

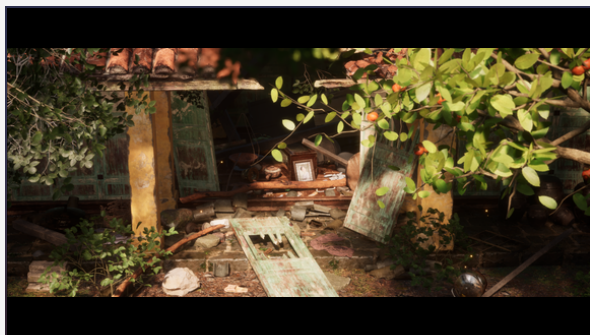


BOMI KIM
CG GENERALIST

✉ bomik2202@gmail.com

🖱 <http://www.bomikim.net>

Set Dressing - Reel Breakdown



Page 01

‘PersimmonRed’

2024

Responsible for set dressing

Software : Maya, unreal engine 5

‘Holy Mole-y’ |Director

2025

Responsible for all assets

-Directing, Story, Set Dressing, Modeling,
Texturing, Lighting, Rendering and Compositing

Software : Maya, Substance Painter, Zbrush,
Nuke

Hospital in an abandoned city

2023

Responsible for all assets

-modeling, texturing, lighting, and rendering

Software : Maya, Substance Painter, Zbrush

Interior Modeling

2024

Responsible for all assets

-modeling, texturing, lighting, and rendering

Software : Maya, Substance Painter