



U. Seann McLafferty
Environment Artist

urbanesmala@comcast.net
619.944.6180
San Diego, CA



In Game Screenshots:
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
sans the skybox texture.

Level is based on
public fallout
shelter concept
art made by the
Federal Civil Defense
Administration
during the 1950s.

