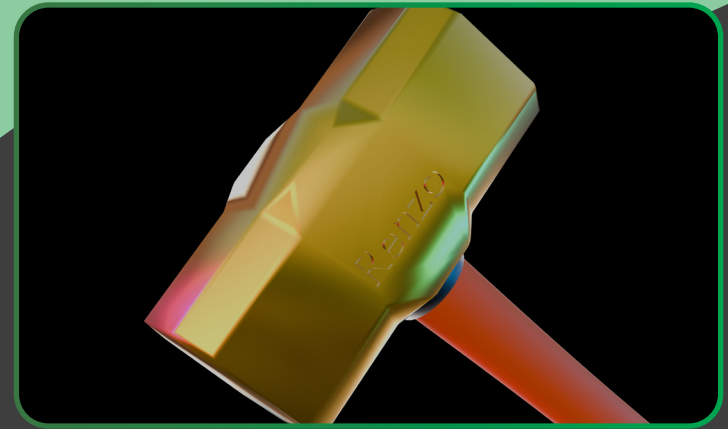
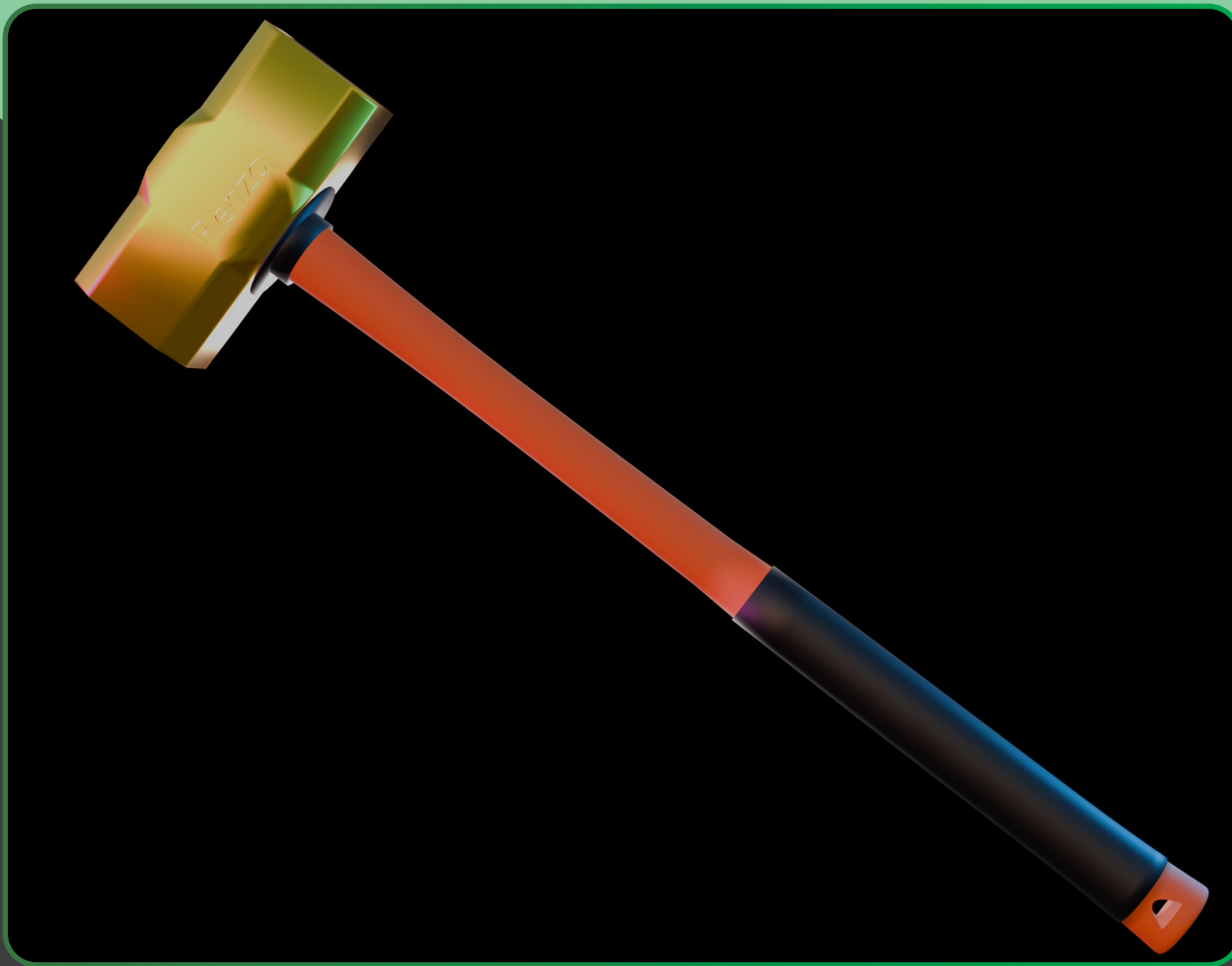


**CHARLES CASTRO**  
**PORTFOLIO**

# ***Artist statement:***

My work in 3D modeling and many other digital mediums are my main forms of trying to reach the great storytelling of my inspirations that encouraged me to try and provide background and stories to every piece I make. Some indie game developers and artists use “silent” forms of storytelling by using only visuals and other aspects. I seek to work towards this ideal way of expressing meaning behind all my work. As my inspirations do this to invoke feelings in their viewers so I seek to do the same by learning what methods they use to do this. As well as telling a story through all other aspects except writing and dialogue. As i think the greatest advice to, “show don’t tell”, is important to learn how to do it. So through 3D modeling and animation I hope to tell stories through various aspects and hint at it to viewers. And hopefully providing an escape from reality with these stories and captivating people at the same time. I hope to achieve this through simplified models and quiet stories that develop a story only through actions.



**3D MODEL**

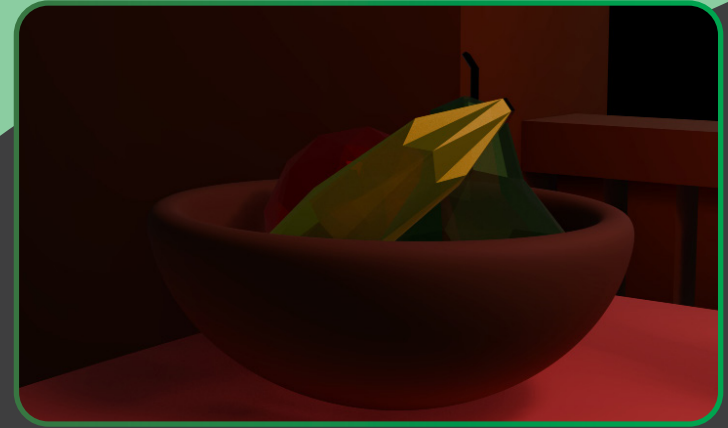
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***Golden Sledge Hammer***

***Class project / 2024***

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One of the first times using blender. Decided to test some interesting modifiers and simple lighting



## 3D MODELS

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### *Table Set*

## *Class project / 2024*

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A simple set of models organized to create a still life. Got me more interested in materials.



**3D MODEL**

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**Round Table**



***Personal Asset / 2024***

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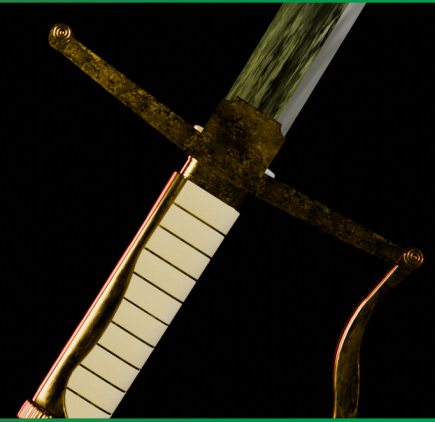
A table I created so i can get used to beveling a lot more and focusing on simpler objects.



## 3D MODELS

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### *Ceremonial Sword*



## *Class project / 2025*

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A Sword I wanted to create to re-explore the same processes I used for previous models.



***THANK YOU!***

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***WEB PORTFOLIO:***

***[charlescastro.neocities.org](http://charlescastro.neocities.org)***