

Mony Cazamea

Characters.
Creatures.
Collectibles.

Senior Digital Sculptor

Digital sculpture for collectible figures, film production and physical fabrication.

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Sculpture, from screen to object

Digital work and finished studio pieces are labelled separately. Each project describes my contribution, the tools used and the working time where documented.

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Pan's Labyrinth

20th anniversary sculpture | Based on artwork by James Jean | 2026



Finished sculpture



Faun detail



Ofelia and sculptural details

MY CONTRIBUTION

Translated illustrated references and drawovers into a detailed three-dimensional composition, in dialogue with James Jean and Steve Wang.

Sculpted and refined Ofelia, the Faun, the Pale Man, the toad, fairies, mantis, roots, flowers and related elements.

Delivered complete and separated OBJ files, editable ZTL files and review renders; adjusted forms for physical production.

TOOLS

ZBrush

WORKING TIME

Total working time: 2.5 months.

CREDITS & CONTEXT

Original artwork: James Jean. Collaboration: Onyx Forge / James Jean Studio. Finished sculpture and paint are a team production.

Angel of Death

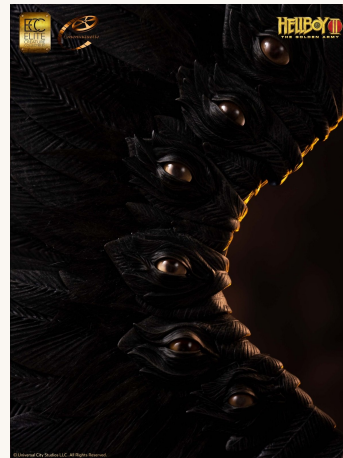
1/3 scale maquette | Elite Creature Collectibles / Onyx Forge



Finished maquette



Torso detail



Wing detail

MY CONTRIBUTION

Digital sculpture of the whole statue, including the figure and its skirt, wings and base.

Separated parts and created assembly keys, including deep wing keys.

Refined keyed skirt sections and edge thickness for fabrication.

TOOLS

ZBrush

WORKING TIME

Total working time: 1 month and 1 week.

CREDITS & CONTEXT

From Hellboy II: The Golden Army, directed by Guillermo

Abe Sapien

1/3 scale maquette | Elite Creature Collectibles / Onyx Forge



Digital sculpture



Digital sculpture – torso



Finished maquette

MY CONTRIBUTION

Digital sculpture for the collectible maquette, with character and base details shown in the accompanying sculpt renders, including cutting and keying.

Produced digital presentation renders for review and comparison with the finished studio piece.

TOOLS

ZBrush, Maya, KeyShot

WORKING TIME

Total working time: 2.3 months, made at the same time as the 1:1 bust.

CREDITS & CONTEXT

Art direction: Steve Wang. Digital supervision: Julie Shah. Skin paint: Miranda Jory. Eyes: Miyo Nakamura. Base/costume paint: Tianna Mercedes. Costume: Vanessa Lee. Lighting/assembly: Cleve Gunderman, James Patterson. Technical team: Otto Marlow, Anthony Stewart, Erik Murillo.

Abe Sapien

Life-size bust | Elite Creature Collectibles / Onyx Forge



Digital sculpture



Finished bust



Digital sculpture – head

MY CONTRIBUTION

Digital sculpture of the bust and base in ZBrush and Maya, including cutting and keying.

Developed the character forms and surface detail shown in the unpainted digital views; rendered the digital model in KeyShot.

TOOLS

ZBrush, Maya, KeyShot

WORKING TIME

Total working time: 2.3 months, made at the same time as the 1/3 maquette.

CREDITS & CONTEXT

Art direction: Steve Wang. Mould supervision: Cleve Gunderman. Technical team: Otto Marlow, Anthony Stewart, Erik Murillo. Head paint: Miranda Jory. Body/base paint: Tianna Mercedes. Eyes: Miyo Nakamura. Lighting: Jon McPhalen.

Hellboy

1/3 scale maquette | Elite Creature Collectibles / Onyx Forge



Finished maquette



Finished character detail



Finished accessory detail

MY CONTRIBUTION

Digital sculpture of the character and props, including both guns, the golden crown, the accessories belt and boots, and the base.

Prepared the digital model for production through part separation and assembly keys.

Refined head construction, eye openings and internal access for fabrication.

TOOLS

ZBrush

WORKING TIME

Total working time: Roughly 2 months.

CREDITS & CONTEXT

Original character: Mike Mignola. Film: Hellboy II: The Golden Army, directed by Guillermo del Toro. Supplied sculpt assets: Adam Beane. Finished paint, costume and assembly: studio team.

Shazam! Fury of the Gods

Anthea's armour | Onyx Forge



Finished costume



Finished breastplate detail



Finished armour components

MY CONTRIBUTION

Responsible for modelling the components of Anthea's full armour, including the torso pieces, bracers and boots that were subsequently 3D printed. Helped refine the armor, bracers and boots of Kalypso and the bracers and boots of Hespera.

Worked from costume designs and performer body-scan references, adapting digital components for physical fabrication.

The photographs show the finished costume and component details, produced by the costume and fabrication teams.

TOOLS

ZBrush, Keyshot

WORKING TIME

Total working time: 1.6 months.

CREDITS & CONTEXT

Costume designer: Louise Mingenbach. Studio: Onyx Forge. Digital contribution: printed armour components; finished costume is a team production.

The Guardian

One-of-a-kind sculpture | Private commission



Finished sculpture



Digital sculpture



Digital creature detail

MY CONTRIBUTION

Digital sculpture based on concepts by Steve Wang, developing the creature, its intricate surface forms and the surrounding sculptural elements.

Developed the smaller creatures and eggs visible in the sculpt renders; produced digital presentation views.

TOOLS

ZBrush, KeyShot

WORKING TIME

Total working time: 2 months and 1 week.

CREDITS & CONTEXT

Design & Art Direction: Steve Wang; Paint: Emily Dorosky; Mounting: Cleve Gunderman; Bodyshop: Elizabeth Reed

Elric

Rise of the Young Kingdoms | TITAM / Sombres Projets



Digital miniatures



Digital miniature



Digital miniature

MY CONTRIBUTION

Translated supplied two-dimensional character illustrations into miniatures in ZBrush.

Completed commissioned characters including the Pan Tang sorcerer, Oone, Moonglum, Myshella and Cymoril.

Adapted forms to small physical scales and supplied files for printing; created presentation renders in KeyShot.

TOOLS

ZBrush, KeyShot

WORKING TIME

Total working time: Pan Tang : 2 days, all the others : 1 day.

CREDITS & CONTEXT

Board game: Sombres Projets. Commissioning studio: TITAM. Based on supplied character illustrations.

Da Qiao

Life-size & 1/6 scale statues | Honor of Kings | Alliance Studio



MY CONTRIBUTION

Created the digital version of the life-size figure, including head, body, hair braids and jewelry from design references.

For the 1:6 version, recreated the water base, staff, hair and fringe; developed the clothing in Marvelous Designer using reference from the finished life-sized version.

Prepared the 1:6 sculpture for printing with part separation and assembly keys.

TOOLS

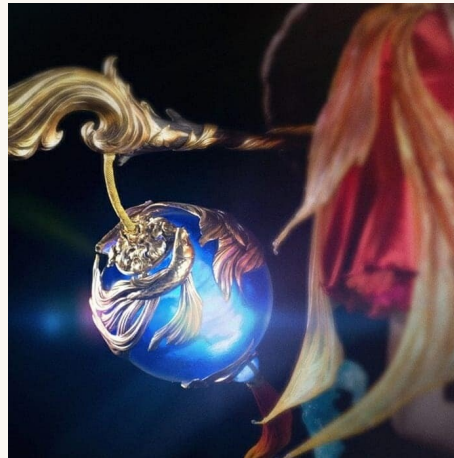
ZBrush, Marvelous Designer, KeyShot

WORKING TIME

Total working time: 3.8 months.

CREDITS & CONTEXT

Character: Tencent, Honor of Kings. Adapted from approved Alliance Studio maquettes. Finished fabrication and paint: Alliance Studio team.



Other work

