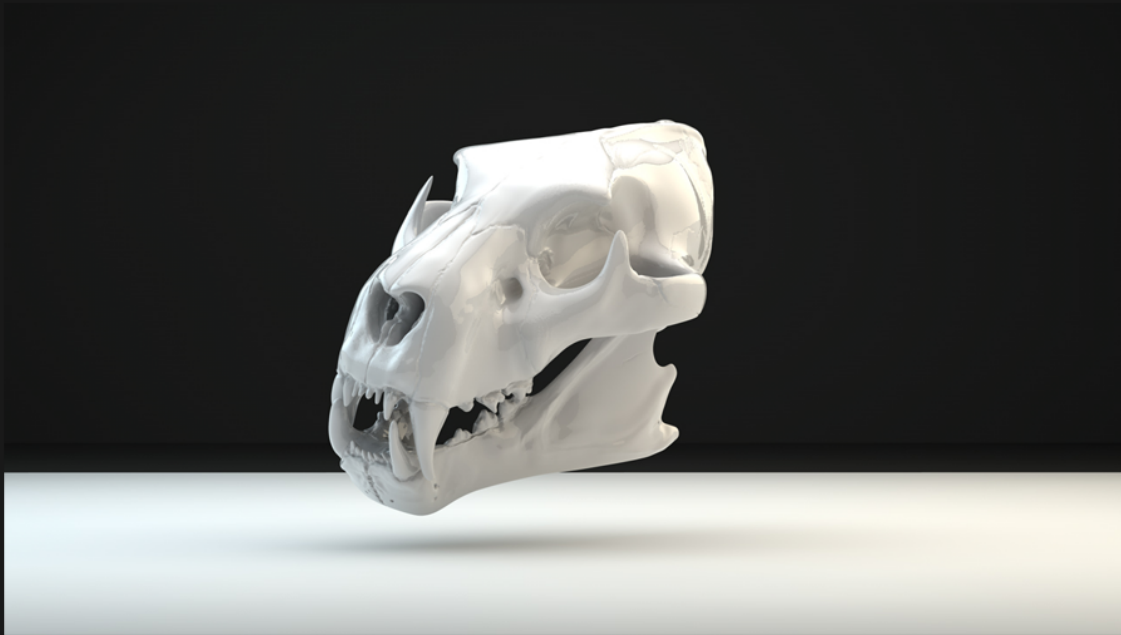


**STEPHANIE  
MENDOZA**

Digital Media/2D/3D

[stephanie.a.mendoza.00@gmail.com](mailto:stephanie.a.mendoza.00@gmail.com)  
[liaoil.neocities.org](http://liaoil.neocities.org)



## Totemic Taxonomies

2014

3D Anatomical Models  
Maya/Mudbox/Cinema 4D

**Totemic Taxonomies** was a commission I was hired to do by an Oklahoma artist. The skulls were for a show at the satellite galleries at the Oklahoma City Omniplex, and were later 3D printed and integrated into the show next to their organic counterparts.



## Corporeal Transitions

2015

3D Art  
Maya

**Corporeal Transitions** Was an experiment in transferring analog information- in this case it was the skull of a deer digitally scanned and uploaded to the internet- it was then duplicated and arranged in an unnatural order and returned to the physical, analog world in the form of a charcoal drawing. This is part of a larger series of transitions, all of which have undergone similar processes. The physical copies of the transition were all created for Runble House , and art gallery and auction house in Alberta, Canada.

# Woola

2011

3D Character Model  
Maya/Mudbox/Cinema 4D

**Woola** was a final project done during my brief enrollment at The University of the Incarnate word. The character was modeled in Maya and sculpted in Mudbox, and later textured and rendered in Cinema 4D. Woola is a character interpretation from Edgar Rice Burroughs's book John Carter of Mars.





## Camp Techwise (SPACE MONKEYS)

2015

Art Education  
Blender, Photoshop

**Space Monkeys** is a collaborative work I helped one of my eight year old students animate. We had a Blender modeling contest and then pitted our newly mutated Suzanne monkeys against one another in an animated photosho gif.

I recently spent a year teaching Adobe CC, Blender, Processing and Unity at various camps, weekend, and after school programs. I wanted to find a more noble direction to take my work and could not have found a better team to work with than at Camp TechWise in Seattle.



# Tequila MEXHICAH

2014-2015

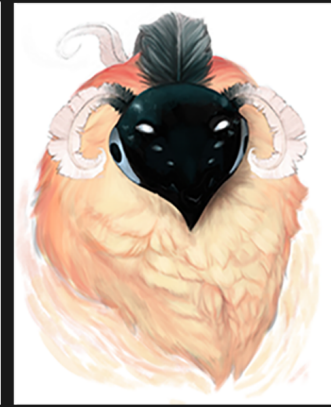
Branding and Packaging Design  
Illustrator, Photoshop

**Tequila MEXHICAH** was a comprehensive project I began upon graduating from my University. The vector work was done in illustrator and the compositing in photoshop.

For this project I designed 16 containers, the eight displayed here are samples from both tequila and liqueur bottles.

This assignment allowed me to test my skills as a designer while working alongside an international entrepreneur. The result ended in his acquiring his dream design and me gaining valuable experience.





## The Book of Fur

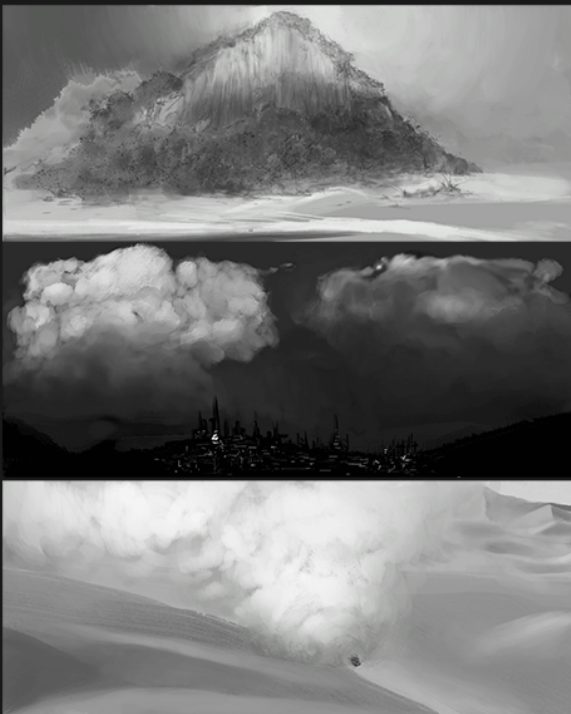
2015

Portraiture  
Photoshop

**The Book of Furs** is an anthropological study of the furry community inspired by Richard Avedon's *In the American West*. Possibly the biggest art patrons of the web they often commission artists to bring their characters to life, allowing me to maintain a small business.

Having been self employed in this regard I have developed a collection of portraiture that is slowly growing enough to fill a book. Currently I am running a Patreon campaign to help move the project forward.

A  
SPECTACULAR  
DELUSION  
01-10



## A Spectacular Delusion

2012-2015

Concept Art  
Photoshop

**A Spectacular Delusion** is an attempt to visualize an album that helped me through an illness that temporarily took my vision.

While the doctor says it won't happen again, the dissociation involved was real, and since then I've been trying to capture the imagery that spawned in the absence of my vision.

This narrative is about the deeply uprooted rooted changes in character that occur resulting from penitence or spiritual conversion, in this narrative it is induced by extreme psychosocial experiences.