PORTFOLIO

2016 - 2019

Sean LU

Designer, Technician and Artist

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ABOUT SEAN

Specialized in both 2D and 3D design, Sean LU is a freelance designer, technician and artist currently based in Shanghai. Sean has accumulating 3D design and modeling skills by himself in projects.He provides conceptual design, modeling, rendering and film after effects for art galleries and artist studios.

Sean is holding experience of architectural design, new media art and hybrid digital-based projects. His works for architectural and art institutions and provide professional suggestion in project management, material selection and the ways to product. According to the strong skills and project experience, Sean is forming his own thinking and ways of colouring, lighting and technique gradually. Moreover, he is trying to keep a balance between technique (software skills) and his own taste of beauty.

After received his Bachelor Degree of Engineering at architectural engineering institute of Nantong University, Sean was full-time worked in CCDI (Shanghai, China) as an architect first. And then he has a good cooperation with ToMaster Co.ltd., (London and Shanghai) and artist Jiayu LIU's studio as project manager. Witnessed architectural and art projects from an idea to a final outcome, as a supportive team player, he accompanied artists to generate their idea as a physical (landing) projects. These projects has beed reported in serial art and design medias such as Design Boom, artnet and etc.

ART & ARCHITECTURE PROJECTS WORK & PROPOSAL

01 ORIENTAL FOREST

JIAYU LIU STUDIO PROJECT

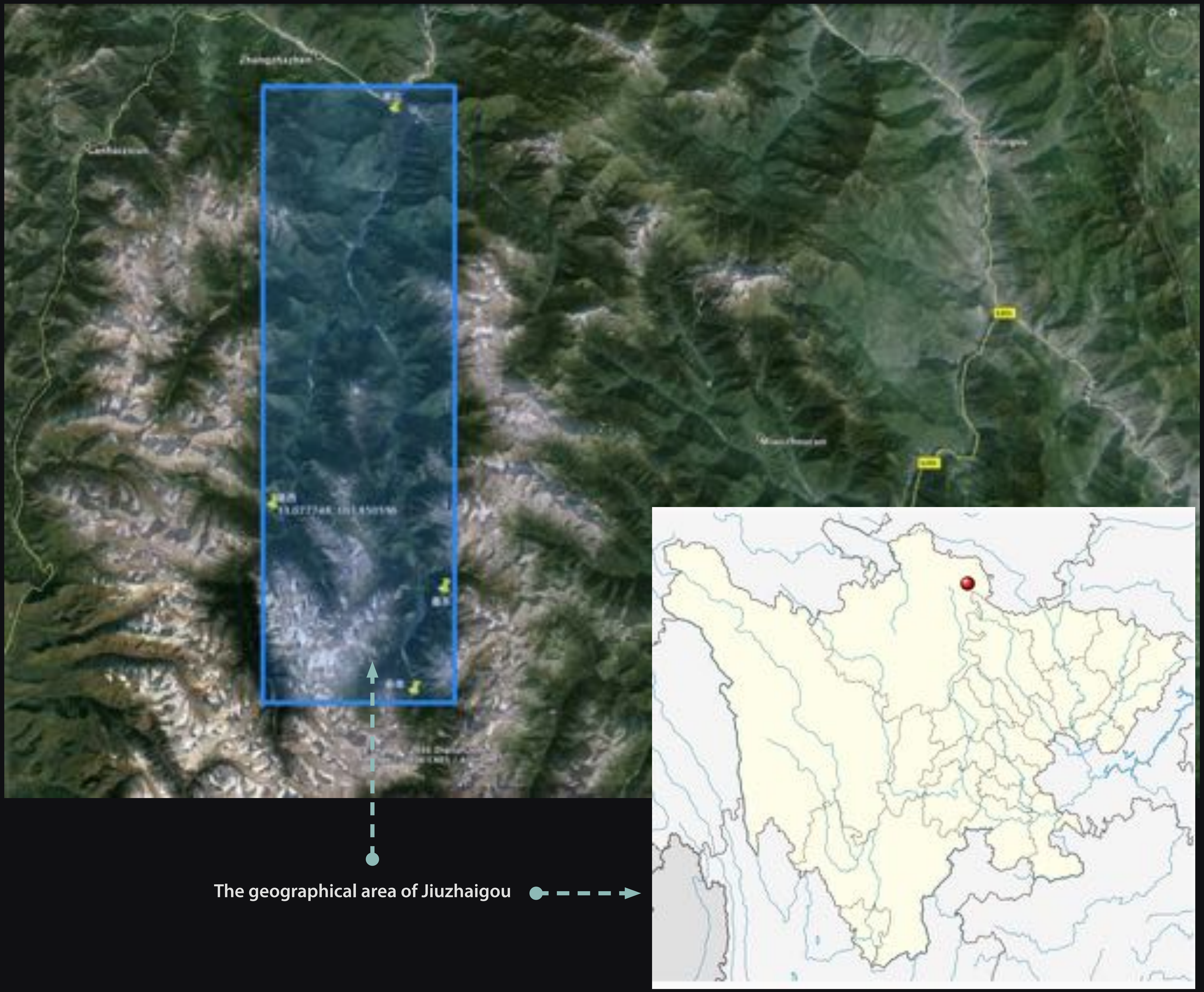
2018 | Shanghai, China

INSTALLATION - INDOOR -1

INSTALLATION - INDOOR - 2

REFERENCE OF THE INSTALLATION CONCEPT: JIU ZHAI GOU VALLEY

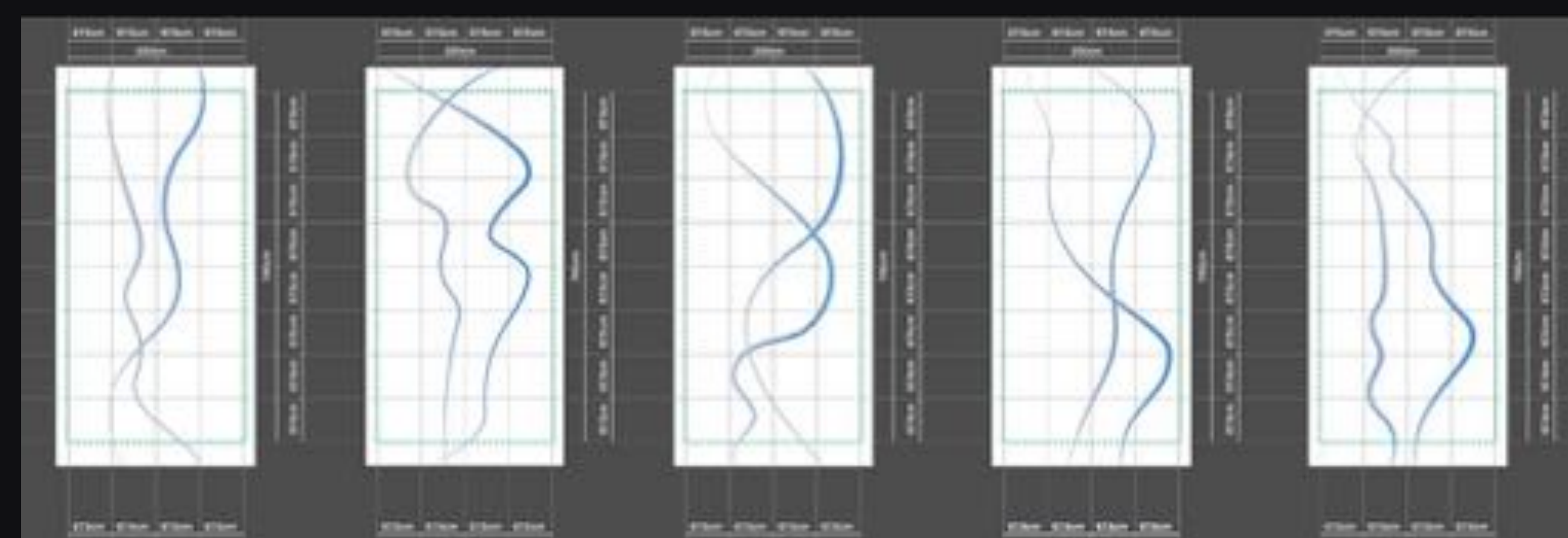
Jiuzhaigou is a nature reserve and national park located in the north of Sichuan Province in the southwestern region of China. A long valley running north to south, Jiuzhaigou was inscribed by UNESCO as a World Heritage Site in 1992 and a World Biosphere Reserve in 1997.



The geographical area of Jiuzhaigou

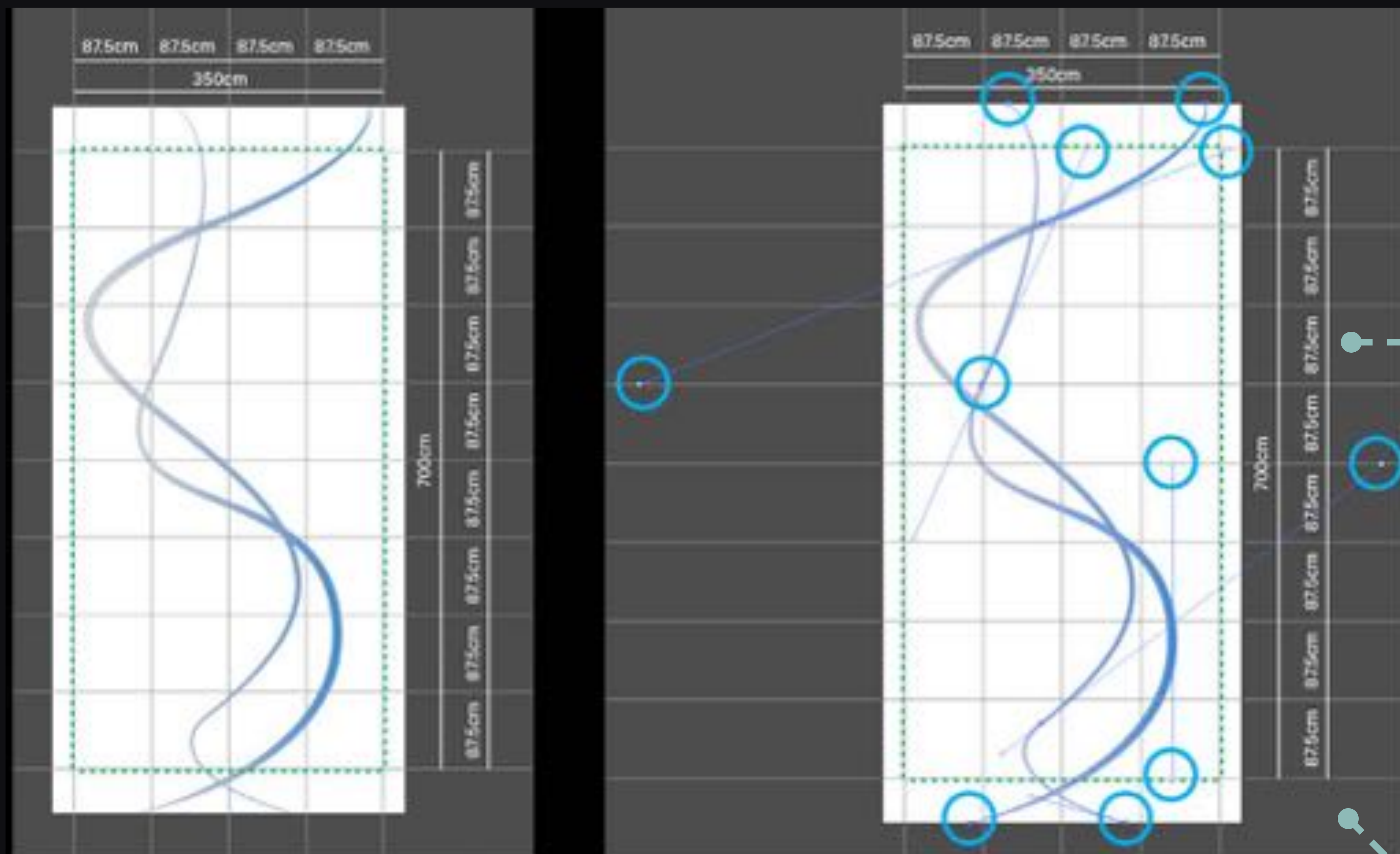
REFERENCE OF THE INSTALLATION SHAPE: TRADITIONAL CHINESE DANCE

Images of Peking Opera actor's performance

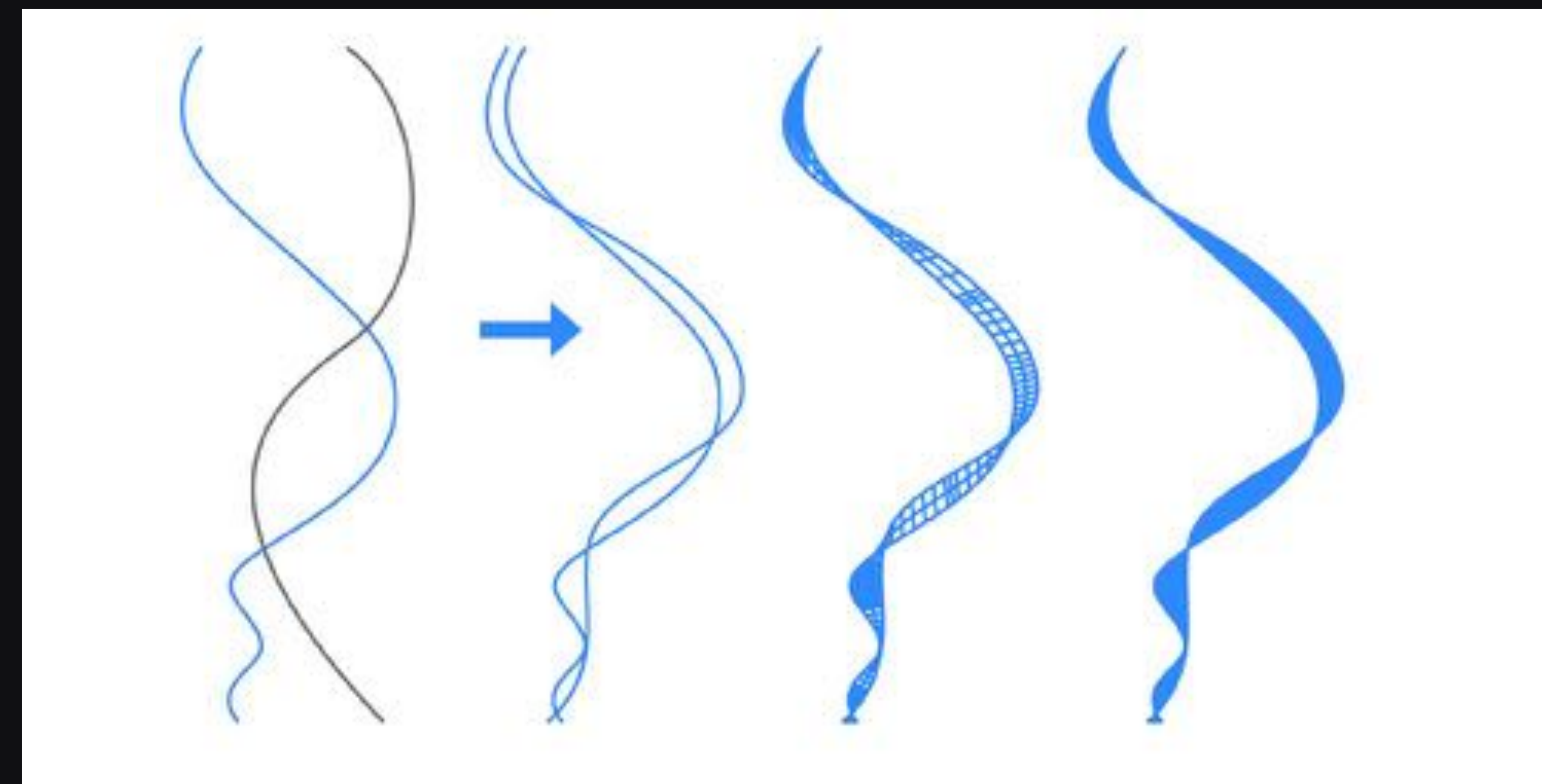


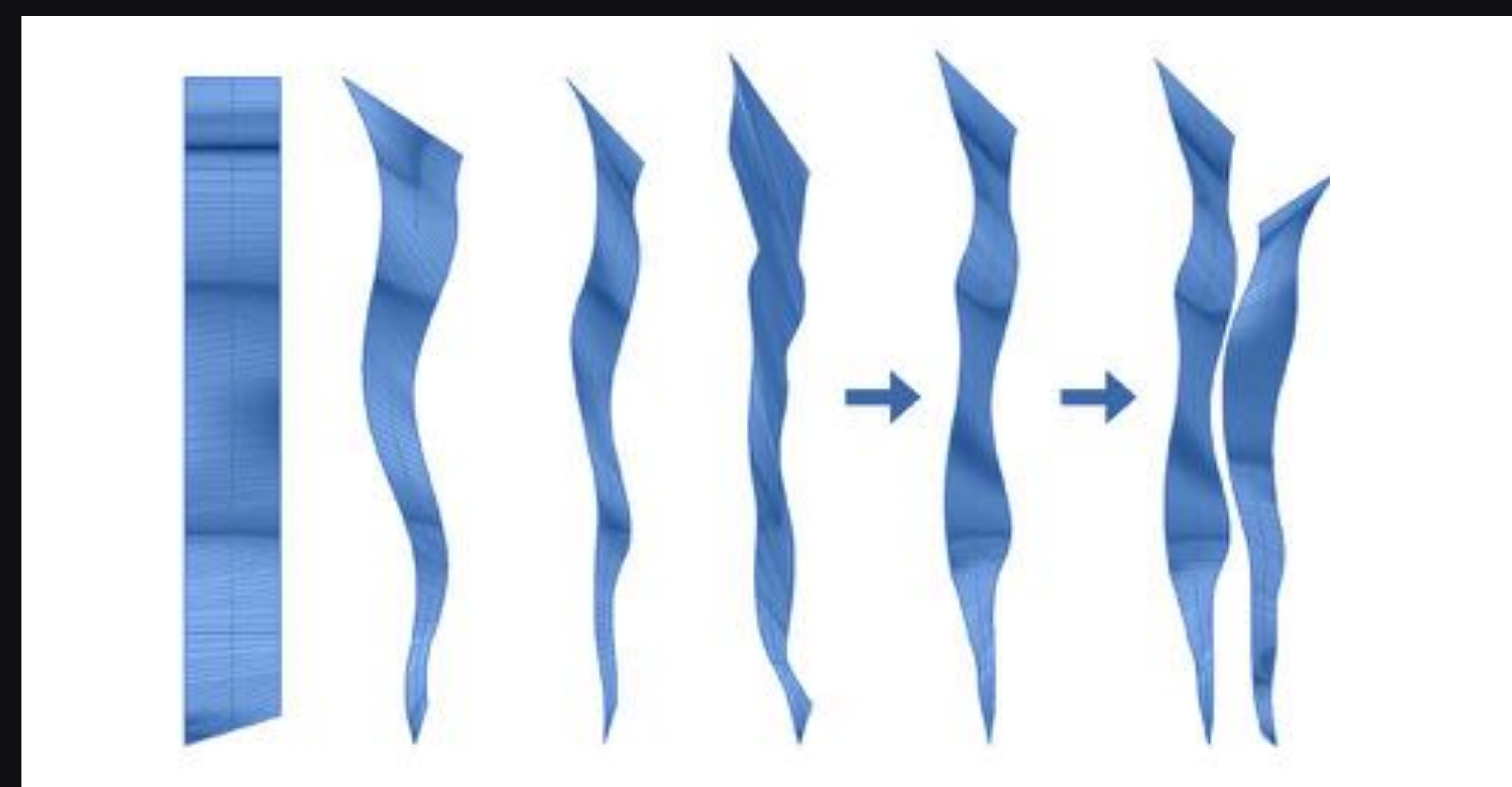
Recording of the wave

REFERENCE OF THE INSTALLATION SHAPE: TRADITIONAL CHINESE DANCE



Illustrate all the actors' wave and narrative it as an installation shape





COLOUR SELECTION: COLOURS OF JIU ZHAI GOU VALLEY

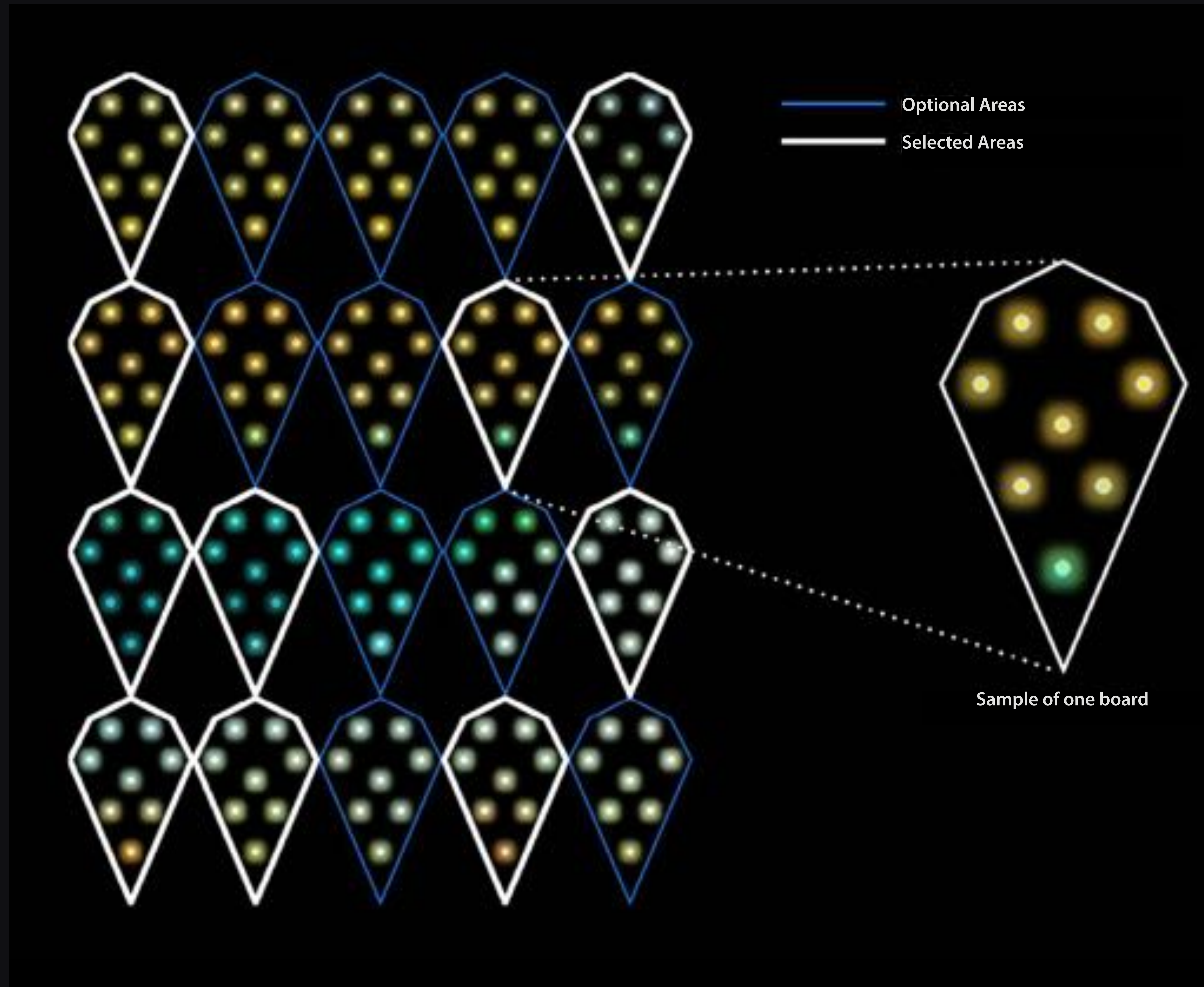
Gaussian Blur in Photoshop

Crystallize in Photoshop

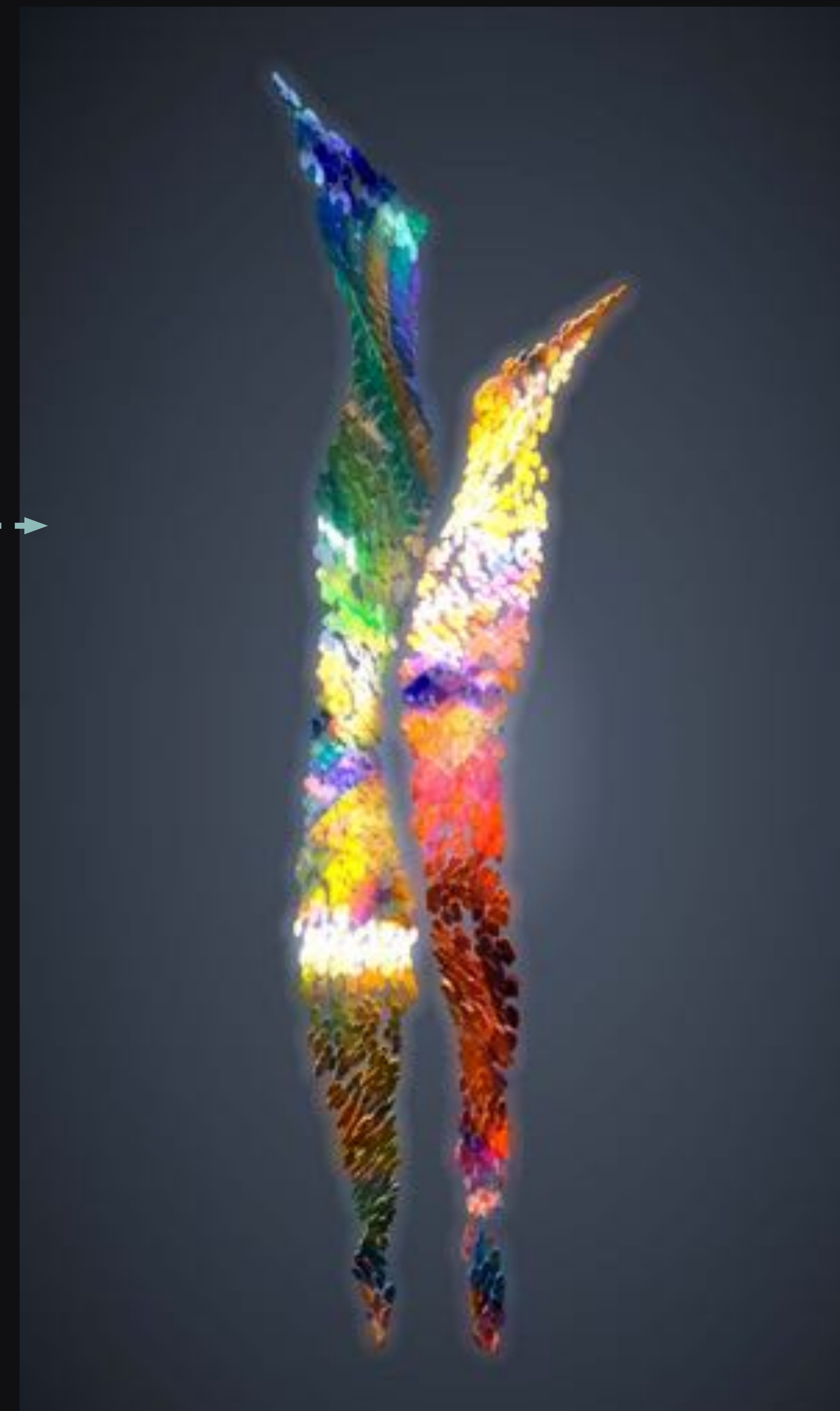
20 girds

Put 1 PCP Light board in C4D

To blur the Jiu Zhai Gou's photo in softwares and genertate a natural colour shading in yellow and greentone with a little orange.



FINALIZE THE INSTALLATION SHAPE IN C4D



5 VIEWS VERSION

02 GLOWWORM GARDEN

JIAYU LIU STUDIO PROJECT

2016 | Shanghai, China

Client: Shanghai Ruihong Tiandi Hall of the Moon

INSTALLATION IMAGE - 01

INSTALLATION IMAGE - 02 (DETAIL)

PROJECT BRIEF

GLOWWORM GARDEN
ARTIST: JIAYU LIU

"The Glowworm Garden project at Shanghai Ruihong Tiandi Hall of the Moon was created inspired by the wonderful landscape of Glowwom Caves in New Zealand which attracts tourists from all over the world. The purpose of the pr oject was to allow shoppers and visitors to experience the curiosity of light and life outside the bustling city by creat ing a scene of what would be seen walking through the glowworm cave in Summer.

The installation was composed of 750 single pieces. Each piece consisted of different numbers (such as 3, 5, 8) of RGB LED. The respiratory effects of 750 blue lights were controlled by analyzing the flicker frequency parameters of glowworm cave. Interactive behaviors between light and people were created through the infrared sensor under the stone step. When the visitors walk across the stone steps in the lawn, the LED pieces in the grass will move with the visitors to create different lighting effects, changing gradually from the blue to yellow and then disappearing, as if the glowworms fly away. I carefully arranged this way that shows a wonderful connection between people and the installation.

I hope to create a lost wonderland through the cooperation of arti cial and natural scenes, which can immerse the visitors into the poetic circle of life."

PROJECT INFO

Year: 2016
Dimensions: L : 10cm W : 10cm H : 10cm
Materials: Resin , LED , Plastic
Techniques: Java , Infrared sensor , CNC , 3D Print
Commission by Ruihong Hall of Moon , Shanghai

CREDITS

Film : Tao Zhang
Music : James C Wilkie
Edit : Wanlong Ma
Producer : Hui Wang
Project Manager : Sean Lu
Project Assistant : Yong Wu
Client : Shanghai Ruihong Tiandi Hall of the Moon

AVAILABLE AT
VIDEO : https://vimeo.com/199328921 | WEB : http://www.jiayuliu.studio/glowworm-garden/

03 ICELAND

JIAYU LIU STUDIO PROJECT

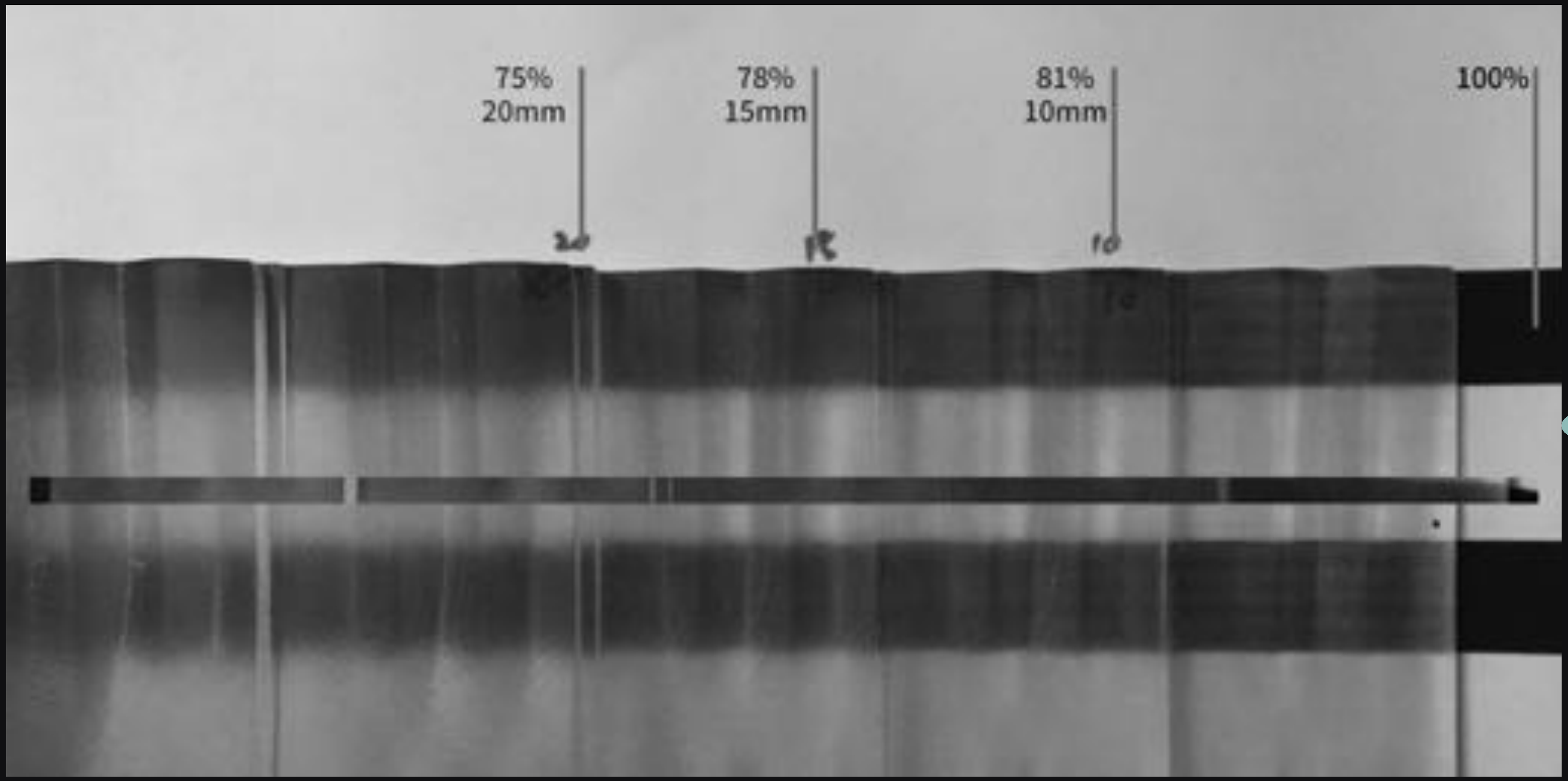
2016 | Sanya, China

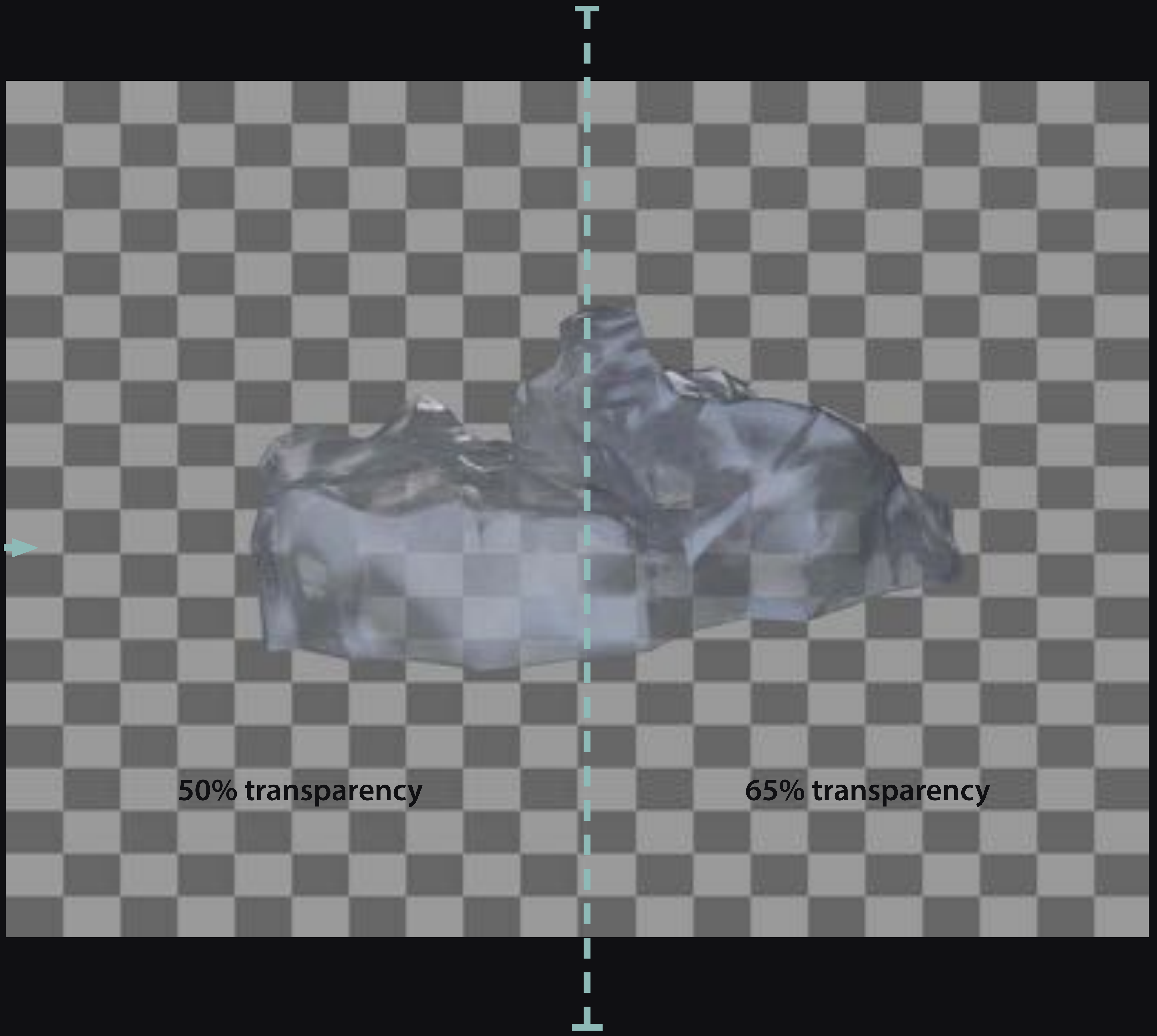
Commissioned by HUAYU Group , Sanya

INSTALLATION IMAGE - 01

INSTALLATION IMAGE - 02

MATERIAL LIGHT GUIDE AND TRANSPARENCY INVERSE CALCULATION





In order to restore the transparency of the real composite resin material in 3D software, we used the color value of the gray value to determine the transparency of the material at different thicknesses to achieve a true and accurate reduction.
By means of the average color picking method, the pure black reference swatch behind the material sample is directly measured, thereby directly obtaining transparency.

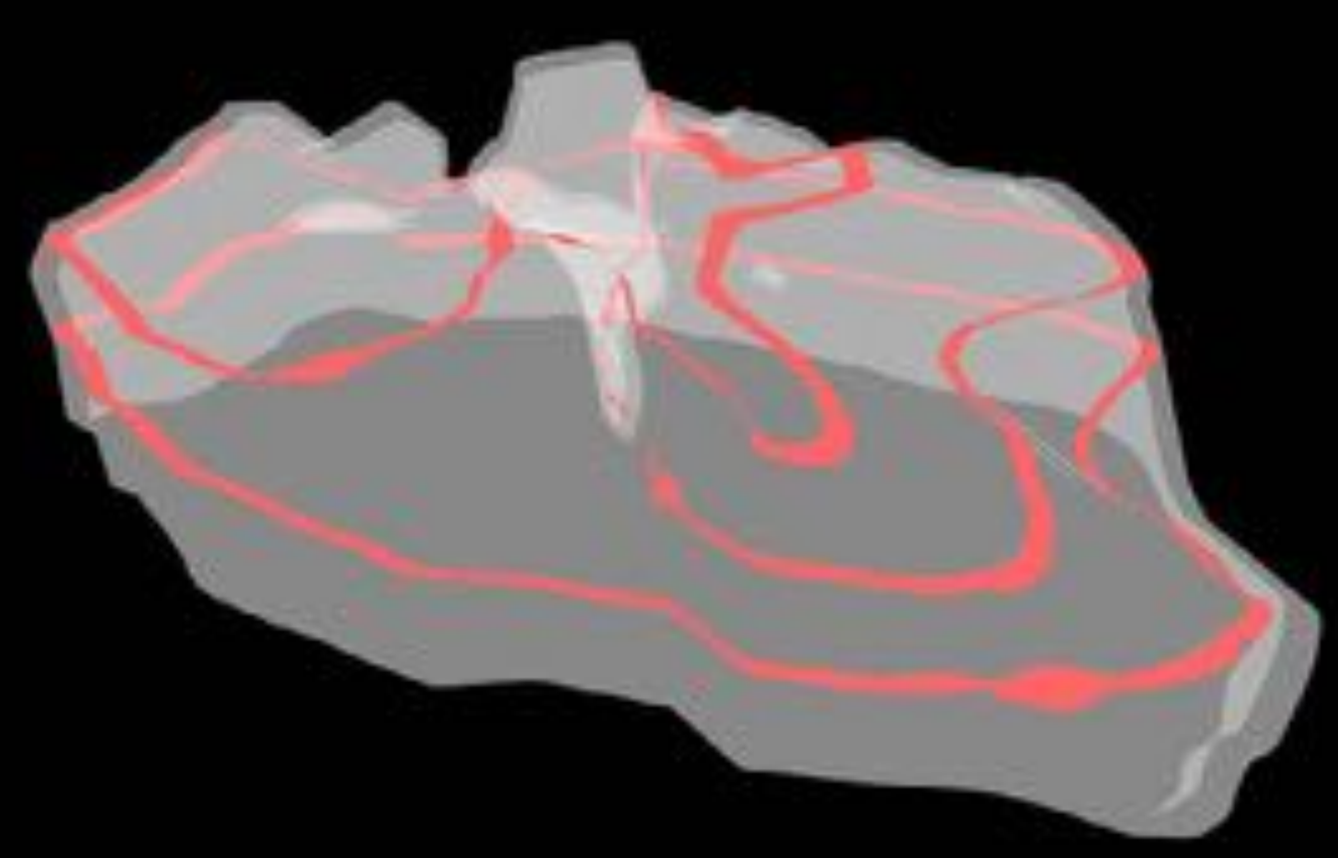
Pure white is 0%, pure black is 100%, linear curve.

Then use the demo model of 3D scanning in Cinema 4D to restore the transparency, surface texture, bump, refraction, reflection of the composite resin, and finally obtain a transparency texture shader of 50% and 65%.

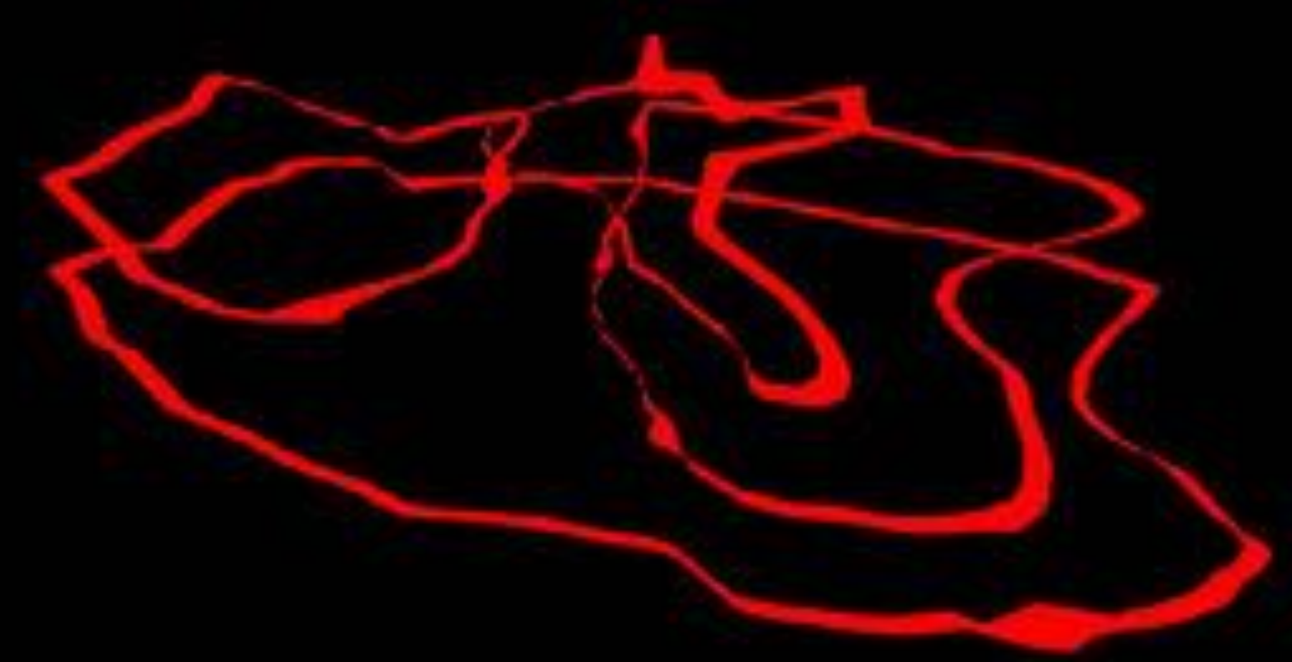
LIGHT STRIP COLOR SEPARATION AND MAPPING

1 Isometric 60 mm vertical slice

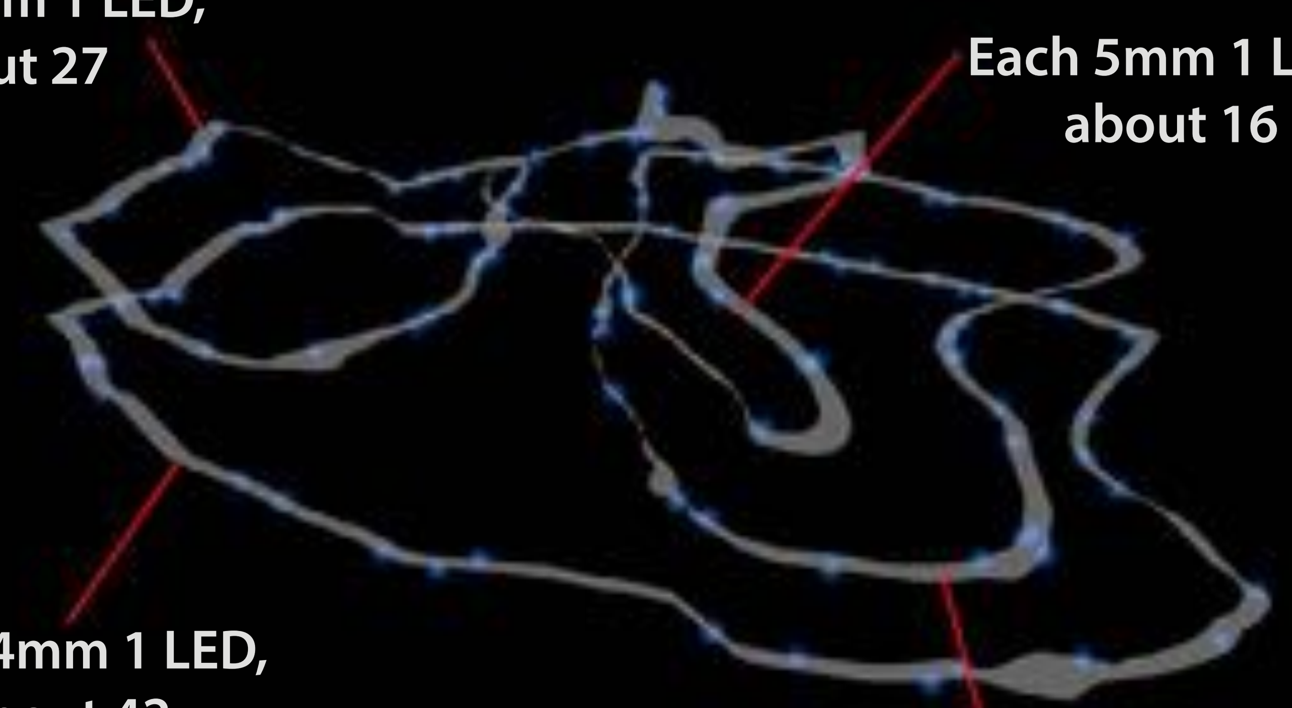
2 The shell intersects the section



3 Circular intersecting section



4 Distributed LED along the centerline of the section



For stone, each has its own unique irregular shape, and for each unique individual, it is necessary to find a most uniform and suitable distribution of LED strips.

If the stone is regarded as a mini mountain, then it is the best way to use the mountain's contour system to cut the light strip and control the cutting method.

COLOR EXTRACTION ANALYSIS TABLE

National Geographic Iceberg Photography

In order to obtain the most natural and authentic iceberg color, we selected 28 iceberg photography photos from National Geographic, and extracted 28 sets of color tables through intelligent analysis of color cubes, and then filtered and reduced by the RGB values of the color, and finally got the perfect color distribution table and gradient color table.

The picture above is 4 of them.

LIGHT STRIP COLOR SEPARATION AND MAPPING

Light strip color mapping diagram:

Light strip 1
Length 170cm, Density 30pcs/m

Light strip 2
Length 82cm, Density 30pcs/m

Light strip 3
Length 110cm, Density 60pcs/m

Light strip 3
Length 80cm, Density 144pcs/m

Light strip segmentation diagram:

6cm vertical height
tangent curve length 170cm

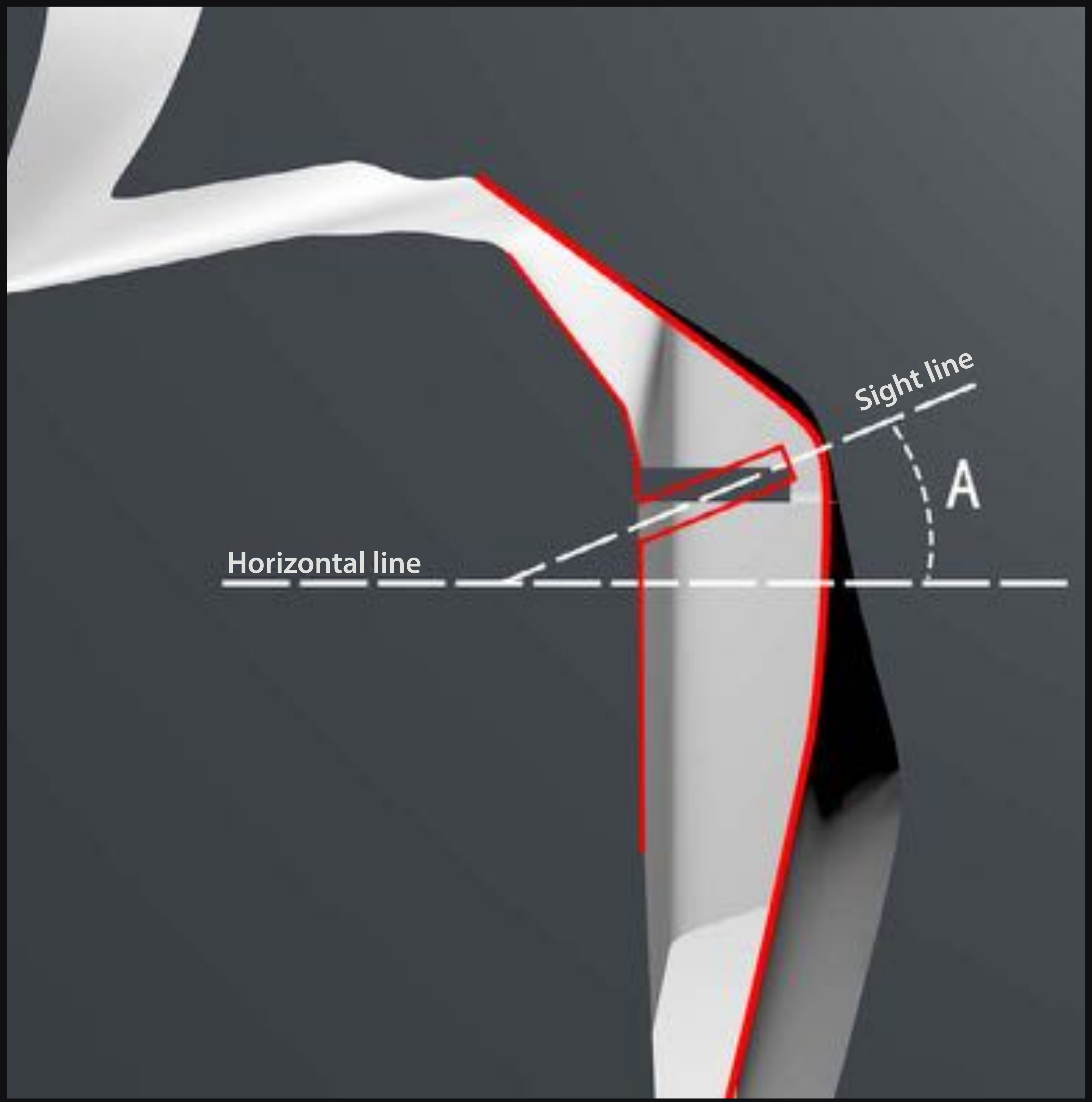
12cm vertical height
tangent curve length 82cm

12cm vertical height
tangent curve length 100cm

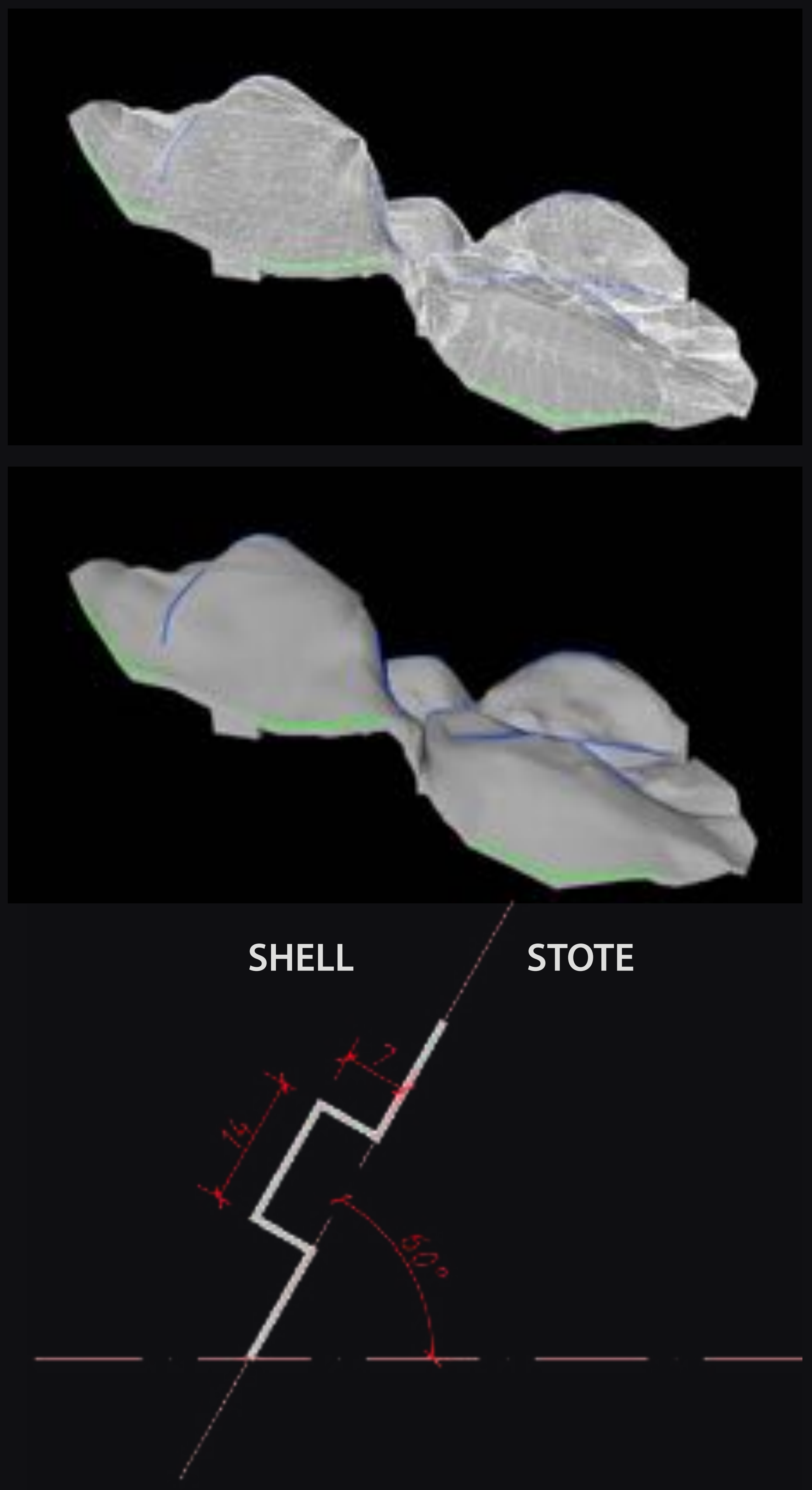
18cm vertical height
tangent curve length 80cm

Schematic diagram of lamp slot layout relationship:

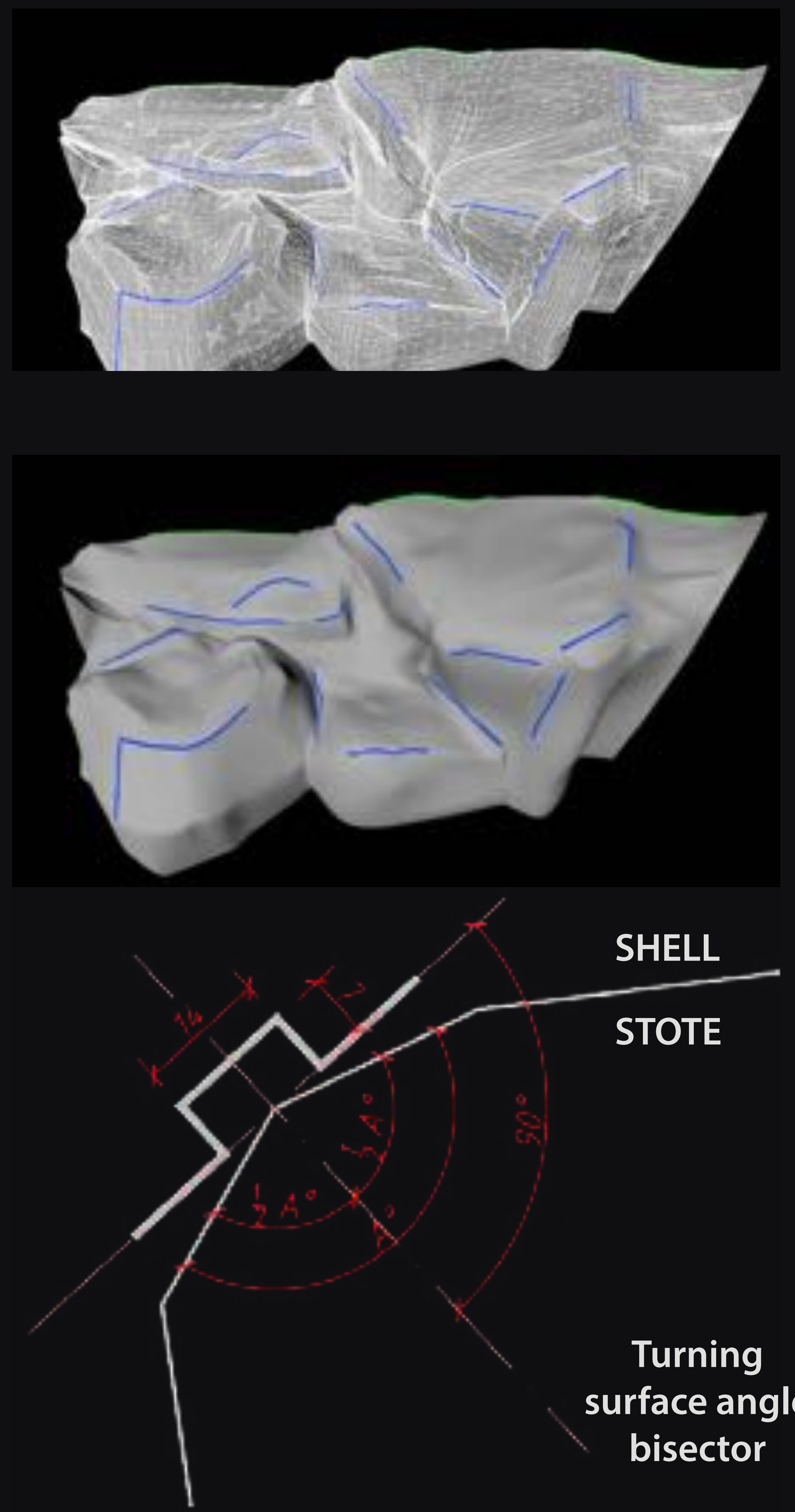
LED STRIP SLOT ANGLE AND TYPE



Option 1 :



Option 2 :



The angle A is the angle between the line of sight and the horizontal line. In order to keep the LED light with sufficient light guiding depth and hide the high-lighting bead of the LED strip, the strip and the lamp slot must be changed within a certain angle range. For the measurement and mathematical trigonometry, we find that the optimal range is between 45 and 75 degrees, and the best angle is 60 degrees.

If the slot is located at the edge of the stone shell, it is directly slotted and controlled within the optimum angle range.

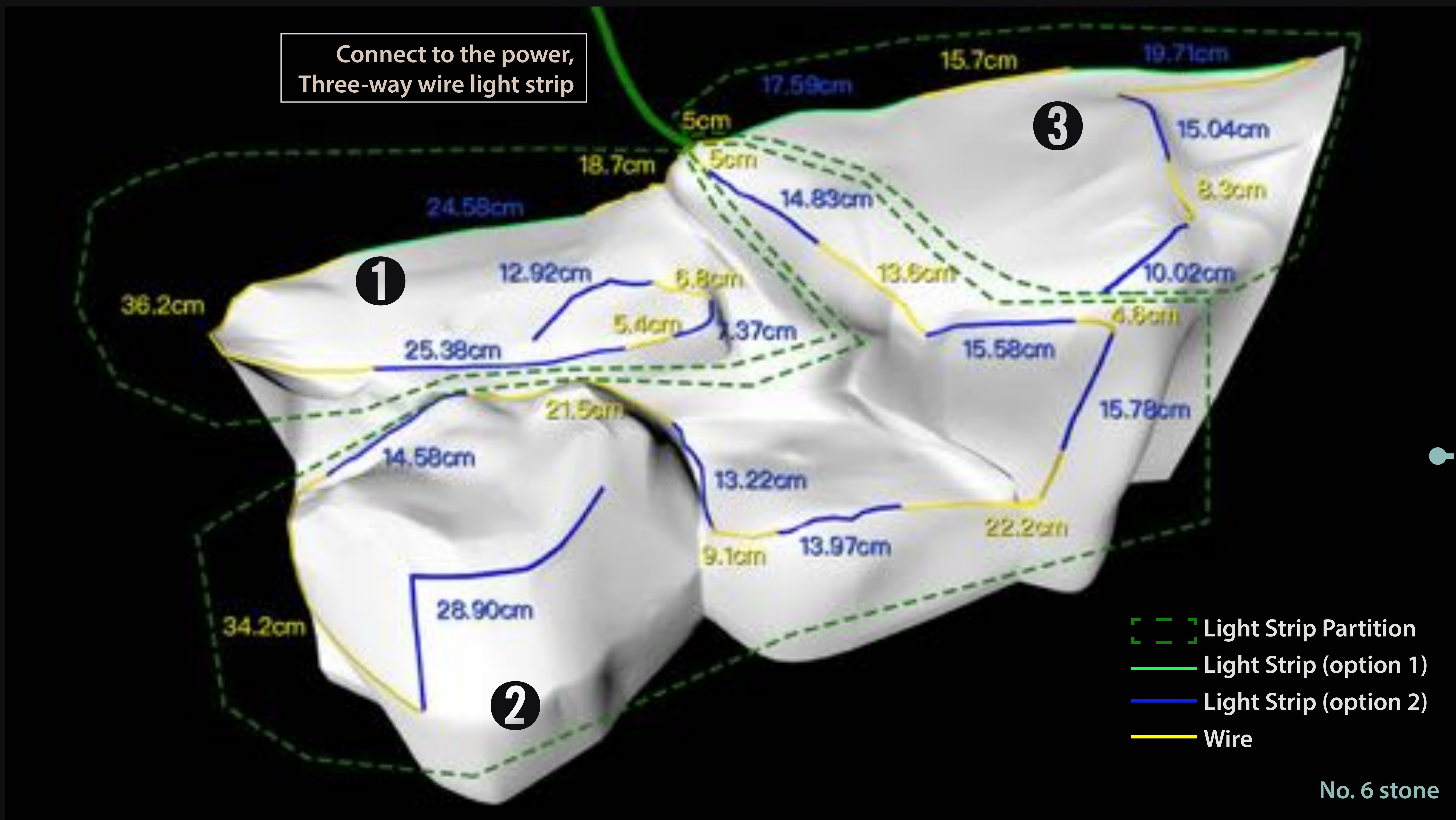
If the position of the lamp slot is in the middle of the stone shell, it is symmetrically grooved according to the center line of the curved corner and controlled within the optimal angle range.

If the angle of the slot is out of the optimum range, the LED strip with a silicone casing will reduce the visibility of the LED bead.

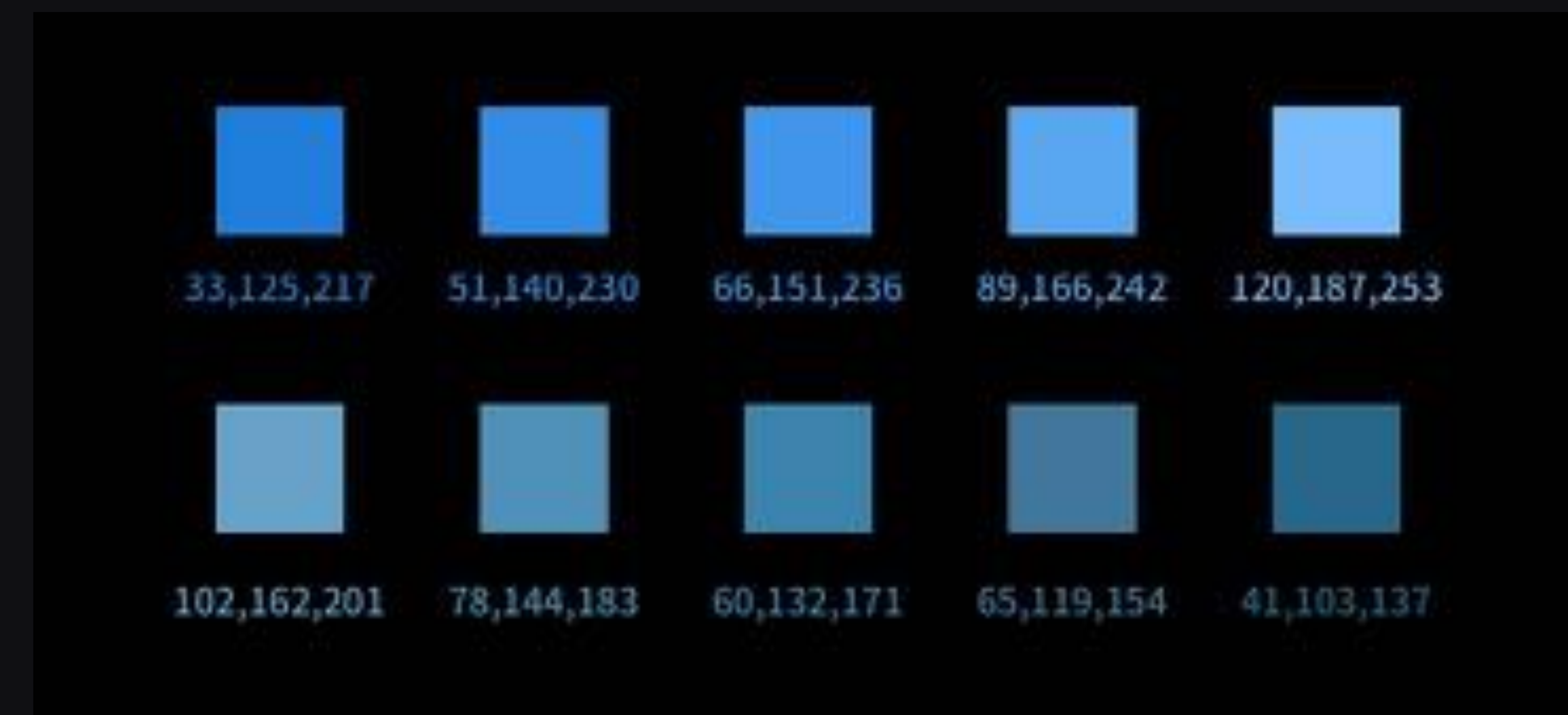
DISTRIBUTE LIGHT STRIP IN C4D

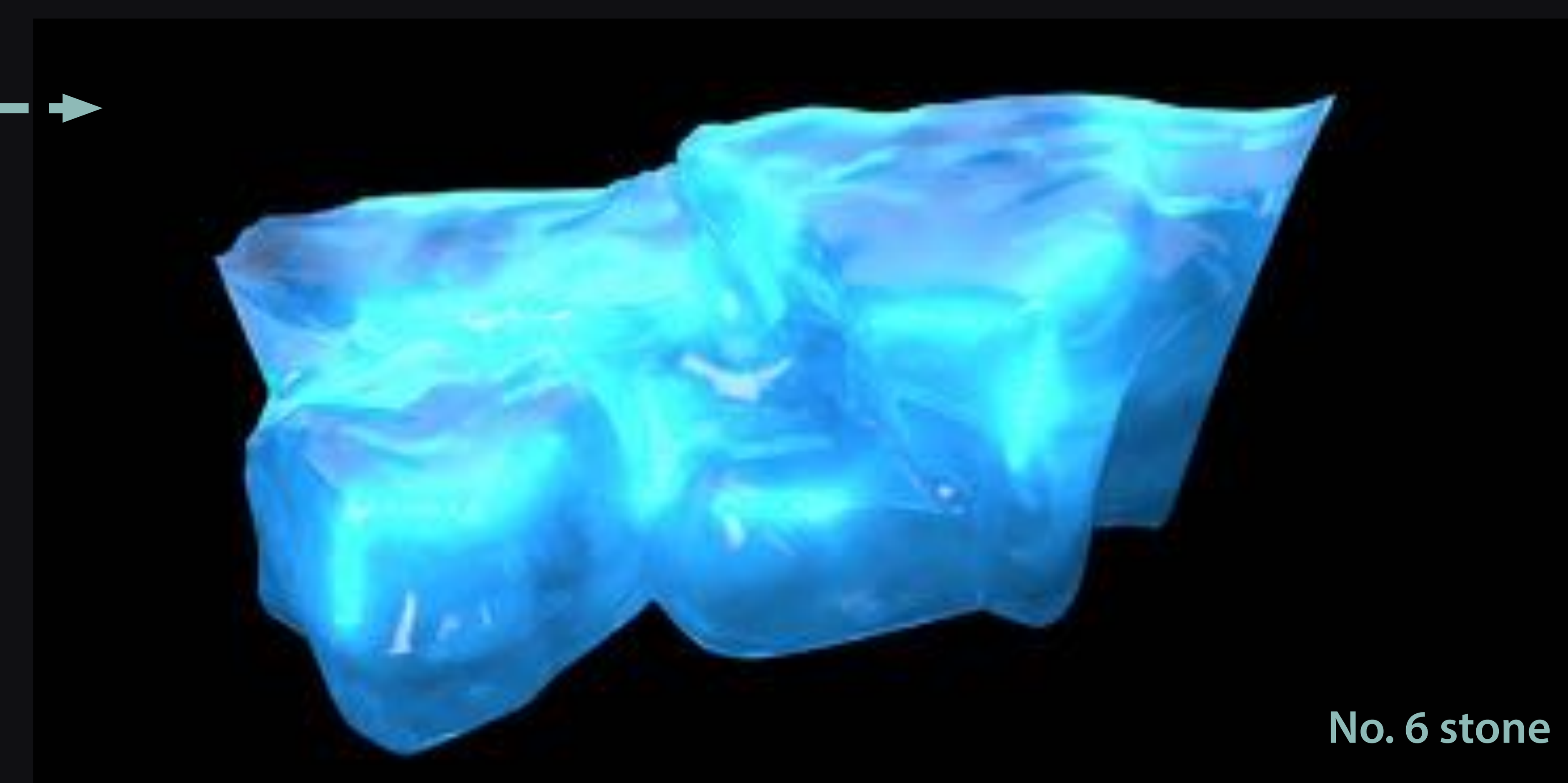
*No. 6 stone

Light Strip Distribution and Structure Diagram



Color Table and Rendering



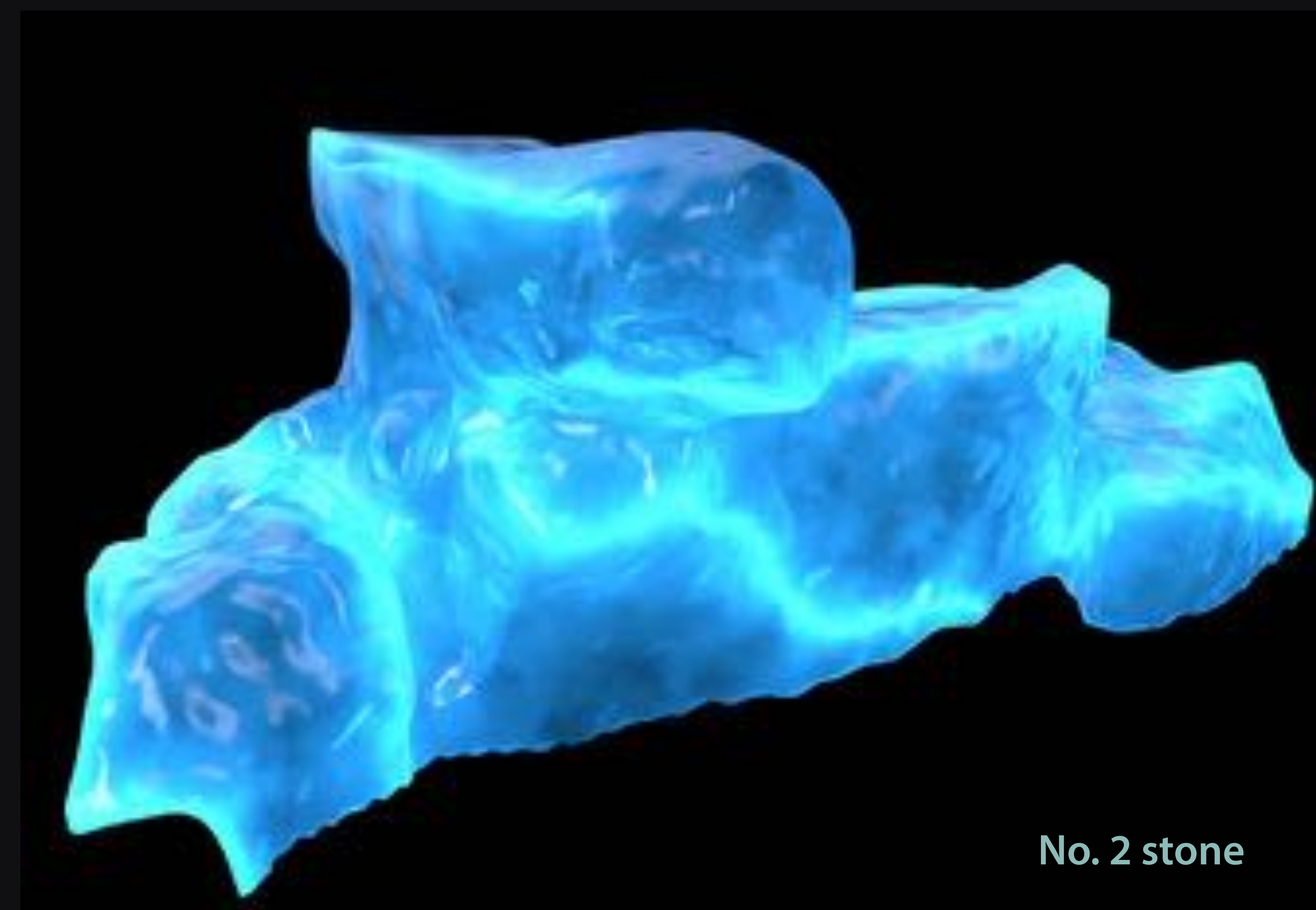


In cinema 4D, we perform a simulation of the band distribution for each 3D scanned stone model: we redraw the distribution of the strips with the sharp edges of the stones and the path of the polygon mesh, and calculate the wire links between the strips to an optimal solution which is achieved between slices, circuits, and lighting effects.

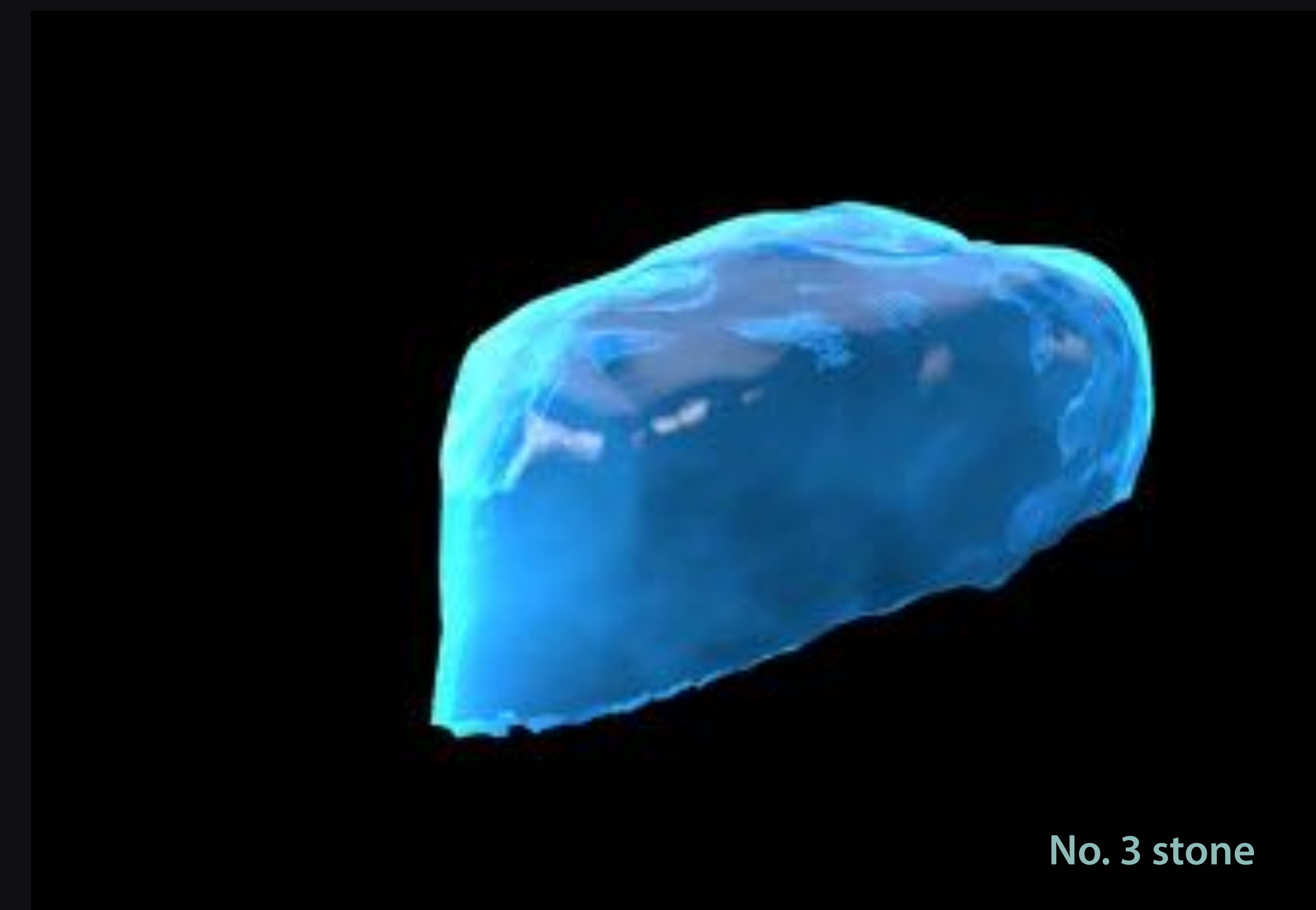
The Cinema 4D Mograph module is used to distribute the LED light source equidistantly, so that the 3D technology and rendering can be used to control the effect of each stone.

DISTRIBUTE LIGHT STRIP IN C4D

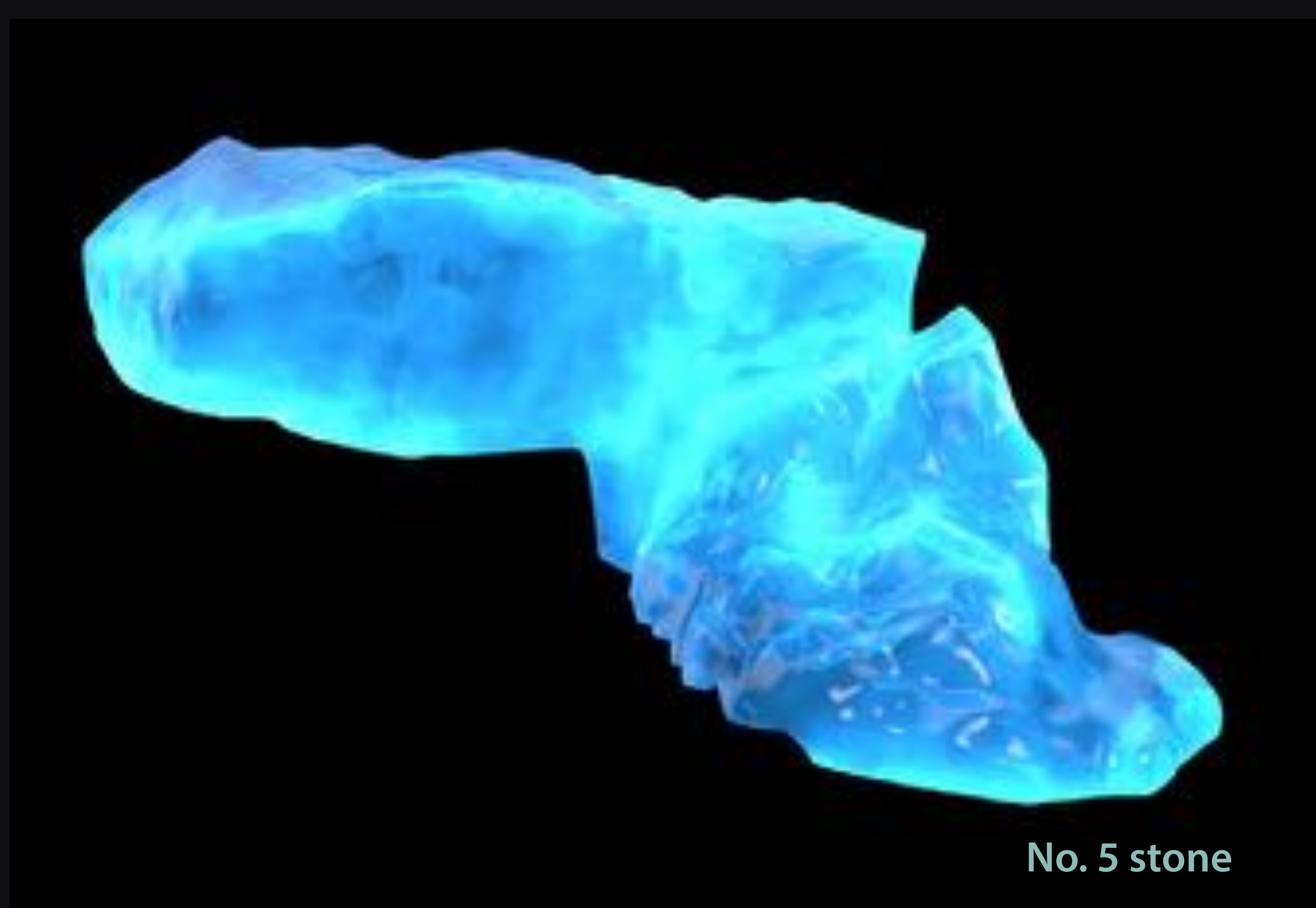
No. 1 stone



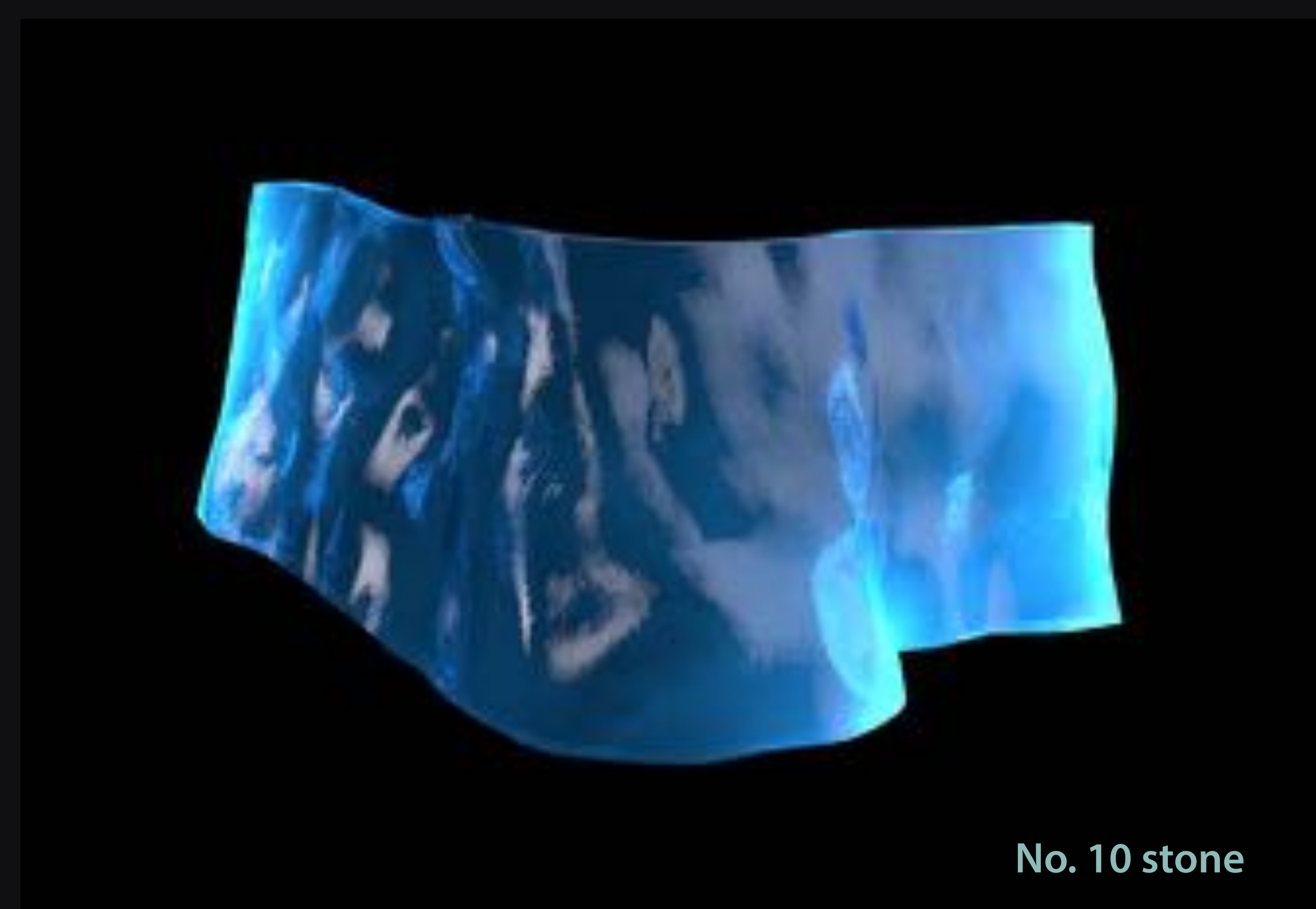
No. 2 stone



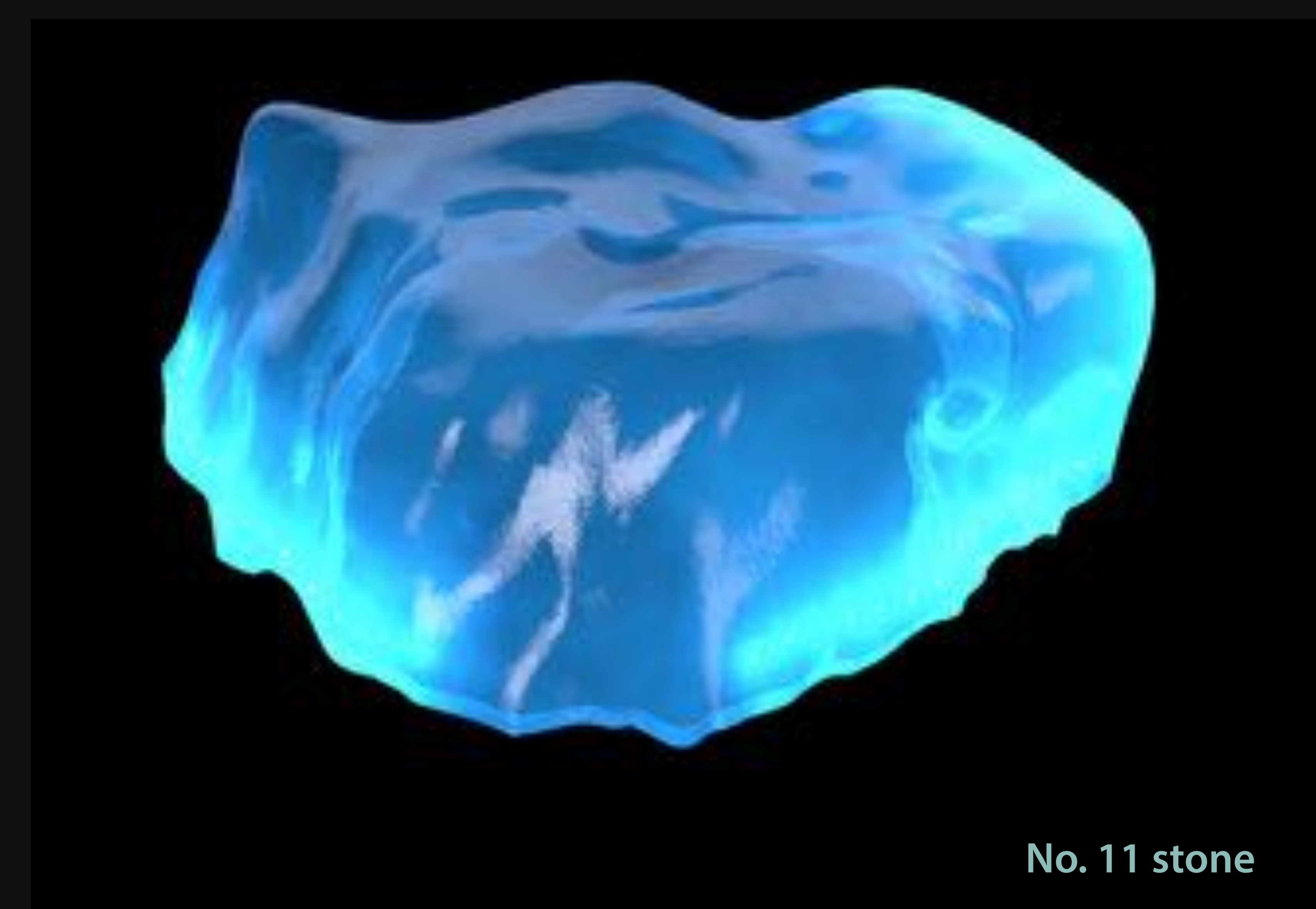
No. 3 stone



No. 5 stone



No. 10 stone



No. 11 stone

Renderings of other stones

PROJECT BRIEF

ICELAND
ARTIST: JIAYU LIU

Featured in the recent Sanya Art Festival, the installation "ICELAND" made it's debut. Located in the south-ernmost of Hainan Island, Sanya is an international tourist city in what is known as 'the torrid zone'. This environment meets my ongoing exploration and objective to support people with new ways to perceive the environment via public art installations. The stunning autumn scenery provided the catalyst and inspiration point for "Iceland".

With the distribution of the main visual points of the iceberg, and the natural stones near the streams outside the hotel 3D scanning was easily facilitated. In order to carry out this process the luminescent composite material installations were constructed through CNC molding, and the RGB value of the luminous LED collected from theoriginal color of the iceberg. Finally, the installations were assembled on the surface of the stone.

As a result when the nightfalls, the blue halo slowly creates the visual experience space of the iceberg. It was vital that the surrounding environment calculations were carried out accurately; with the work then completed through a complex process of placement which involved collaging two different geographical locations as a montage. The final result being a new space which challenges one's perception of the environment.

PROJECT INFO

Year: 2016
Space: L : 1000cm W : 380cm H : 120cm
Materials: Resin , LED Strip Techniques: 3D Scan , CNC , 3D Print
Commission by HUAYU Group , Sanya

CREDITS

3D modeling : Sean Lu
Film : Tao Zhang
Music : James C Wilkie
Edit : Wanlong Ma
Software : EinScan-Pro
Hardware : EinScan-Pro
3D Scan : Shenzhen Lexcent Technology Co. Ltd

AVAILABLE AT

VIDEO : https://vimeo.com/199329369 | WEB : http://www.jiayuliu.studio/iceland/

04 HOEGAARDEN - CITY OASIS POPUP EVENT

2017 | Guangzhou, China

Client: Hoegaarden & ABInbev

INSTALLATION PHOTO - DAY TIME

INSTALLATION PHOTO - NIGHT TIME

OPTION 1

OPTION 2

PROJECT BRIEF

HOEGAARDEN - CITY OASIS POPUP EVENT
ARTIST: DEZIO, SONG GANG (CURATED BY TOMASTER)

Hoegaarden City Oasis, a pop-up event & exhibition curated by ToMASTER co Ltd., cooperated with French mural and graffiti artist DEZIO and professor Song Gang and his new media art team, CICADA ART. This project curated for Hoegaarden brand to publish and promote their well known white beer product in Guang Zhou city, China. The aim of this curatorial project was to bring artistic elements to this brand and deliver the brand concept to the citizens and younger generation in Guang Zhou city.

The key point of this project was graffiti wall by artist DEZIO with professor Song Gang's exculsive and consulting team to guide the lighting system. DEZIO drew his freestyle floral patterns in the event, referencing the ingrediece of Hoegaarden's white beer product: tangerines, orange flowers and corianders.

Through the concept of cross-border combination of painting and green planting, the curatorial team and the main creative artist create a seamless, immersive garden with a plain and unobtrusive wall. And using the infinite flowing art light to outline the outline of the bottle, meaning the natural vitality and rhythm, designed to let the viewers immerse themselves in the oasis wonders during the city walk. The overall design takes into account the visual appreciation and interactive experience. The public can shuttle through the works and stop to take pictures and explore the natural wonders.

PROJECT INFO

Year: 2017
Dimensions: W : 9m H : 7.5cm
Materials: Plastic , LED Strip, Spray-Paint, Oil Paint, Stainless Steel, Fibre
TIT Creative Industry Zone, Guangzhou

CREDITS

Master Artistic Planning : ToMASTER Co. Ltd
Master Planning & Rendering : Sean Lu
Chief Artist : Paul Dezio
Project Manager : Peng Li
Curatorial Team : Coco (Quan Liu), Tiesi Ye, Peng Li
Art Executive Team : CICADA ART (Gang Song, Wenbo Lai, Hui Zhu)

05 MANGOO HUB WEST BUND PLAZA

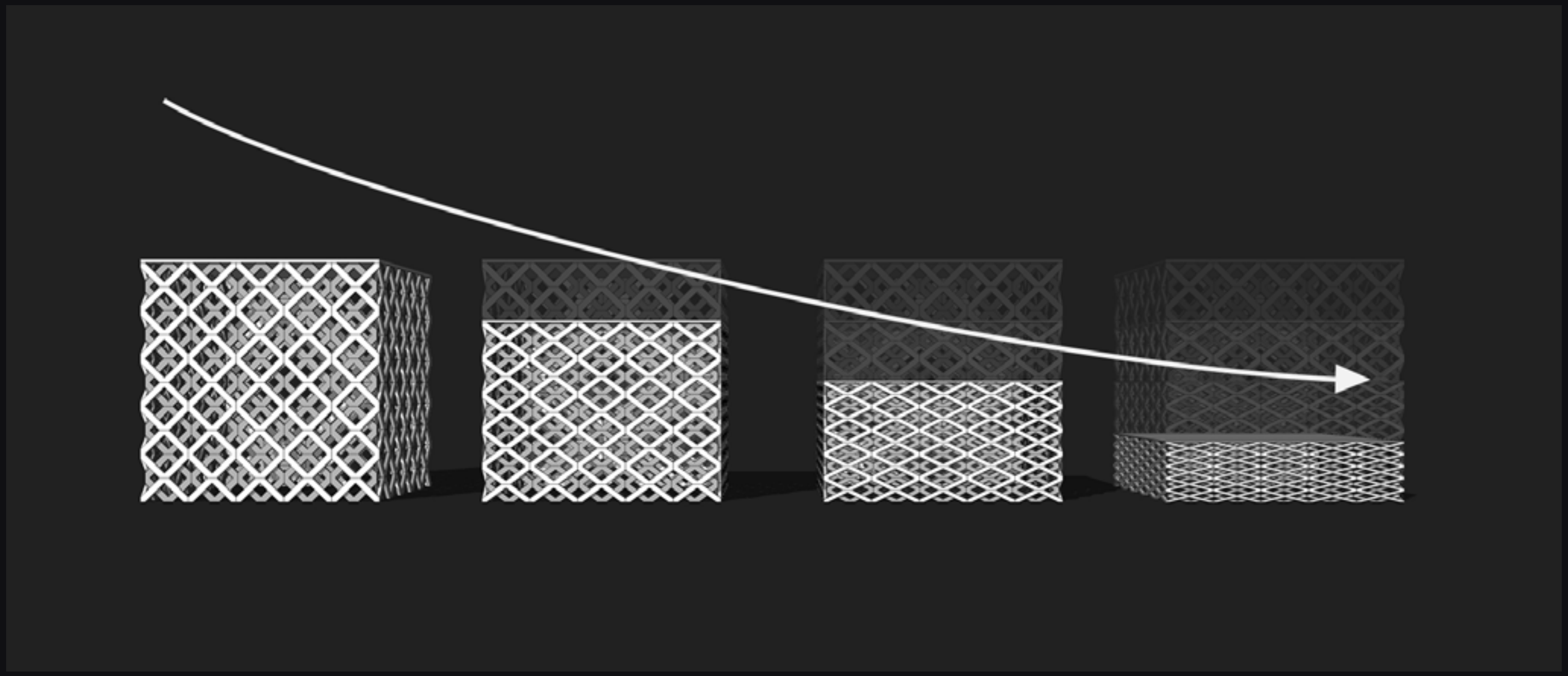
2017 | Shanghai, China [Proposal]

Client: Mangoo Hub (invested by Hunan TV)

OPTION 1

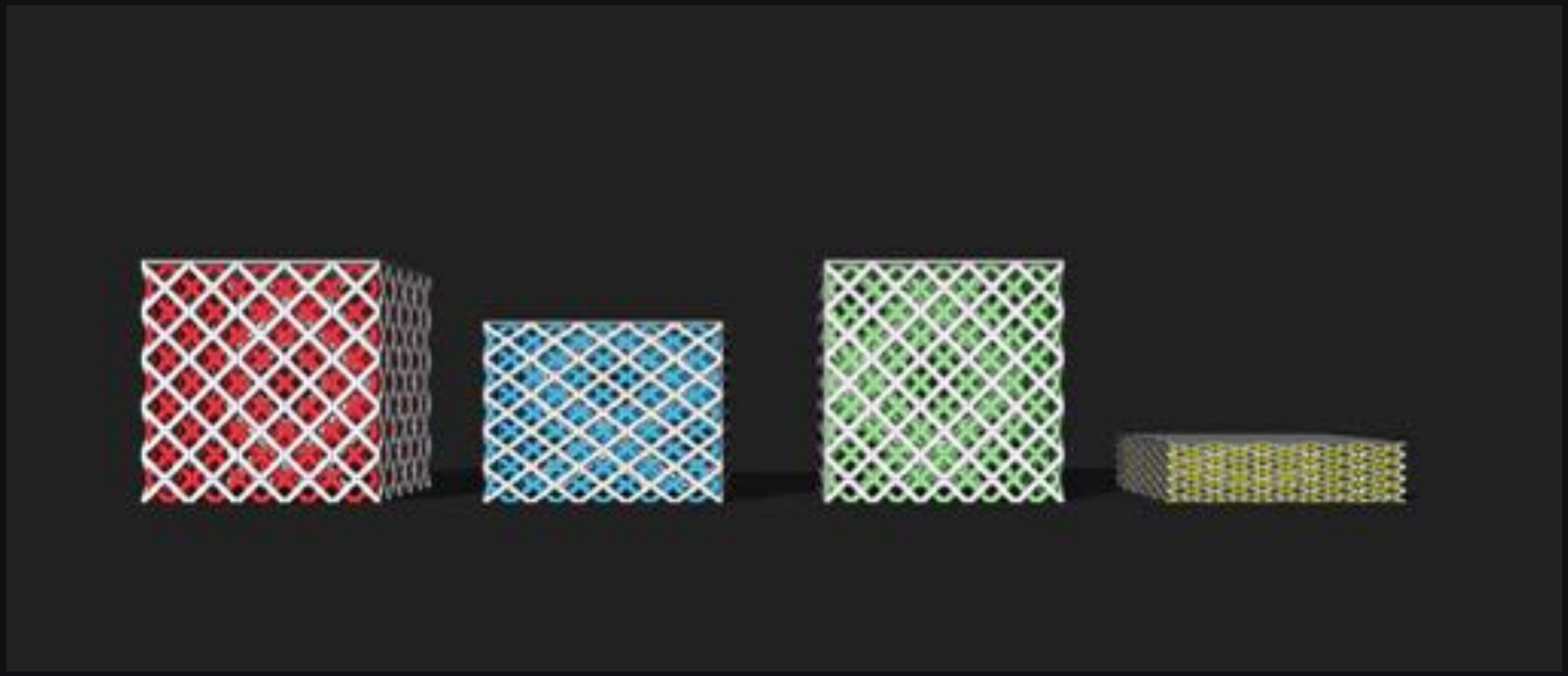
OPTION 1

MODELING - PROGRESS



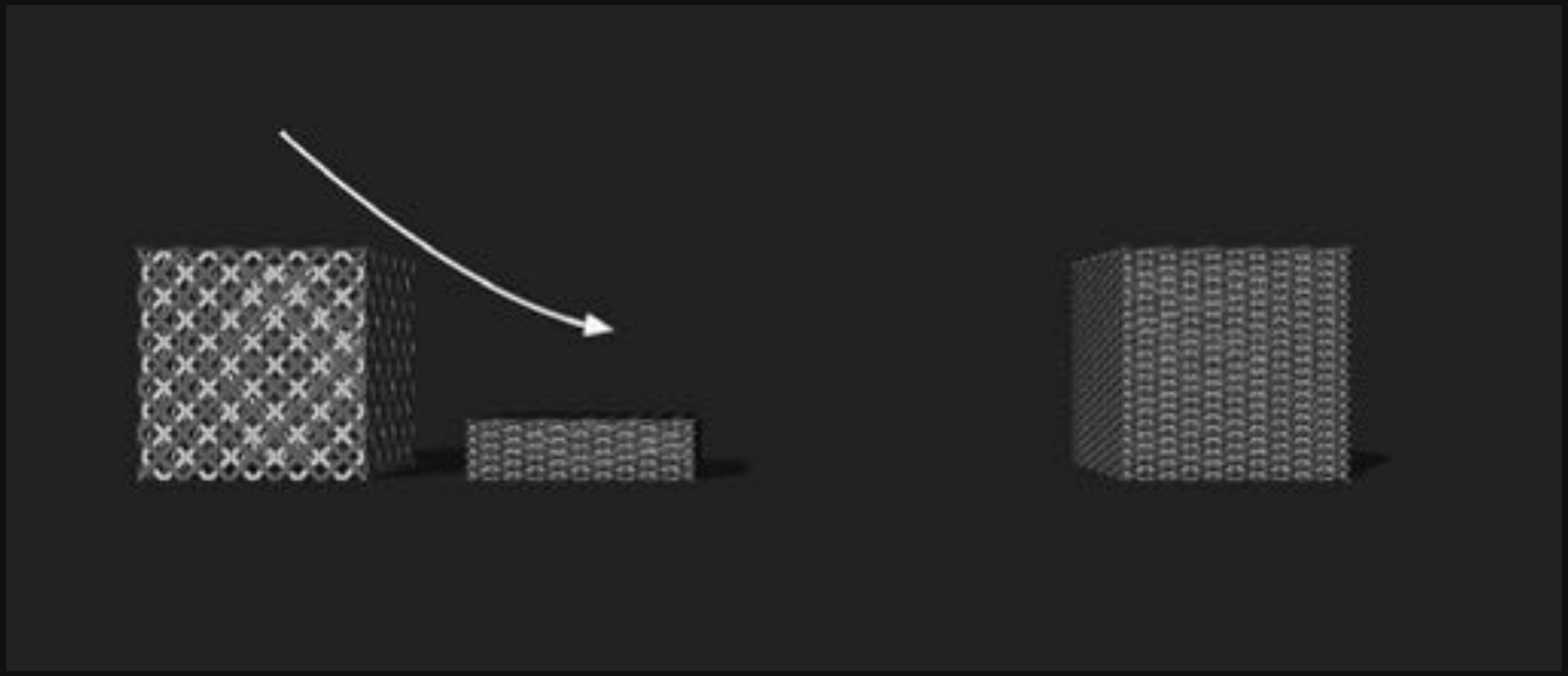
TRANSFORM

The box adopts a mesh cross-foldable structure to realize the folding function.



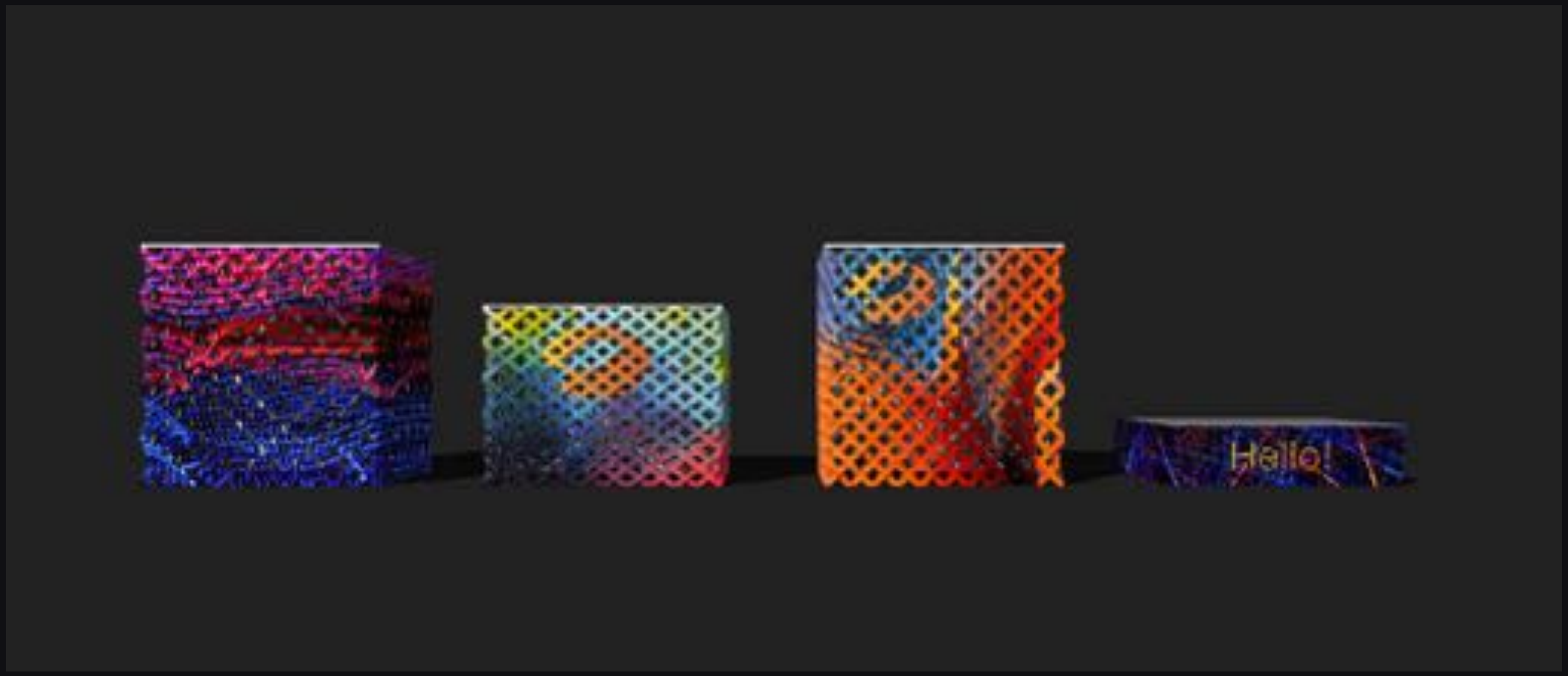
COLOUR

The color metal layer inside the box shows different colors.



MOOD

The box has two structures, foldable and non-foldable, for different density and privacy. The folded box becomes a low stool, and the non-foldable box is a grey space for resting.



PATTERN

The inner and outer layers of the box can be combined with colorful patterns, such as logos.

MODELING - PROGRESS

LIGHTS

Two separate lighting systems inside and outside, the superposition of each other finally presents a rich and delicate layered light and shadow effect.
The lights are controlled by LED beads systerm, which are distributed at the grid structure and intersection.

MODELING - PROGRESS

IMAGE - 01
ROLE Design / Model / Material
WORKFLOW AutoCAD / SketchUp

MODELING - PROGRESS

IMAGE - 02
ROLE Design / Model / Material
WORKFLOW AutoCAD / SketchUp

06 SHENZHEN BAY SUPER CITY COMPETITION

FINAL PROPOSAL

IMAGE 01 - DAYTIME

IMAGE 02 - NIGHT TIME

FINAL PROPOSAL - AERIAL VIEW [DETAIL]

ROLE Design / Model / Material / Light / Rendering Director / Composite
WORKFLOW AutoCAD / SketchUp / 3ds Max / Physical Sky / V-Ray / Adobe Photoshop

SHENZHEN BAY SUPER CITY COMPETITION (PARTIAL PERSPECTIVE)
ROLE Design / Model / Material / Light / Render / Composite
WORKFLOW AutoCAD / SketchUp / Rhino / Twinmotion / Adobe Photoshop

SHENZHEN BAY SUPER CITY COMPETITION (PARTIAL PERSPECTIVE)
ROLE Design / Model / Material / Light / Render / Composite
WORKFLOW AutoCAD / SketchUp / Rhino / Twinmotion / Adobe Photoshop

SHENZHEN BAY SUPER CITY COMPETITION (PARTIAL AERIAL VIEW)
ROLE Design / Model / Material / Light / Render / Composite
WORKFLOW AutoCAD / SketchUp / Rhino
Twinmotion / Adobe Photoshop

RESEARCH QUESTION :
WHY ARE WE SO FASCINATED BY THE PAINTING "RIVERSIDE" AND VALUE IT AS A TREASURE?

Because it depicts a dream city with vitality and power.
And in the urban space with great inclusion and diversity, people from different classes, and all kinds of activities and desires can be found inside.
Therefore this city is full of cohesion, creativity, and demonstrated the power of a culture.

One Section of the painting "Riverside"

The painting "Riverside"in Super City

CONCEPT & STRATEGY

The oriental Pearl Tower, Jinmao Tower, Shanghai Center, World Financial Center and other buildings in Lujiazui China and other cities in the world are iconic, but it is just only symbolic with the lacking of human scale space, and vehicle-oriented street space. Missing the connection between buildings, that results in a "positive people live and work in a negative city space."

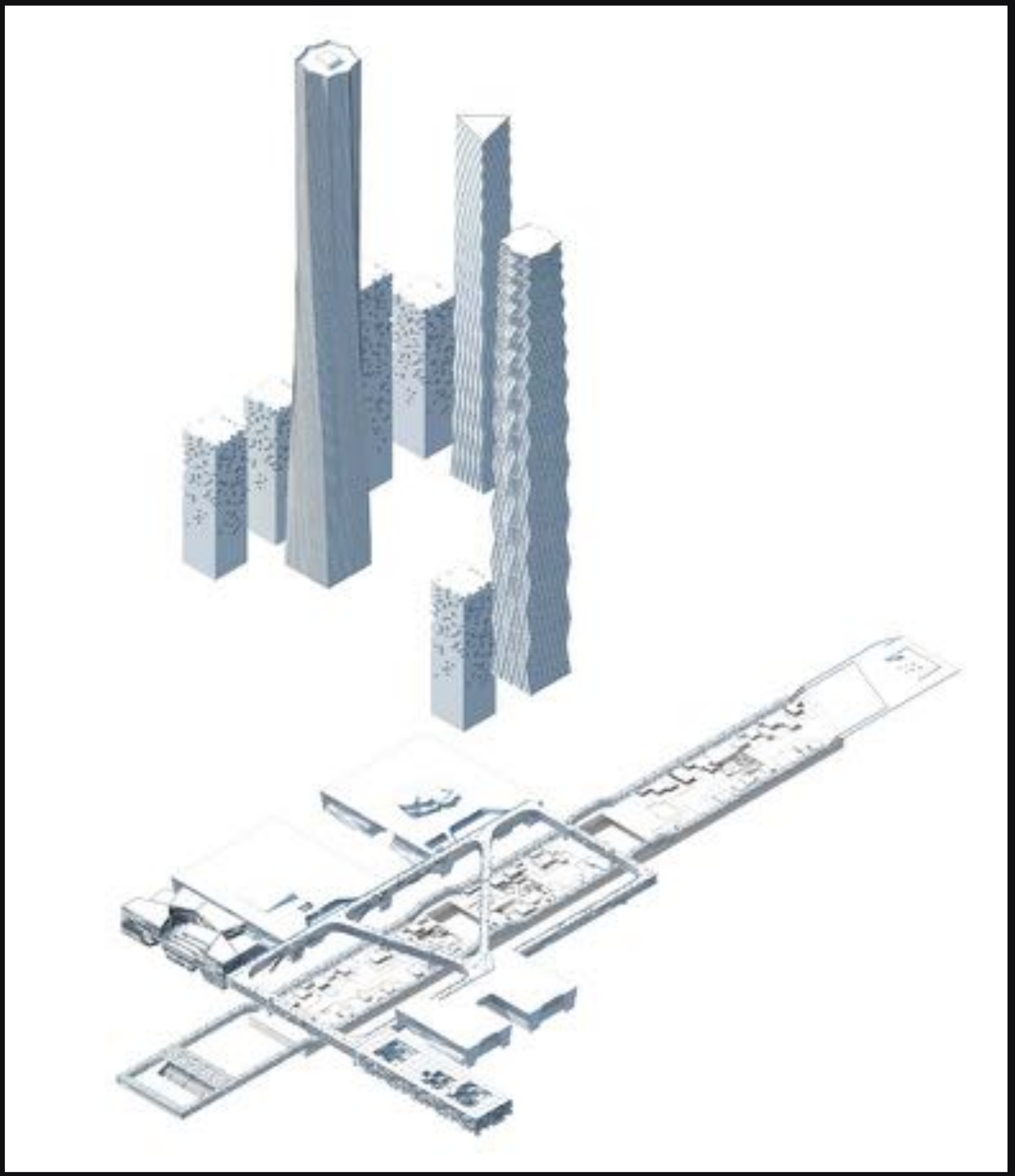
Diagram of Lujiazui

Traditional Chinese city block is the wisdom of liv- ing in the city residents, such as Shanghai Tian Zi Fang, Xintiandi, wide alleys in Chengdu , and Zhongshan Road in Xiamen are very typical ex- amples, they share the common features: pleas- ant urban scales and spaces , various formats of functions, and a combination of people in different classes.

Diagram of traditional blocks

Wide Alleys

Tian Zi Fang



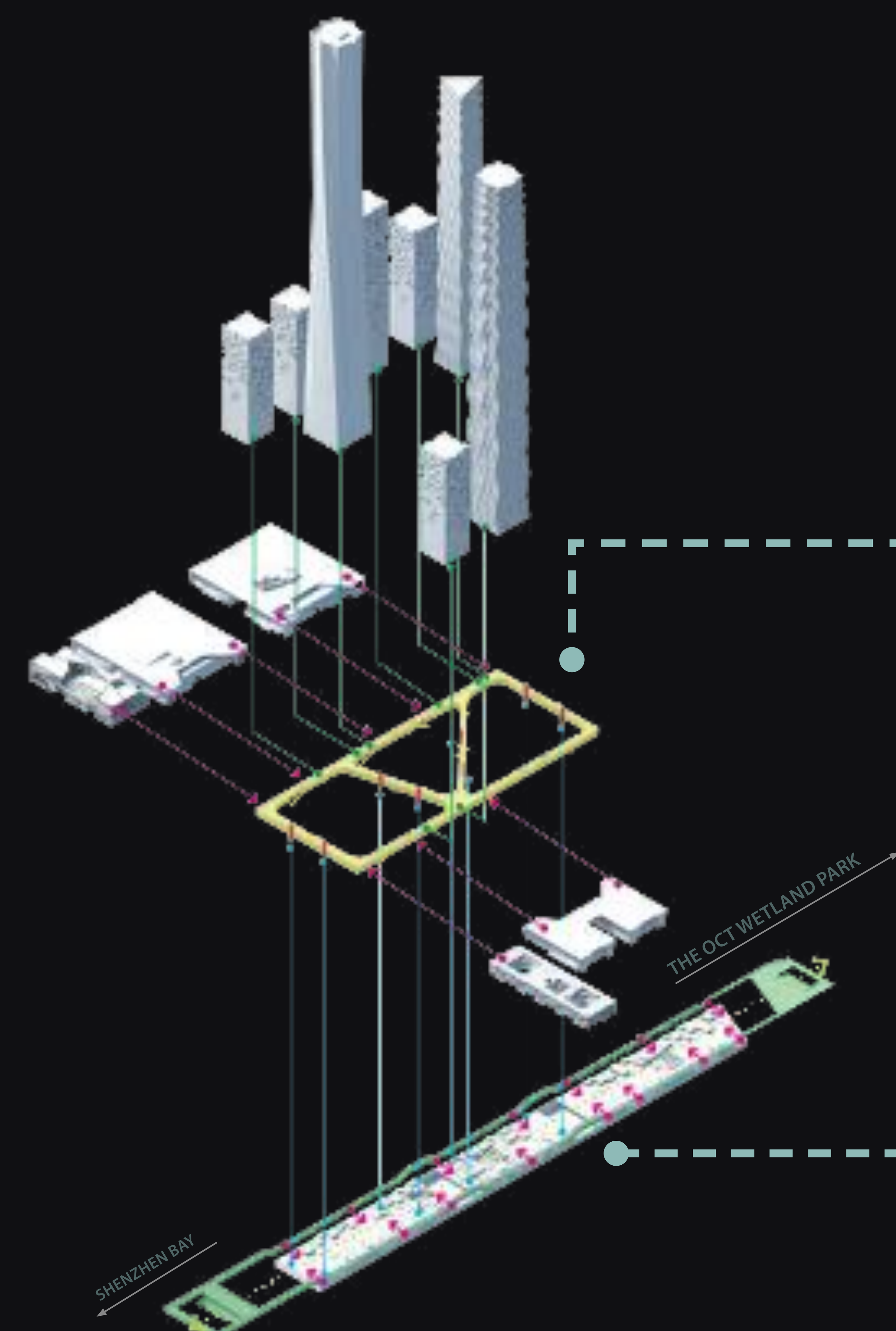
OUR STRATEGY

Pudong Lujiazui district is a typical landmark, but it lacks human scale and space; Traditional Chinese urban neighborhoods has a pleasant scale, abundant format, but the lack of iconic; In this case, we have designed a 'supper city' full of richness which is as iconic as Lujiazui,and have the similar Tianzifang wide alleys --a symbol of both, humane space, format rich layers of "super" city!

ORGANIZATIONAL FRAMEWORK

DIAGRAM

The region is combined by two systems named "Green Corridor" and "Rainbow Bridge", and it forms the "Super Connection" between ground & underground, constructions & constructions, and buildings & parks.



RAINBOW BRIDGE SYSTEM:

The system is linked to the region all the commercial podiums with skycrapers, convention center, cultural center, and form a landscape sky walk system to facilitate and promote the links between the different buildings and also the connection and communication between people.

GREEN CORRIDOR SYSTEM:

This area is a leisure park, a fashion district with pleasant scale, and also a complement and extend to the format of the CBD core area. It links the Shenzhen Bay , the CBD, and the OCT Wetland Park.

SHENZHEN BAY SUPER CITY COMPETITION - NIGHT TIME

ROLE Design / Model / Material / Light / Rendering Director / Composite

WORKFLOW AutoCAD / SketchUp / 3ds Max / Physical Sky / V-Ray / Adobe Photoshop

07 HANGZHOU FUTURE TECH CITY - TRAFFIC HUB

FINAL PROPOSAL - PERSPECTIVE 01

ROLE Design / Model / Material / Light / Rendering Director / Composite
WORKFLOW AutoCAD / SketchUp / 3ds Max / Physical Sky / V-Ray / Adobe Photoshop

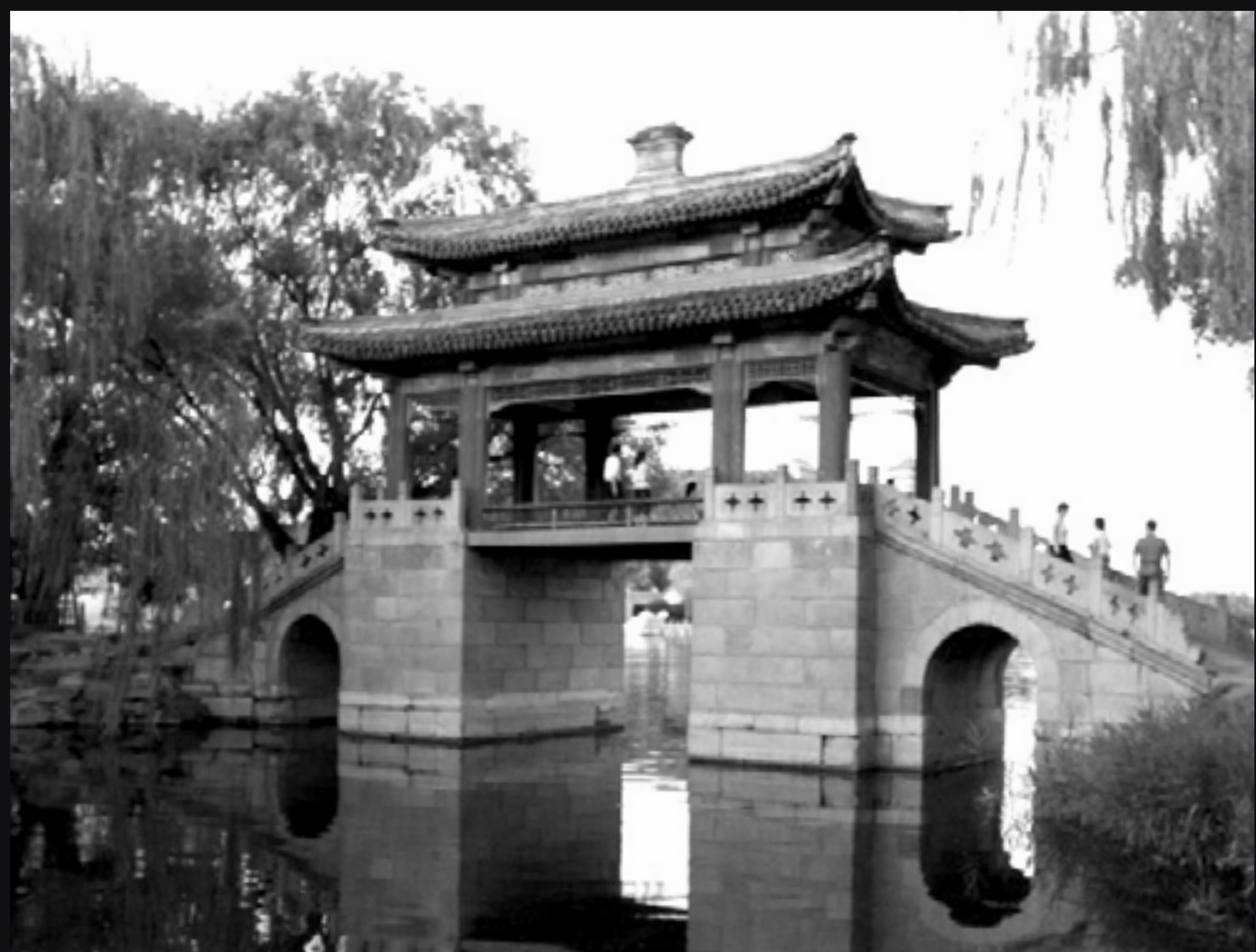
FINAL PROPOSAL - PERSPECTIVE 02

ROLE Design / Model / Material / Light / Rendering Director / Composite
WORKFLOW AutoCAD / SketchUp / 3ds Max / Physical Sky / V-Ray / Adobe Photoshop

FINAL PROPOSAL - AERIAL VIEW

ROLE Design / Model / Material / Light / Rendering Director / Composite
WORKFLOW AutoCAD / SketchUp / 3ds Max / Physical Sky / V-Ray / Adobe Photoshop

FINAL PROPOSAL - PERSPECTIVE 01



CAFÉ

RESTAURANT

SHOPPING MALL

WALKING STREET

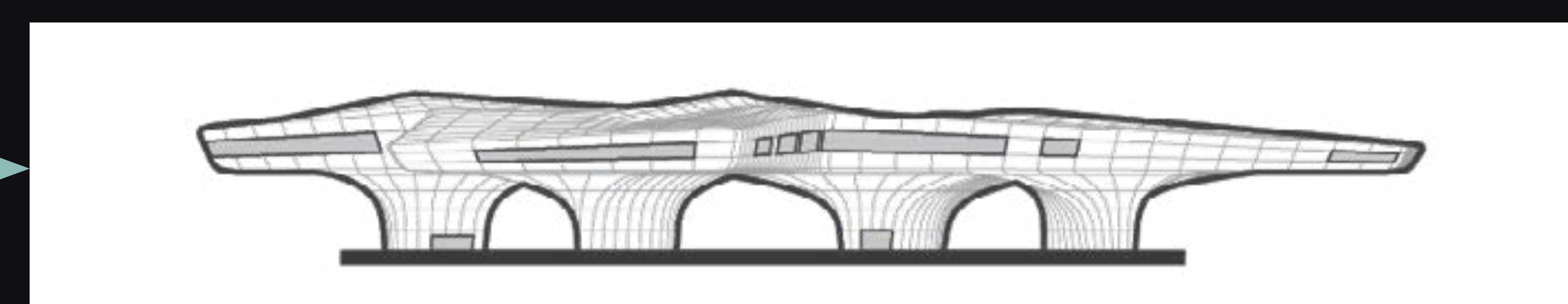
EXTRACT THE CONCEPT
FUSION FORMS AND METHODS

BASIC
FUNCTION

COMPALEX
PLATFORM

TRANSPORTATION
& URBEN COMPLEX

MIX

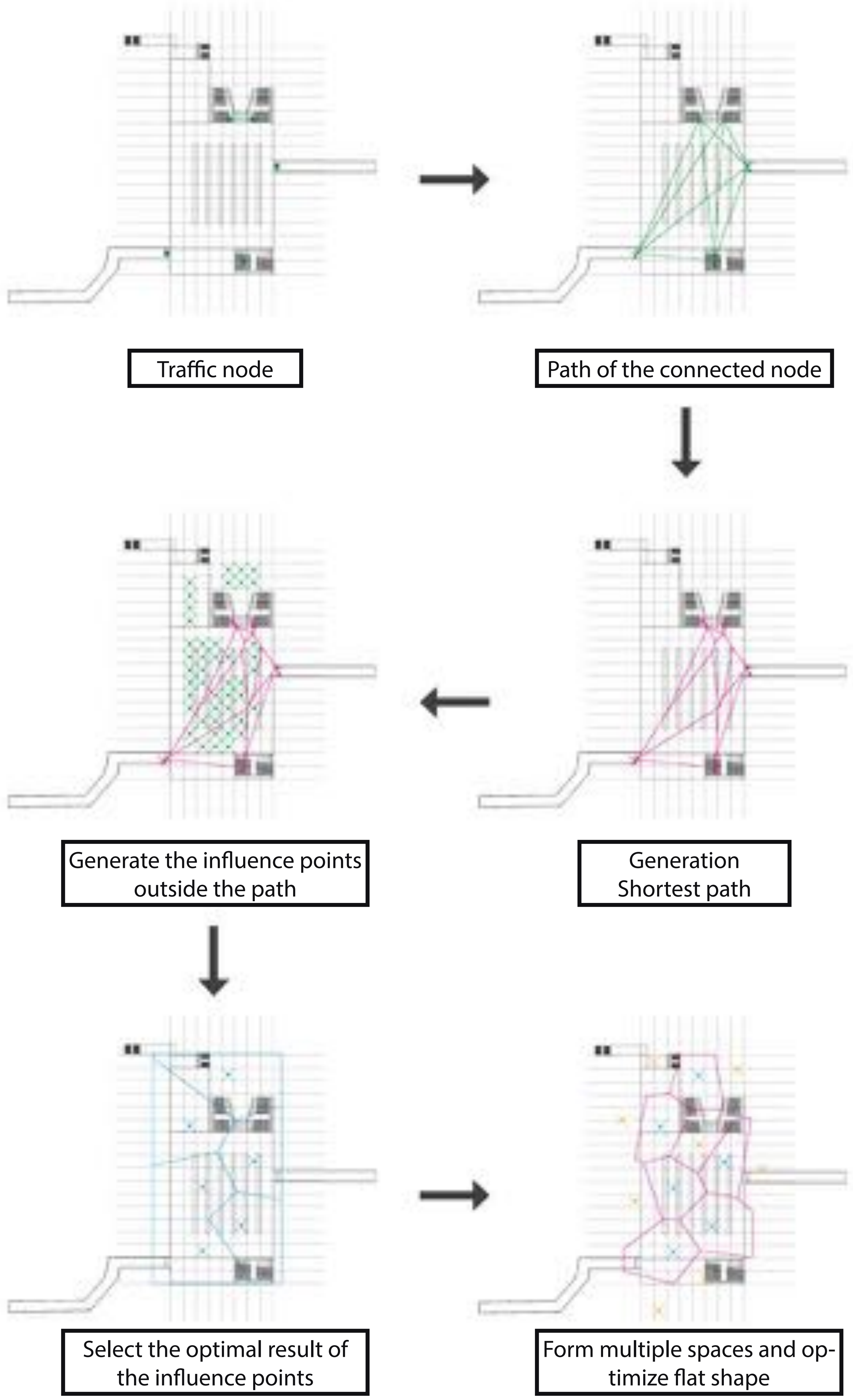


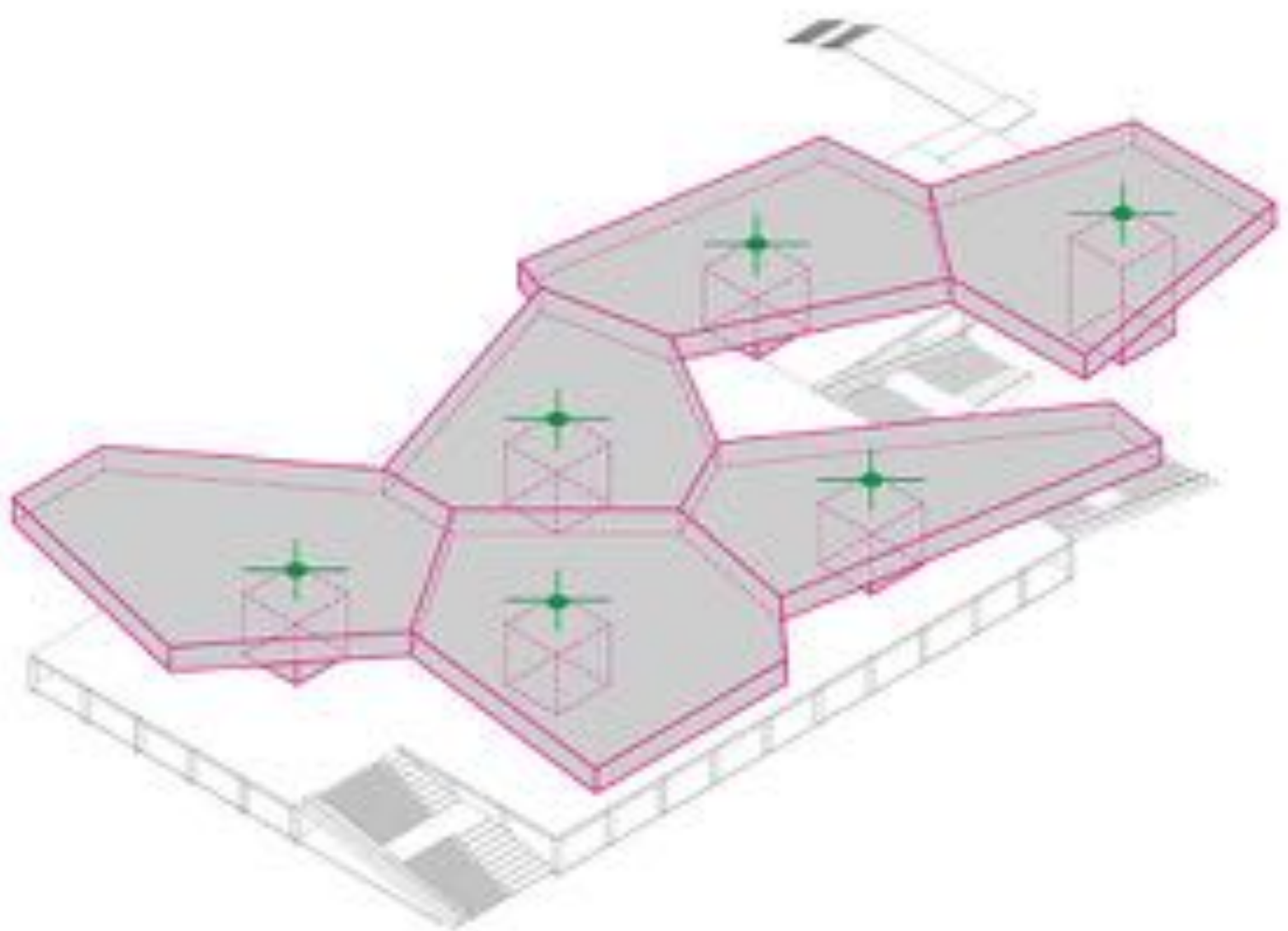
When there are more people gathering and more functions are needed,
a larger number of pavilions and larger bridges will serve more people.

A broader venue platform is used to achieve more functional space,
more information exchange, and more crowded distribution.

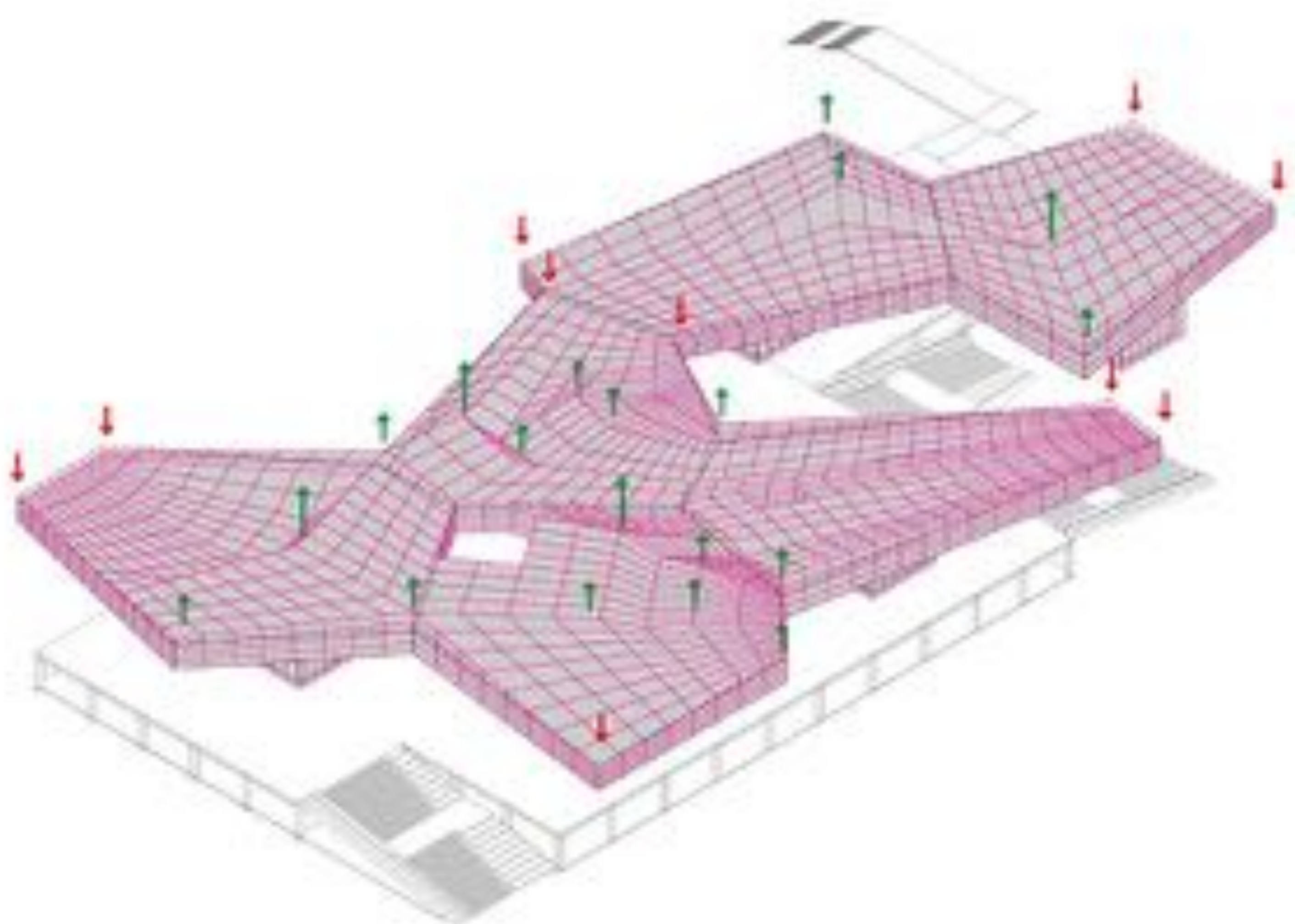
Modern urban space needs a new one-stop integrated platform.
So we add modern mechanism, logical organization, spatial division.

FINAL PROPOSAL - ANALYSIS



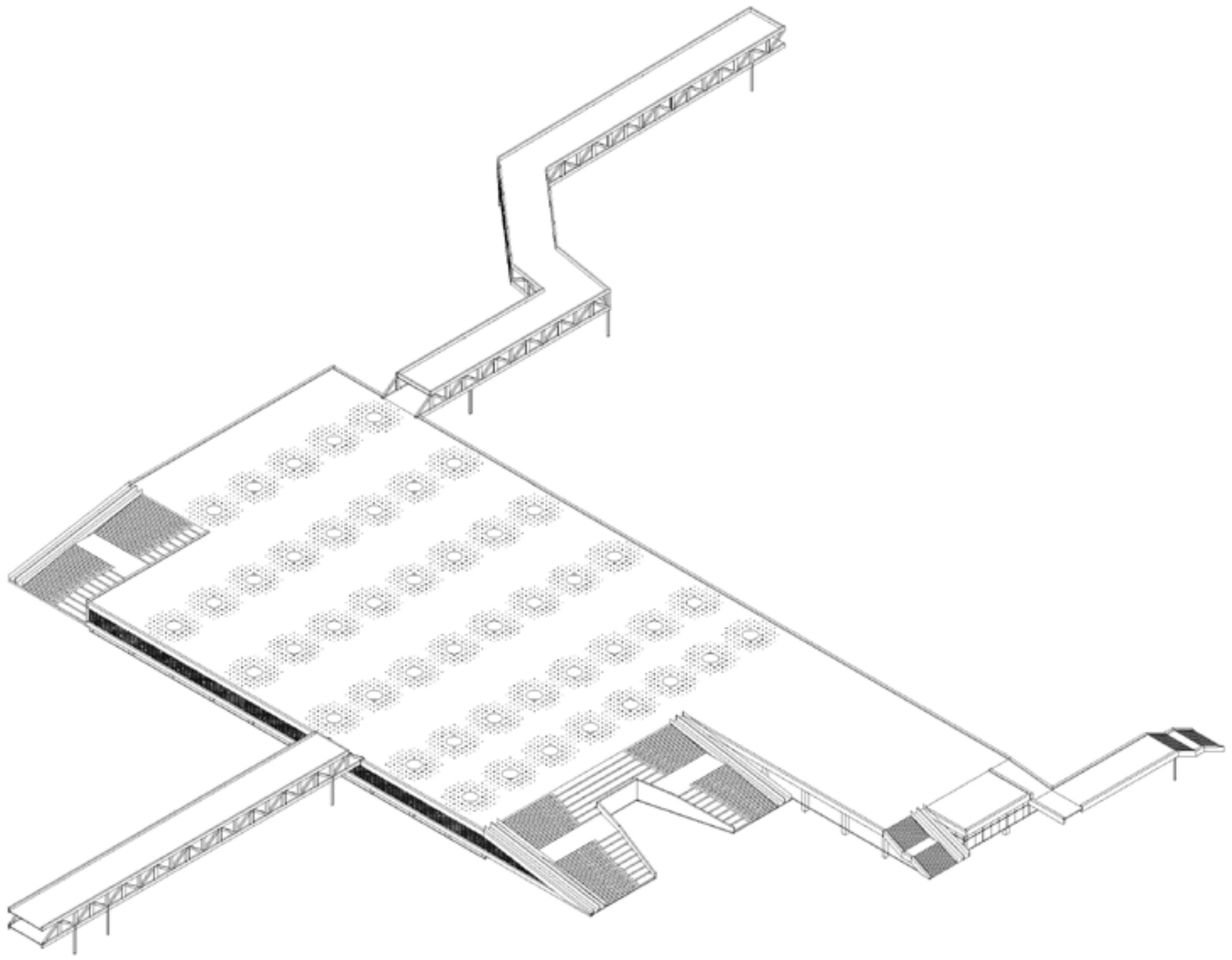


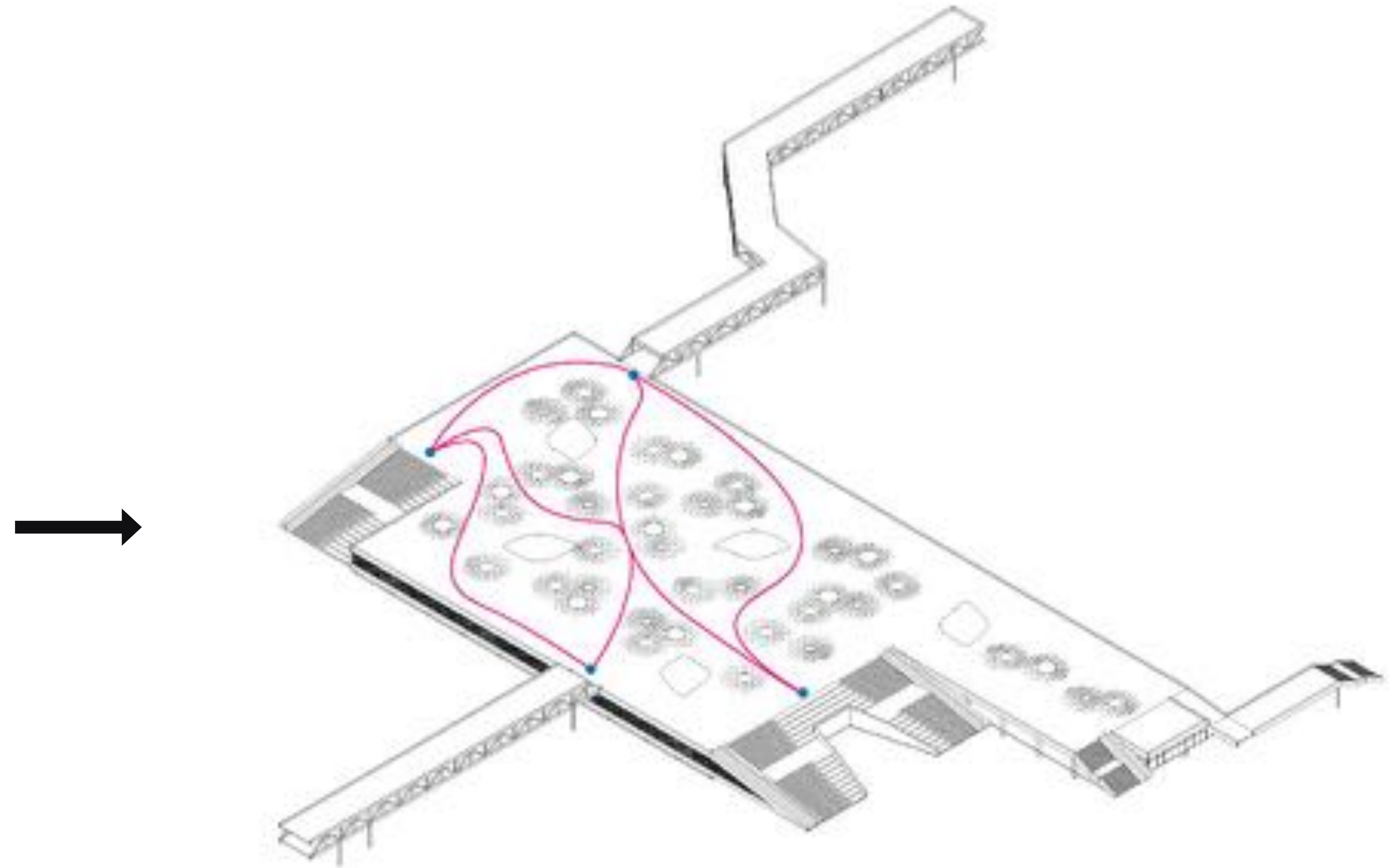
Plane into 3D volume



Subdividing the volume, changing the height of the node, forming a dynamic undulating shape

FINAL PROPOSAL - ANALYSIS

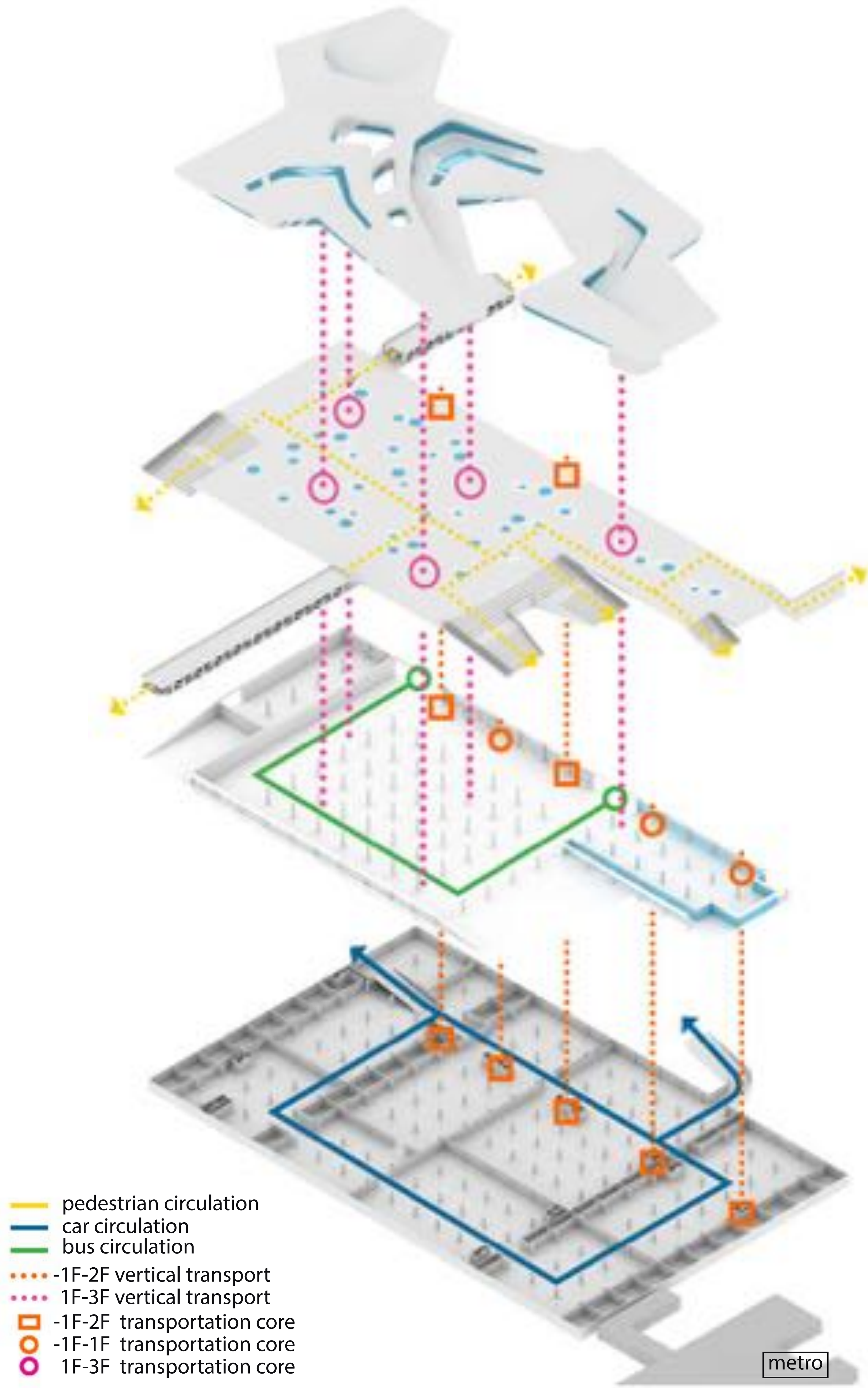


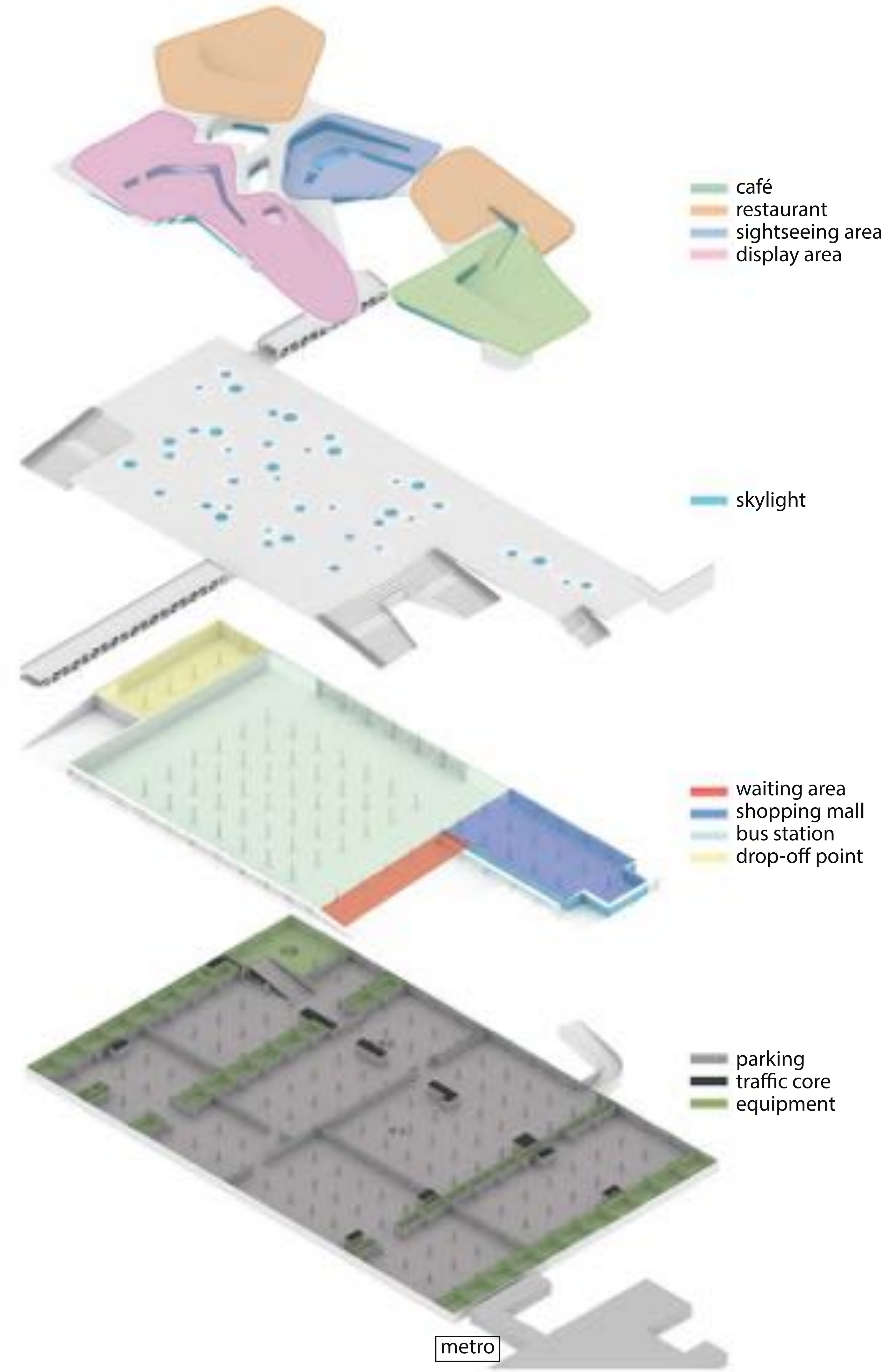


Basic plane constituting space shape

Advanced plane constituting transform
Influencing factors: traffic nodes, pedestrian circulation

FINAL PROPOSAL - ANALYSIS





FINAL PROPOSAL - ANALYSIS

08 “KAI TAK FANTASY”- INTERNATIONAL IDEAS COMPETITION

FINAL PROPOSAL - PERSPECTIVE 01

ROLE Design / Model / Material / Light / Rendering Director / Composite
WORKFLOW AutoCAD / SketchUp / 3ds Max / Physical Sky / V-Ray / Adobe Photoshop

FINAL PROPOSAL - PERSPECTIVE 02

ROLE Design / Model / Material / Light / Rendering Director / Composite
WORKFLOW AutoCAD / SketchUp / 3ds Max / Physical Sky / V-Ray / Adobe Photoshop

FINAL PROPOSAL - PAGE 01

THE SOLARED CARNIVAL

Hong Kong will solared soon! this solar carnival is composed of entertainment space, tourism center, culture center, commercial, hotel, education space and so on. This is the carnival of the Hong Kong people and tourists from around the world!

THE SOLAR SYSTEM

Our idea comes from the states of the solar system. Different planets composed a mystery solar system. We put our cultural environment as a solar system, a variety of different cultures constitute the attraction of Hong Kong, we intend to put different cultural functions in different balls like the solar system.

Neptune
symbolizes happiness. we define the space as playground.

Saturn
symbolizes achievement we define the space as hongkong movie museum.

Venus
is a beautiful harmony and stability of the stars. we define the space as art museum.

Mars
represents the communication we define the space as commercial space.

Mercury
represents wisdom. we define the space as technology museum.

Jupiter
was a star of women's negative stars, representatives of health. we define the space as eco-museum.

Uranus
symbolizes romance we define the space as concert hall.

STRUCTURAL CONCEPT

deep-sea drilling platform

+

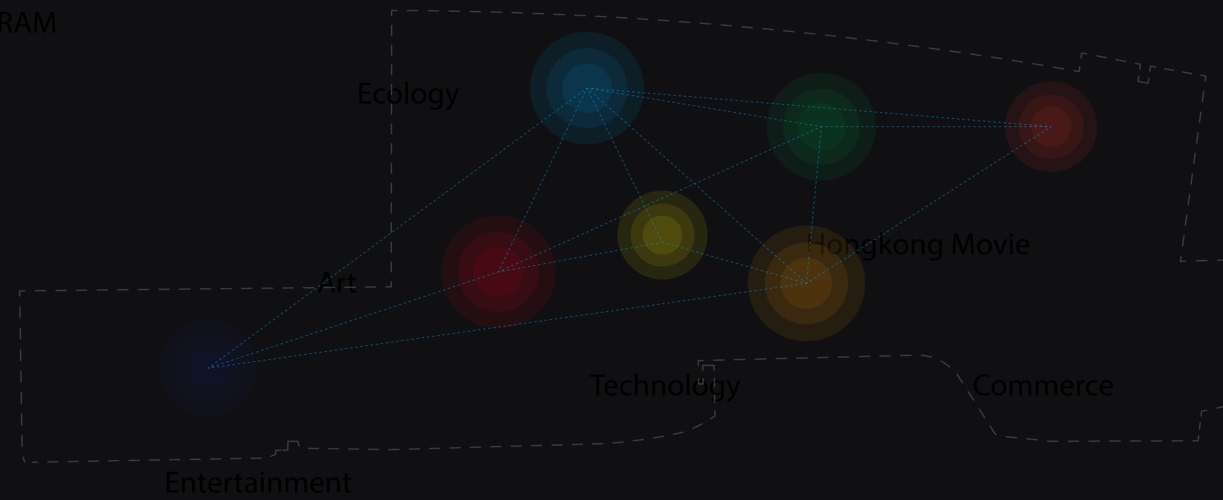
"Manhattan dome idea" by Fuller

=

New architectural forms

We first thought of the concept of deep-sea drilling platform. This structure for the water to create a possibility to establish a stable space. Another concept is "Manhattan Dome", a large glass shell covered the central area of Manhattan, the inside of the big city can build a complete, self-sufficient metabolic system. We combine these two concepts, make glass planet on the water.

PROGRAM

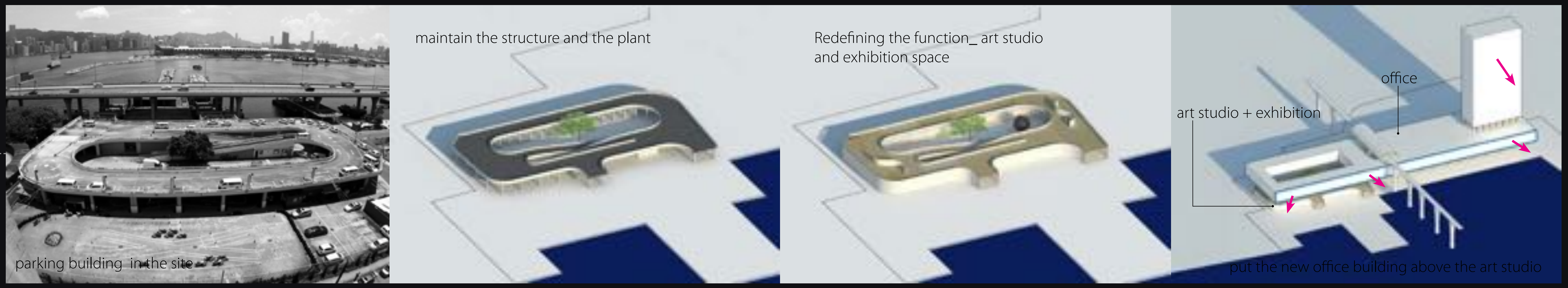


These are a planetary system of eight planets. We study the properties of various types of space activities. Such as dating space, space for watching movies, viewing of the exhibition space. We tried these activities space corresponds to the planet. Different function spheres contact each other, affect each other, they all composition a city recreation system.

FINAL PROPOSAL - PAGE 02

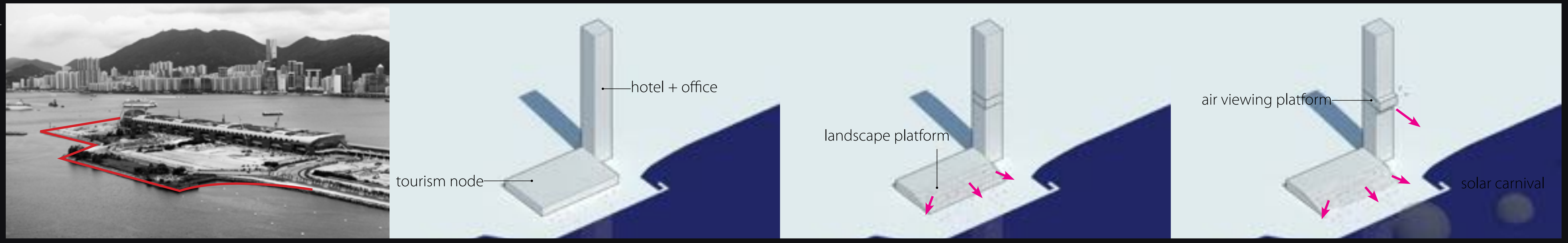
Kwun Tong Ferry Pier Action Area

For this site, we tried to keep as much as possible of the existing building. The parking building attract our attention, We retained its structure and re-used as art exhibition space, And also, we create more office space, We put the new box above the art space. The new office massing naturally formed a good view platform.



Tourism Node

For this site, the most important thing is how to maximize the development platform for us to consider the landscape. For this site, the most important thing is to make more platform that connect with the solar system and the park. Our approach is to start laying the body mass, forming layers of back sets.



FINAL PROPOSAL - PAGE 03

ROLE Design / Model / Material / Light / Rendering Director / Composite
WORKFLOW AutoCAD / SketchUp / 3ds Max / Physical Sky / V-Ray / Adobe Photoshop

2D/3D RENERINGS

Whatever 2D or 3D design, it is a wonderful chance to get the great benefit of project developments.

I like rendering, like the way to witness a bunch of lines gradually become a colorful shapes with hier quality, vivid, accurate and crushing effects.

Compared with 2D graphical works, the 3D effects are more and more important in art and design industry. Especially graphic designer stating to use 3D softwares to rendering works for an hier quality, vivid, accurate and crushing effect.

COIL WRAP

ROLES

MATERIAL / LIGHT / RENDER / COMPOSITE / VEDIO ENCODER / EDIT

WORKFLOW

CINEMA 4D / HDRI ENVIRONMENT / OCTANE / ADOBE AFTER EFFECTS / ADOBE MEDIA ENCODER / FINAL CUT PRO

AUDIO WAVE SPHERE

ROLES

DESIGN / MODEL / MATERIAL / LIGHT / RENDER / COMPOSITE / VEDIO ENCODER

WORKFLOW

CINEMA 4D / X-PRESSO / HDRI ENVIRONMENT / OCTANE / ADOBE AFTER EFFECTS / ADOBE MEDIA ENCODER

ROLES

MODELING / MATERIAL / LIGHTING / RENDERING

WORKFLOW

RHINO / CINEMA 4D / HDRI ENVIRONMENT / OCTANE / ADOBE PHOTOSHOP

NIGHTFALL FLARE

ROLES

MODEL / MATERIAL / LIGHT / RENDER / COMPOSITE

WORKFLOW

RHINO / CINEMA 4D / HDRI ENVIRONMENT / OCTANE / ADOBE PHOTOSHOP

PAPER LANTERN (DAY TIME)

ROLES

DESIGN / MODEL / MATERIAL / LIGHT / RENDER / COMPOSITE

WORKFLOW

SKETCHUP / CINEMA 4D / PHYSICAL SKY / PHYSICAL RENDER / ADOBE PHOTOSHOP

PAPER LANTERN (NIGHT TIME)

ROLES

DESIGN / MODEL / MATERIAL / LIGHT / RENDER / COMPOSITE

WORKFLOW

SKETCHUP / CINEMA 4D / PHYSICAL SKY / PHYSICAL RENDER / ADOBE PHOTOSHOP

GLASS BUBBLE LIGHT

ROLES

DESIGN / COMPOSITE

WORKFLOW

ADOBE ILLUSTRATOR / ADOBE PHOTOSHOP

ROLES

DESIGN / MODEL / MATERIAL / LIGHT / RENDER / COMPOSITE

WORKFLOW

CINEMA 4D / HDRI ENVIRONMENT / OCTANE / ADOBE PHOTOSHOP

SI-FI BOX

ROLES

DESIGN / MODEL / MATERIAL / LIGHT / RENDER

WORKFLOW

JSPLACEMENT / CINEMA 4D / HDRI ENVIRONMENT / OCTANE

GALAXY

ROLES

DESIGN / MODEL / MATERIAL / PARTICLES / LIGHT / RENDER / COMPOSITE

WORKFLOW

CINEMA 4D / X-PARTICLES / HDRI ENVIRONMENT / OCTANE / ADOBE PHOTOSHOP

LIGHT CHURCH (3D MAPPING INSTALLATION ART CONCEPT)

ROLES

DESIGN / MODEL / MATERIAL / LIGHT / RENDER / COMPOSITE

WORKFLOW

SKETCHUP / CINEMA 4D / HDRI ENVIRONMENT / OCTANE / ADOBE PHOTOSHOP

LASER CANDLESTICK

ROLES

DESIGN / MODEL / MATERIAL / LIGHT / RENDER / COMPOSITE

WORKFLOW

3DS MAX / CINEMA 4D / STUDIO ENVIRONMENT / PHYSICAL RENDER / ADOBE PHOTOSHOP

MECHANICAL FLOWER

ROLES

DESIGN / MODEL / MATERIAL / LIGHT / RENDER / COMPOSITE

WORKFLOW

RHINO / CINEMA 4D / STUDIO ENVIRONMENT / PHYSICAL RENDER / ADOBE PHOTOSHOP

ROLES

DESIGN / MODEL / MATERIAL / LIGHT / RENDER / COMPOSITE / VEDIO ENCODER

WORKFLOW

AUTOCAD / ADOBE ILLUSTRATOR / SKETCHUP / CINEMA 4D / HDRI ENVIRONMENT / OCTANE
ADOBE AFTER EFFECTS / ADOBE MEDIA ENCODER

SITTING BY THE WINDOW 1

ROLES
DESIGN / MODEL / MATERIAL / LIGHT / RENDER

WORKFLOW
SKETCHUP / CINEMA 4D / HDRI ENVIRONMENT / OCTANE

SITTING BY THE WINDOW 2

ROLES

DESIGN / MODEL / MATERIAL / LIGHT / RENDER

WORKFLOW

SKETCHUP / CINEMA 4D / HDRI ENVIRONMENT / OCTANE

ROLES

DESIGN / MODEL / MATERIAL / LIGHT / RENDER / COMPOSITE

WORKFLOW

SKETCHUP / CINEMA 4D / X-PRESSO / HDRI ENVIRONMENT / OCTANE / ADOBE PHOTOSHOP

THE RIVERSIDE (PICTURE VERSION)

ROLES

DESIGN / MODEL / MATERIAL / LIGHT / RENDER / COMPOSITE

WORKFLOW

ADOBE ILLUSTRATOR / CINEMA 4D / STUDIO ENVIRONMENT / PHYSICAL RENDER / ADOBE PHOTOSHOP

ROLES

DESIGN / MODEL / MATERIAL / LIGHT / RENDER / COMPOSITE

WORKFLOW

ADOBE ILLUSTRATOR / CINEMA 4D / STUDIO ENVIRONMENT / PHYSICAL RENDER / ADOBE PHOTOSHOP

ROLES

DESIGN / MODEL / MATERIAL / LIGHT / RENDER / COMPOSITE

WORKFLOW

ADOBE ILLUSTRATOR / CINEMA 4D / STUDIO ENVIRONMENT / PHYSICAL RENDER / ADOBE PHOTOSHOP

MY SHOWREEL IS ON :

Please Visit

Vimeo : https://vimeo.com/331474307

YouTube : https://youtu.be/pxkRJe3L15M

THANKS FOR WATCHING !

Please Contact i@seansix.com | +44 7907 497509