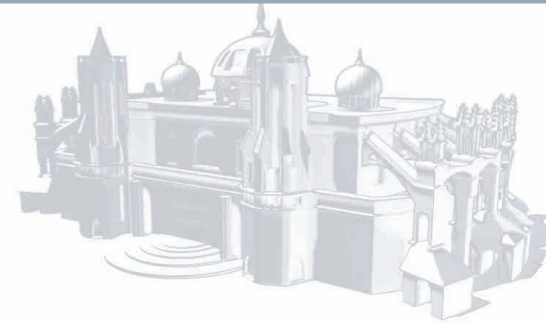




U. Seann McLafferty
Environment Artist

urbanesmala@comcast.net
619.944.6180
San Diego, CA



In Game Screenshots:
Level created in UnrealEd. Static Meshes created in Maya. Textures created in Photoshop. Texture size is 512 x 512 or smaller and all tile seamlessly.

Breakdown List:
I created everything.

Level is based on the location "White Columns" in the novel Snow Crash by Neal Stephenson

