

PORTFOLIO

David Munroe

DAVID MUNROE
MODEL MAKER & PAINTER

ABOUT ME

I am a model maker and painter focused on creating detailed, character-driven pieces. My work combines prop-making and sculptural forms, with an emphasis on realism and surface finish.

I enjoy working across a range of materials and techniques, developing builds from initial concept through to the final painted piece. I am particularly interested in the process behind each project, including problem-solving, material experimentation, and refining details to achieve believable, visually engaging results.

My work is influenced by film, games, and practical effects, where physical models play a key role in bringing ideas to life. I aim to continue developing my skills in sculpting, painting, and model construction, with the goal of working within the creative industries.

This portfolio showcases a selection of my work, highlighting both final outcomes and the processes behind them.



BABA YAGA MONSTER HOUSE





Sketch ideas of the house



Sculpting Welding Painting

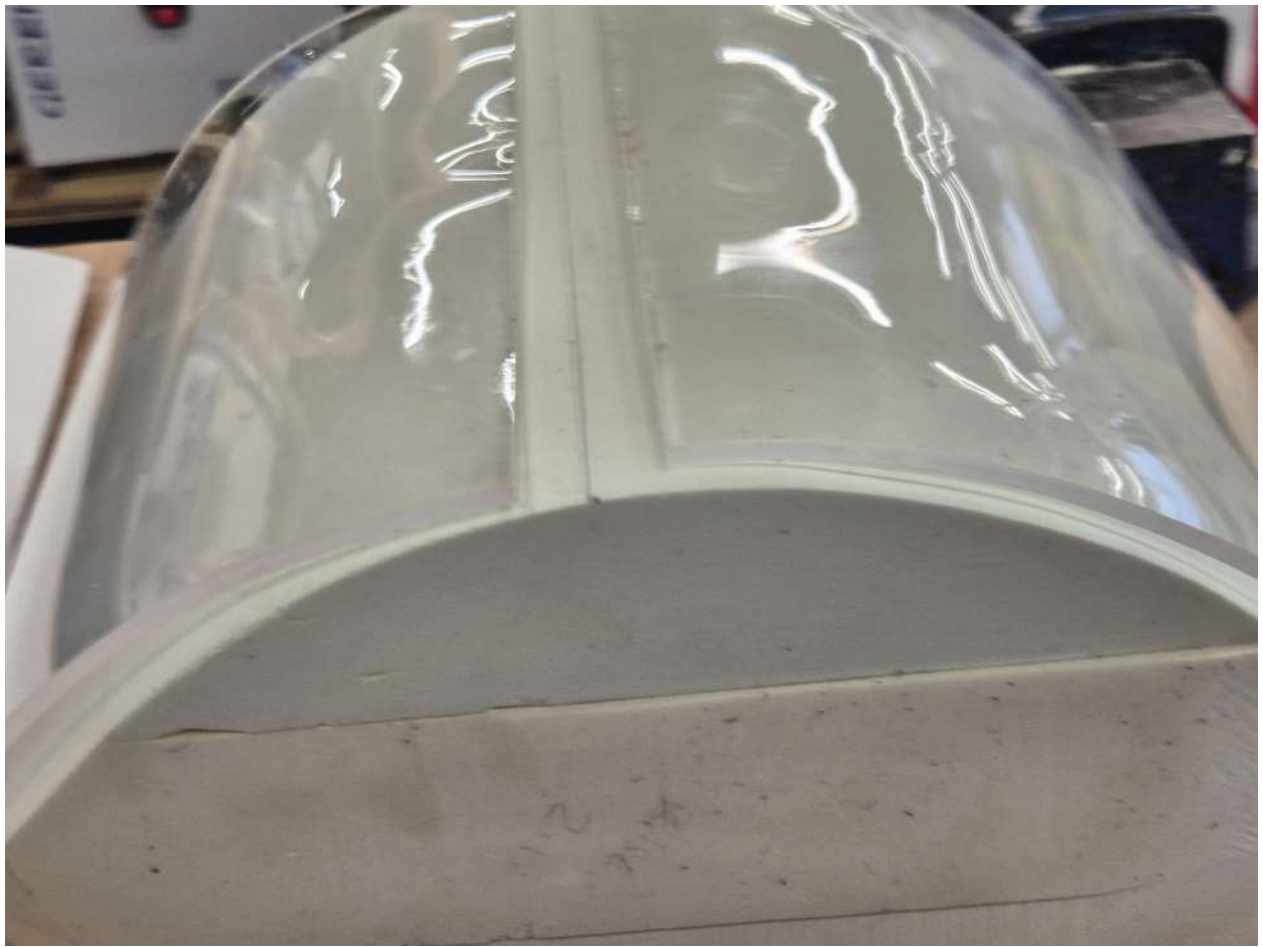




**Rhino3D Drawing - 3D Printing
Masters - Silicone Moulding - Resin
Casting - Painting**

1940's Victorian Style Diving Helmet







Rhino3D - vaccum Forming - Laser Cutting - Sculpting - Painting

The Dark One Dagger Once Upon a Time



3D Printing - Rhino3D Drawing - Laser
Cutting - Resin Casting - ZBrush

Painting - Personal Work

