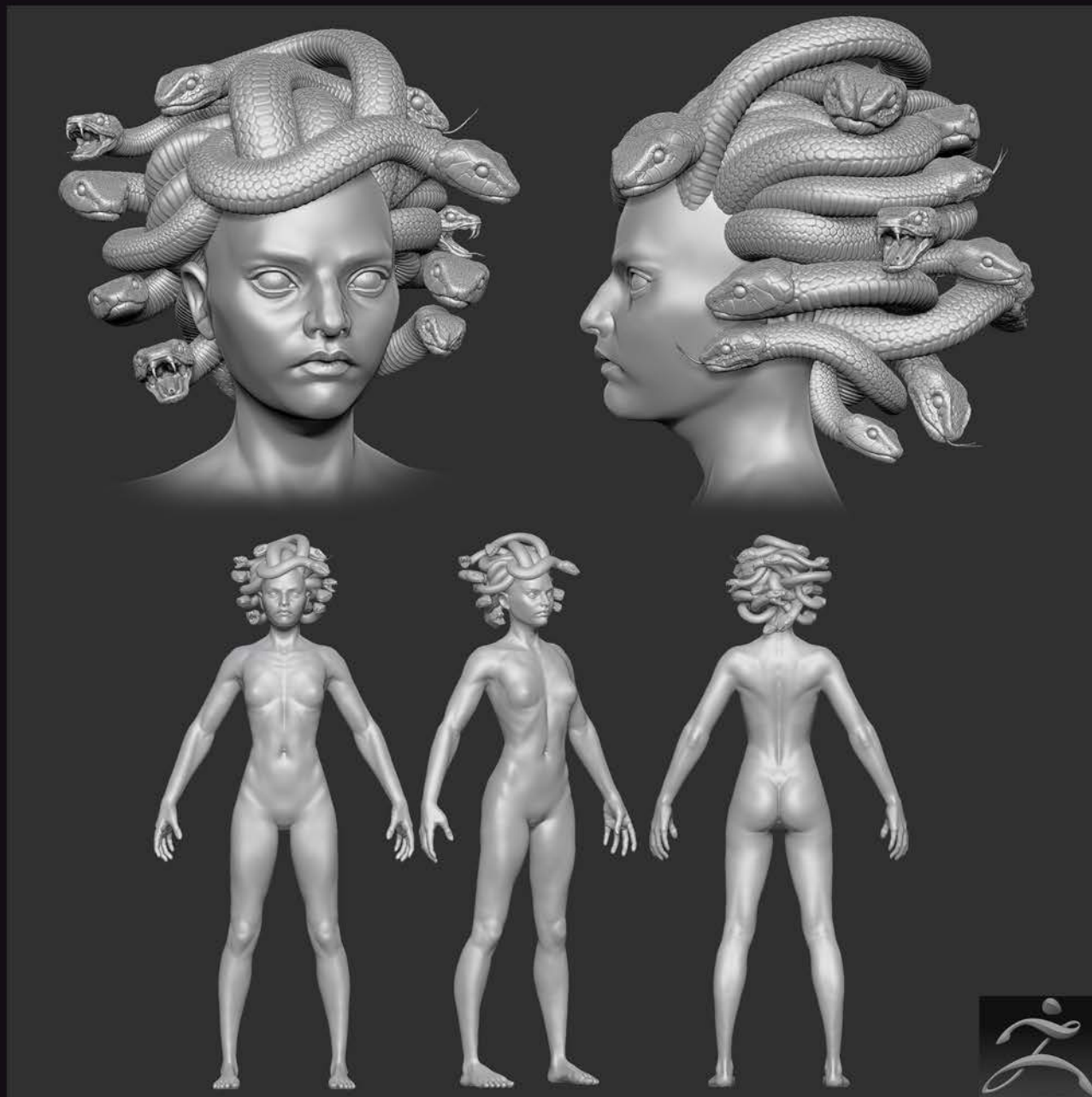




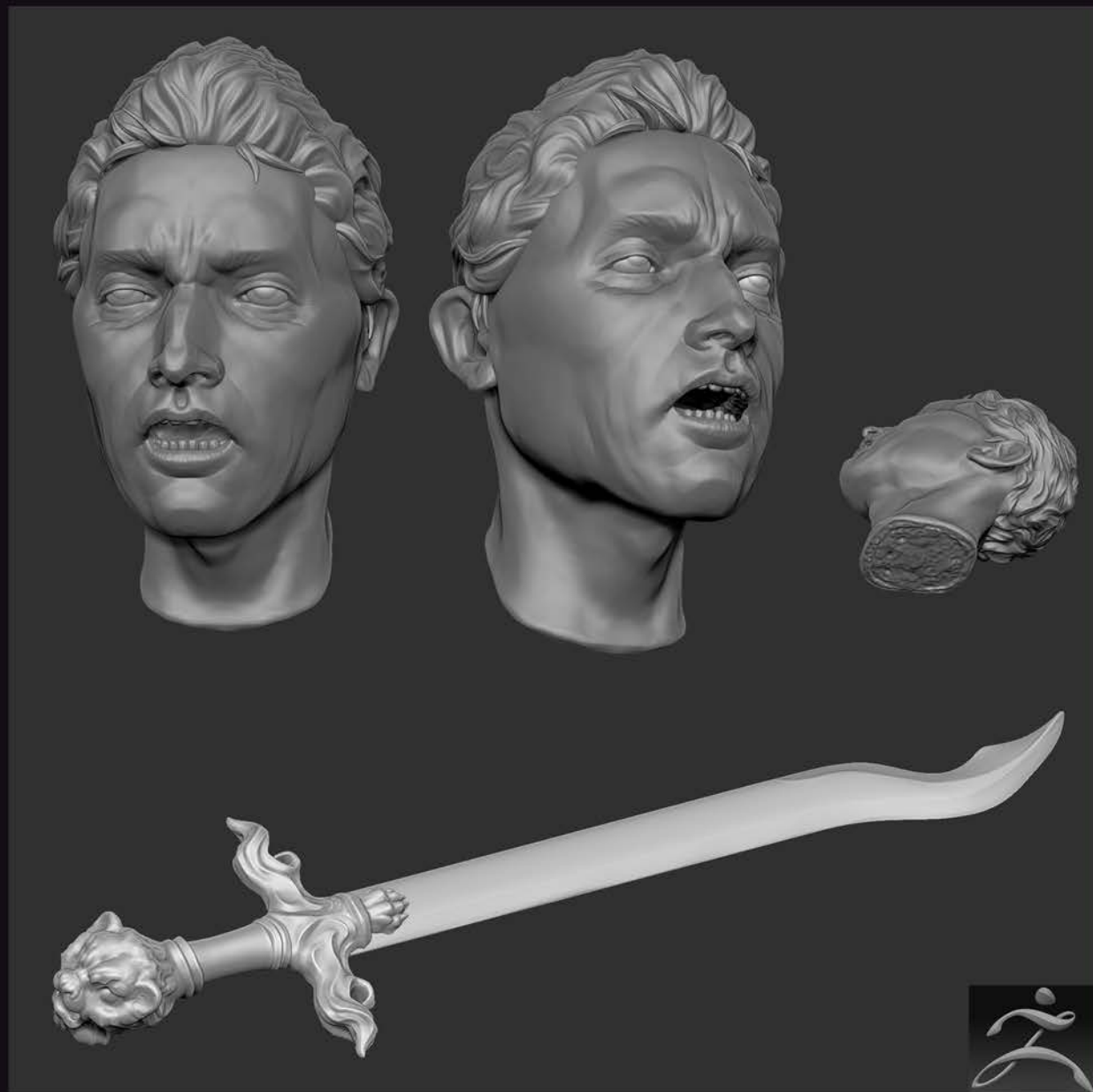
MEDUSA Genna Soverna - Character Artist



High poly (Medusa)

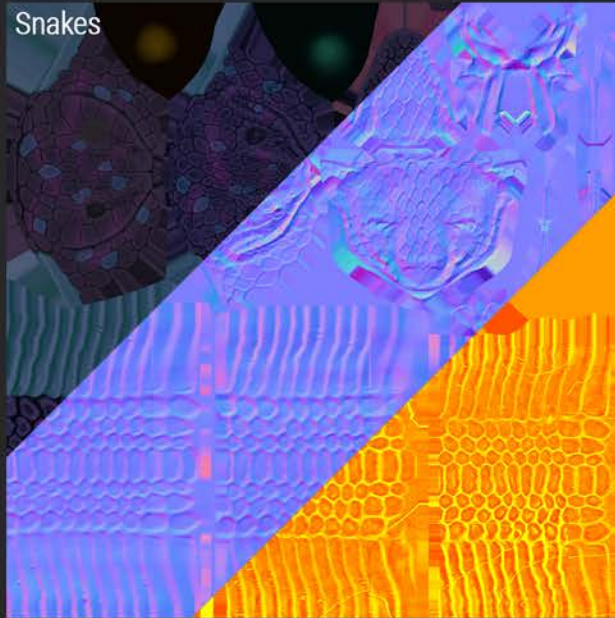


High poly (Dress, Perseus head, Harpe sword)

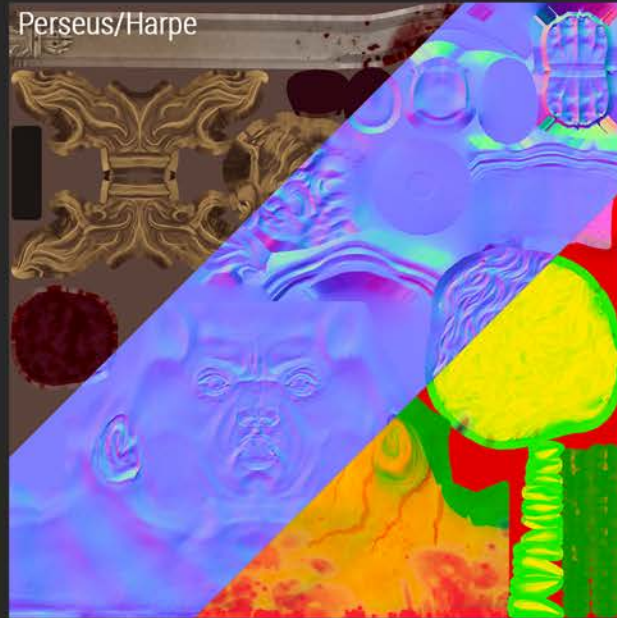


Texture maps (2048x2048)

Snakes



Perseus/Harpe



Medusa Body



Medusa Clothing

