

# **Cynthia Hendrix**

3D Multimedia Specialist Portfolio

(850) 748-2284

7408 Colshire Dr, Apt 4  
McLean, VA 22102

[cynthia.hendrix@gdit.com](mailto:cynthia.hendrix@gdit.com)  
[cynwaller@gmail.com](mailto:cynwaller@gmail.com)

## UQN-10 ECHOSIM Signal Simulator

**Software:** 3DS Max, Adobe Substance 3D Painter, Adobe Animate, Adobe Photoshop

**Responsibilities:** Modeling, UV Mapping, HDRI Lighting, Textures, Arnold Materials, and Arnold Rendering

*Open View*



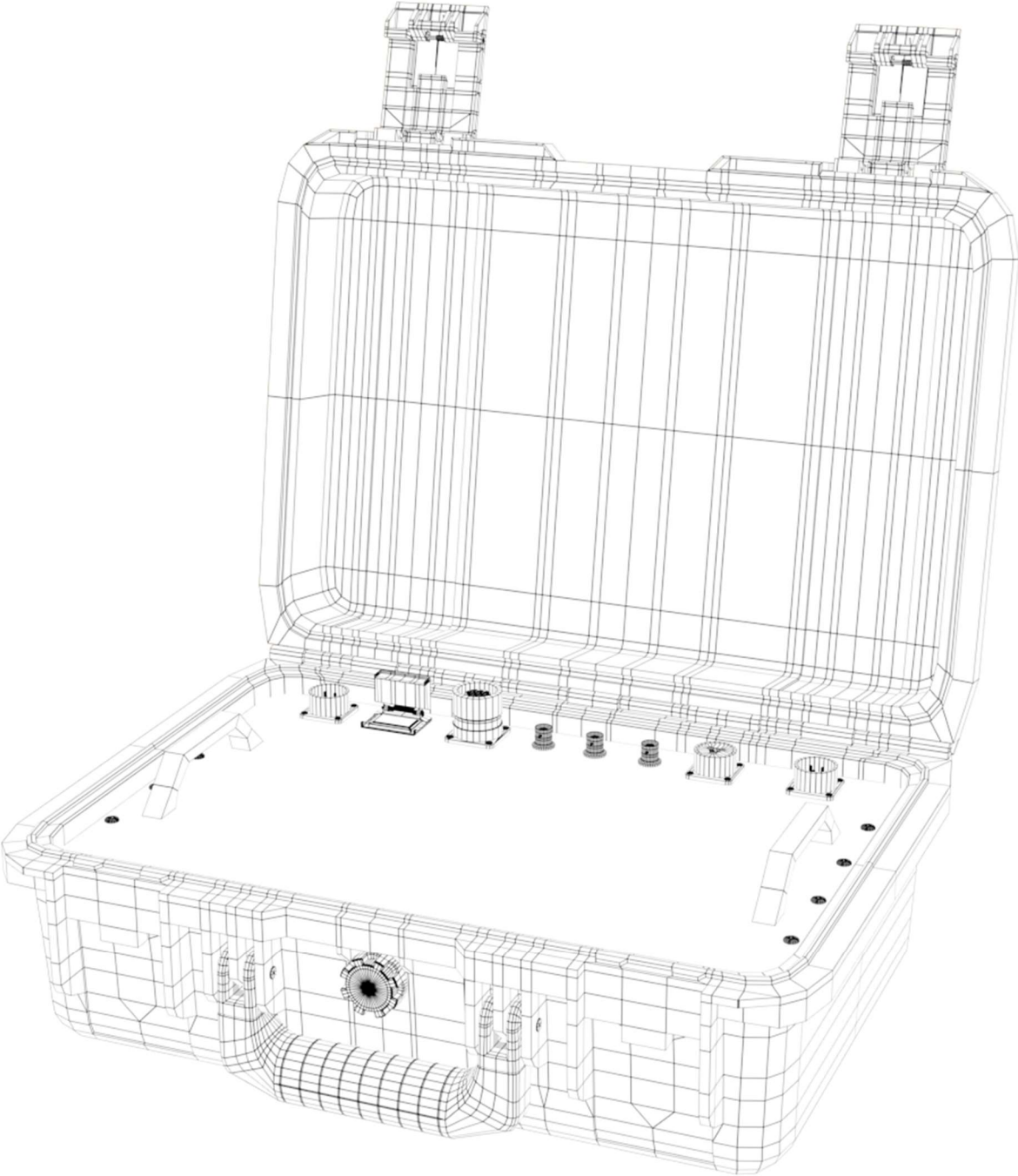
© General Dynamics Information Technology  
© United States Navy

Cynthia Hendrix

(850)748-2284

[cynthia.hendrix@gdit.com](mailto:cynthia.hendrix@gdit.com)

*Open Wireframe View*

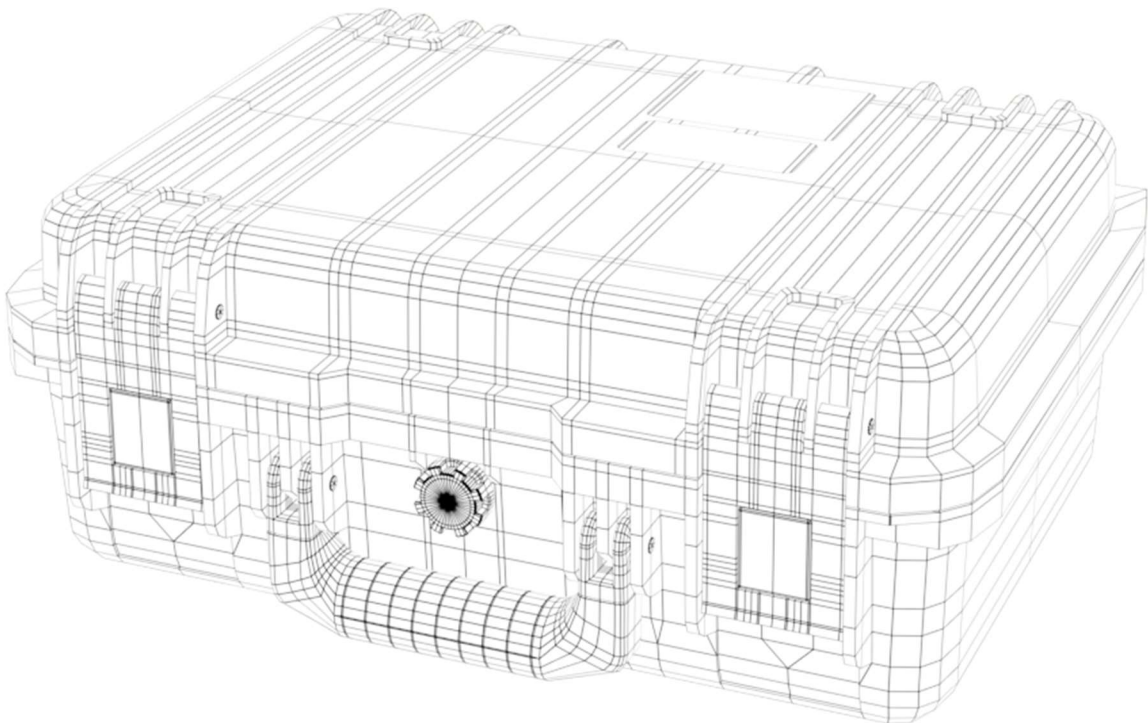


© General Dynamics Information Technology  
© United States Navy

*Closed View*

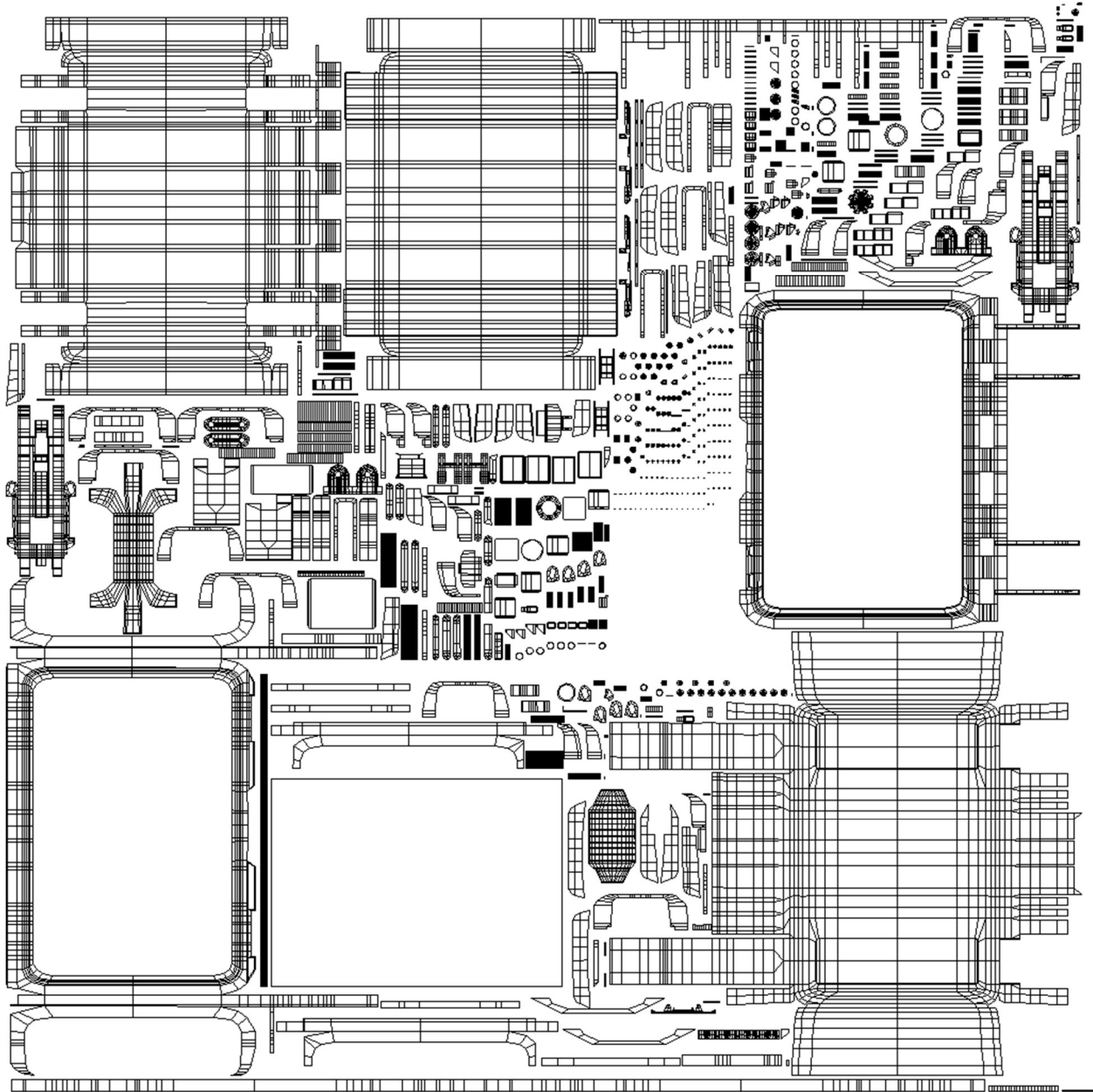


*Closed Wireframe View*



© General Dynamics Information Technology  
© United States Navy

*UV Mapping*



© General Dynamics Information Technology  
© United States Navy

*Texture Maps*



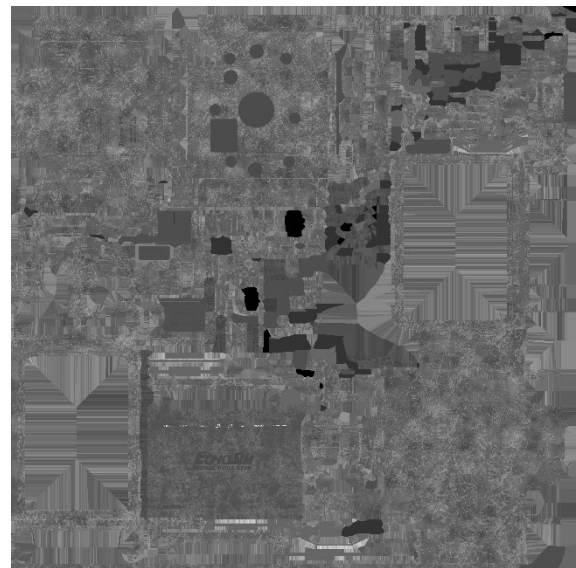
Color/Diffuse Map



Metallic Map



Normal Map



Roughness Map

© General Dynamics Information Technology  
© United States Navy

Cynthia Hendrix

(850)748-2284

[cynthia.hendrix@gdit.com](mailto:cynthia.hendrix@gdit.com)

# Consew 206RB-5 Industrial Sewing Machine

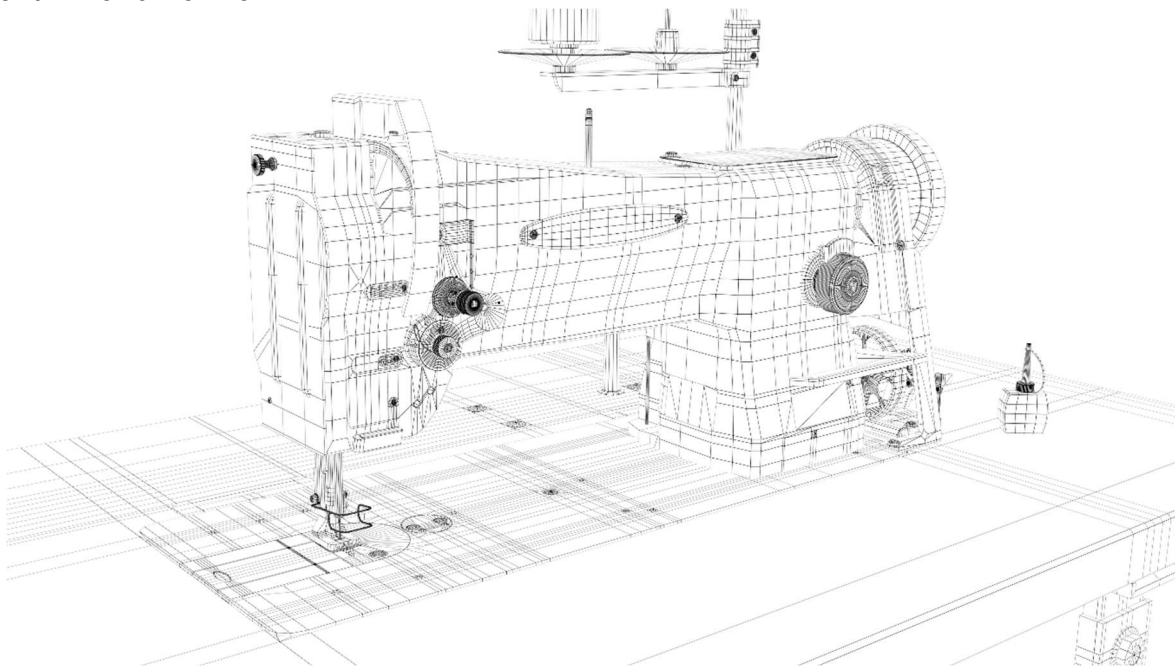
**Software:** 3DS Max, Adobe Photoshop, Adobe Animate

**Responsibilities:** Modeling, UV Mapping, HDRI Lighting, Textures, Arnold Materials, and Arnold Rendering

*Front View*

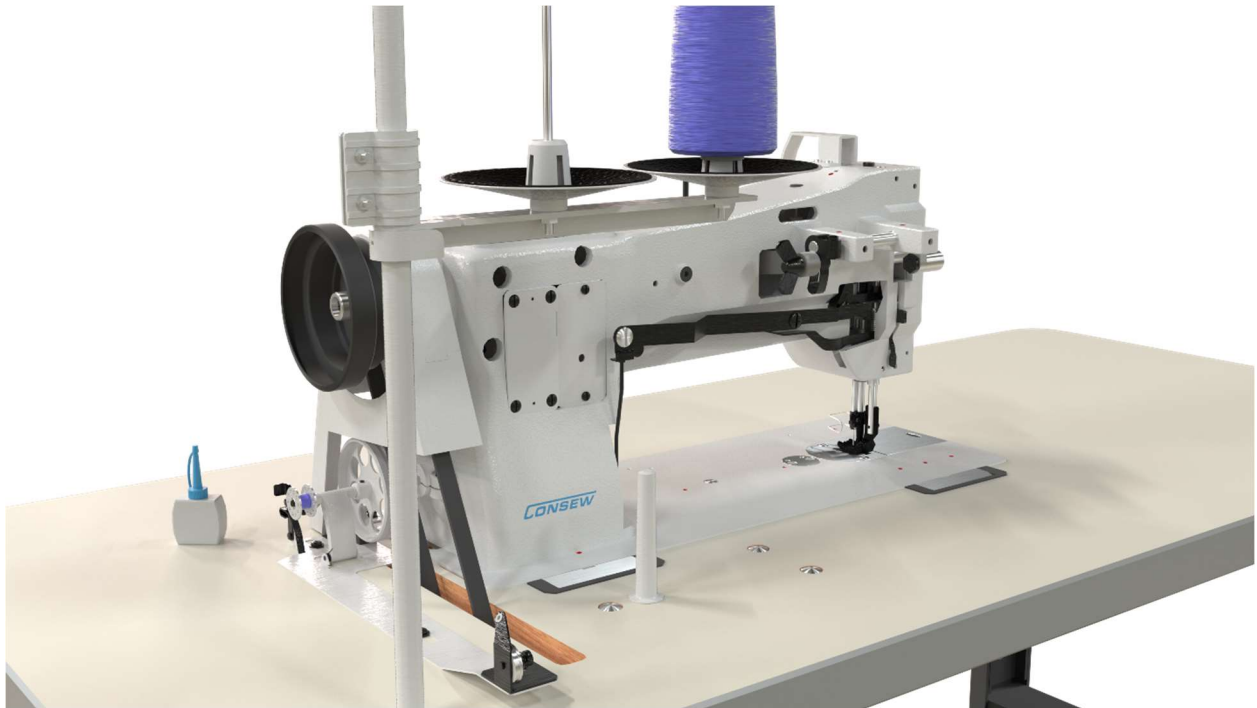


*Front Wireframe View*

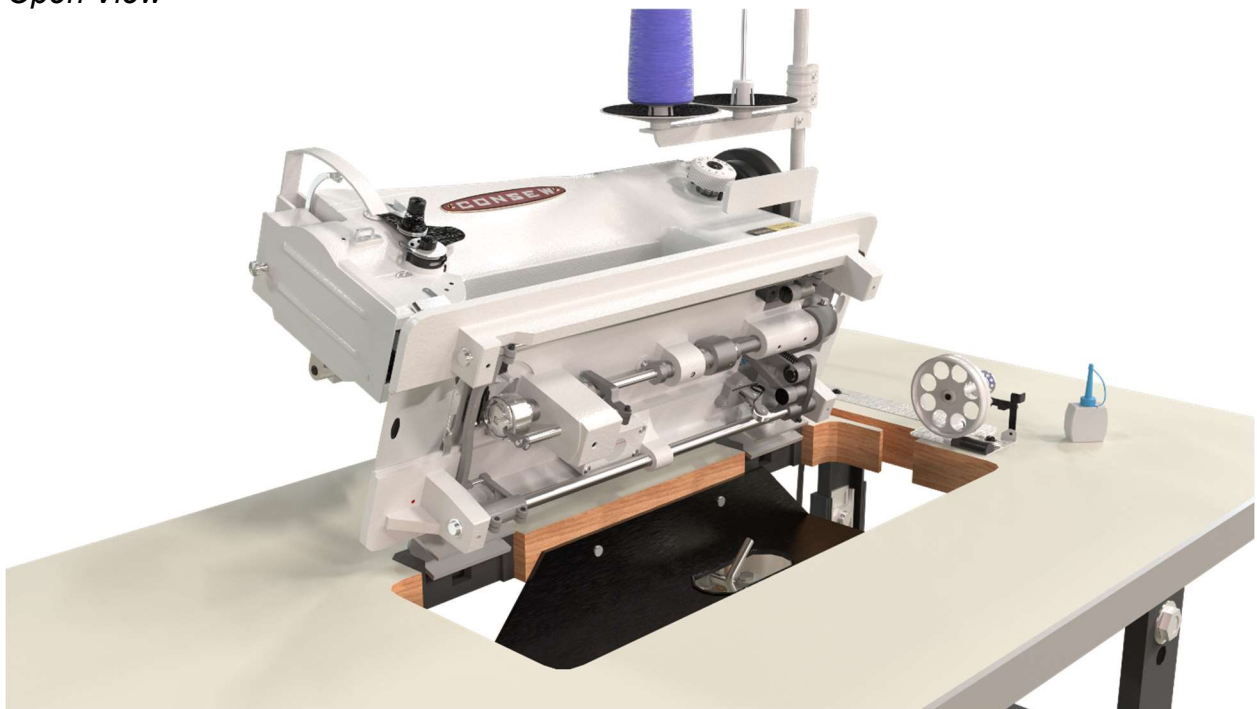


© General Dynamics Information Technology  
© United States Navy

*Back View*



*Open View*



© General Dynamics Information Technology  
© United States Navy



*Full View*



© General Dynamics Information Technology  
© United States Navy

Cynthia Hendrix

(850)748-2284

[cynthia.hendrix@gdit.com](mailto:cynthia.hendrix@gdit.com)

## Navy LifeSkills Characters

**Software:** 3DS Max, Di-O-Matic Facial Studio, Adobe Mixamo, Adobe Photoshop

**Responsibilities:** Character Design, Modeling, UV Mapping, Rigging, Skinning, Material, Textures, and Mental Ray Rendering



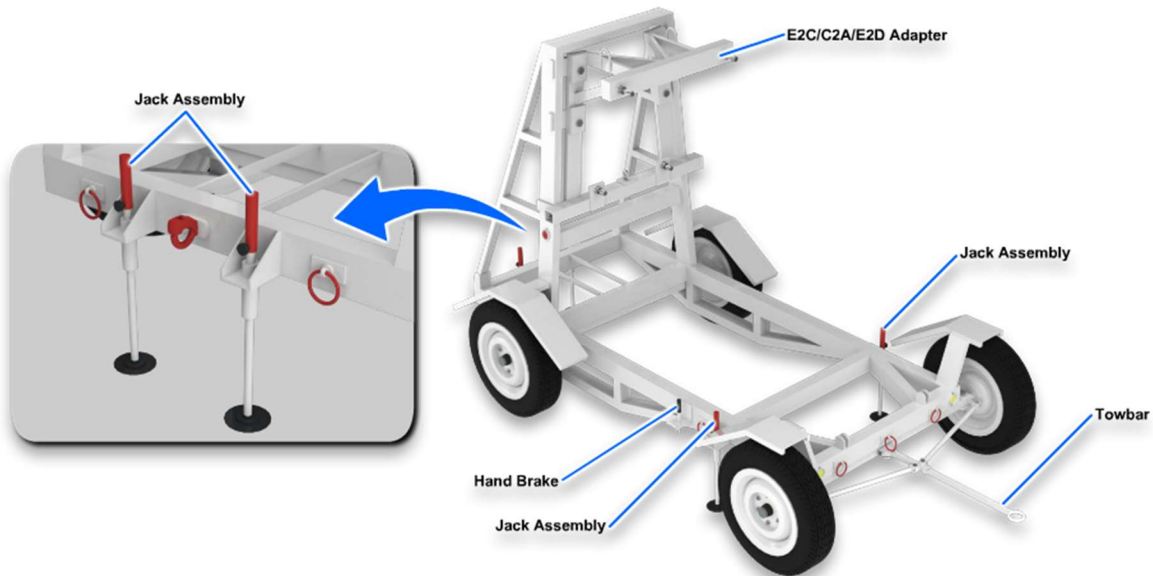
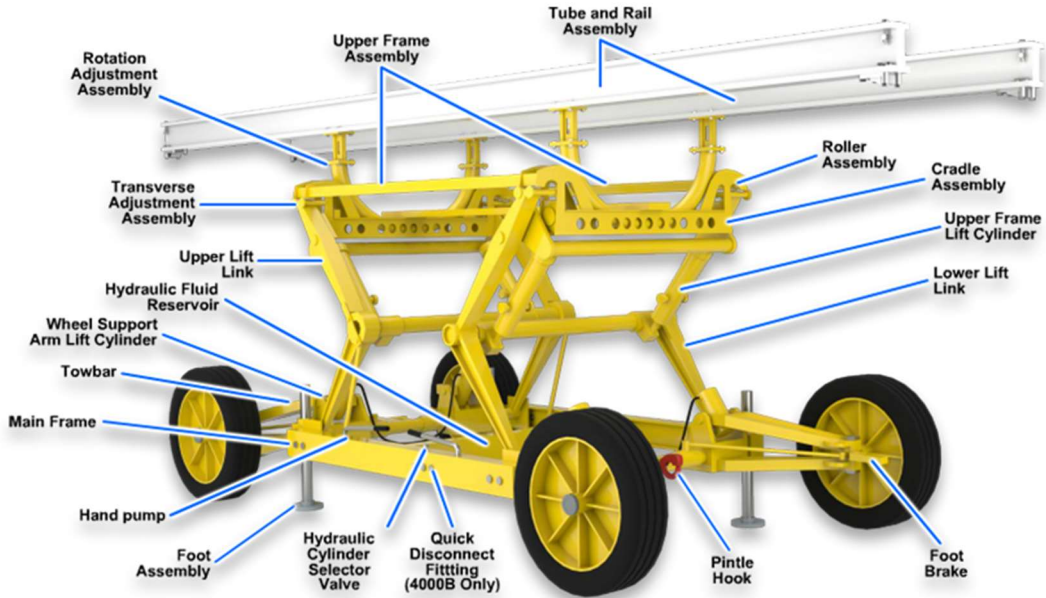
© General Dynamics Information Technology  
© United States Navy

# T56-A-425A Maintenance Stands

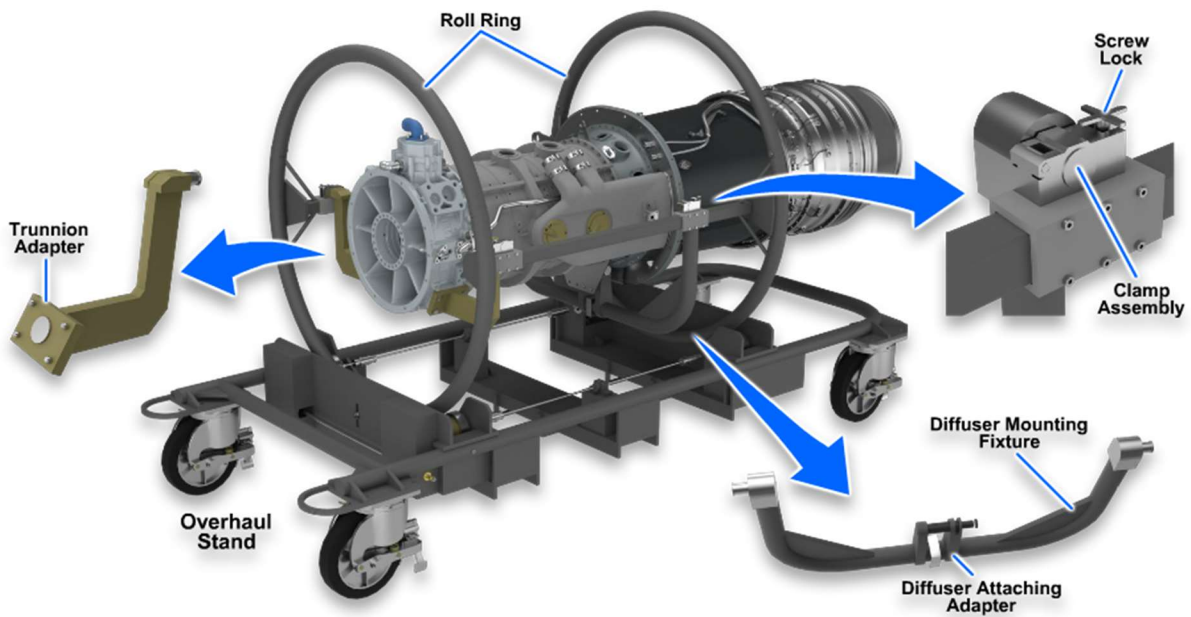
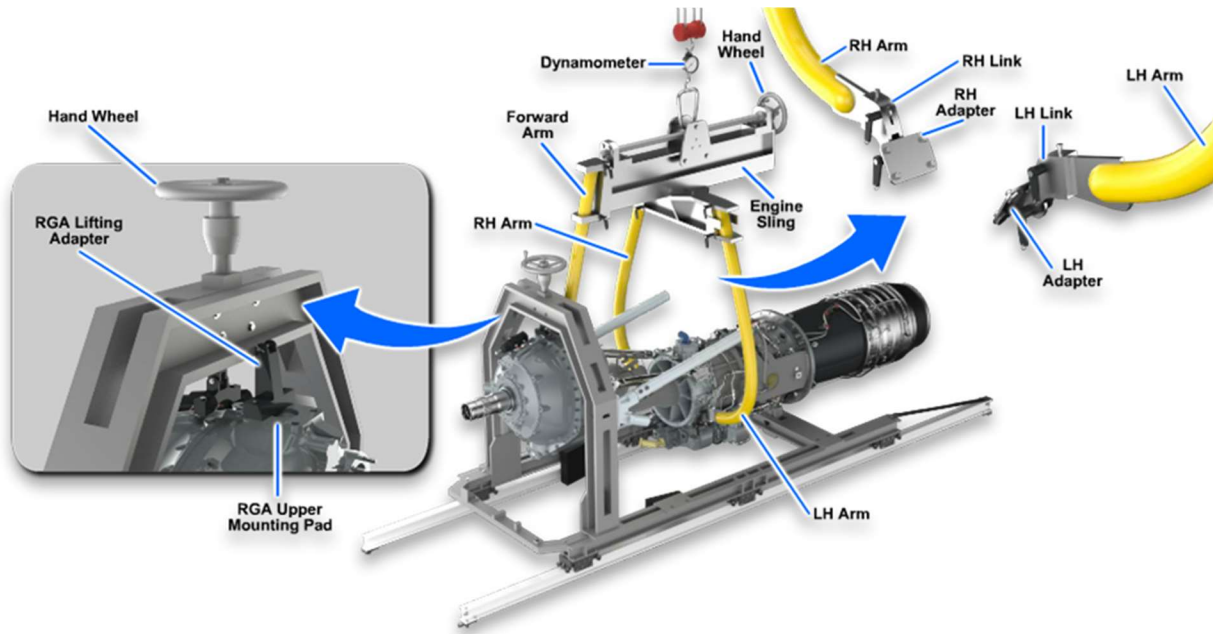
**Software:** 3DS Max, Adobe Animate, Adobe Photoshop

**Responsibilities:** Modeling, Materials, Arnold Lighting, Arnold Rendering, Labeling

(The T56-A-425A model was provided, but I textured the converted CAD Model in 3DS Max. Sometimes I would model missing pieces to match the model for the lesson like gears and studs. All of the maintenance stands were modeled based on photographs and sized according to the engine.)



© General Dynamics Information Technology  
© United States Navy



© General Dynamics Information Technology  
 © United States Navy

## Life Drawings



## Cartoons



© Cynthia Hendrix

Cynthia Hendrix

(850)748-2284

cynthia.hendrix@gdit.com