

■ portfolio

2020

SHUBHAM SHARMA
DIGITAL DESIGN



INTERESTS

Pragmatist



Inquisitive



Indophile



Athletic



Monochromatic



Aesthete

A 21st hardworking and ambitious individual with a great passion towards Digital design.

Have good communication skills, enabling me to effectively communicate with a wide range of people.

I am passionate towards my work, love and feel 3D environments which made me choose **ALIAS MODELING**. Rendering the products after completion gives an enormous satisfaction which keeps me motivated towards my work.



About me

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☎ (+91) 8979868865

📷 @_shubh_24

WORKS

CONCEPT E7 2

WHEELS 4

1 ASTON MARTIN
ONE-77

3 AUDI TT



ASTON MARTIN ONE-77

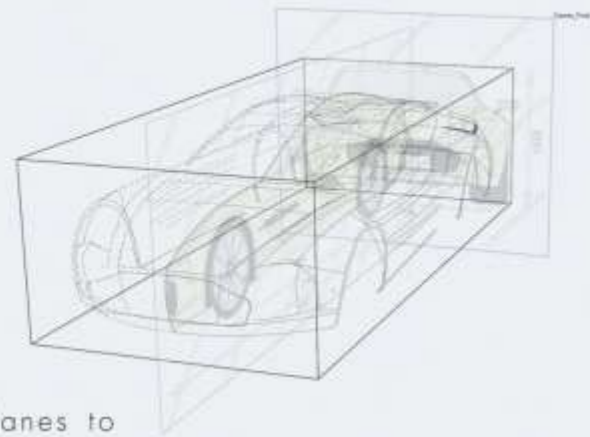
INPUT- Orthographic views
(Canvas images)

Applied A-class surface techniques which i learned during my course.

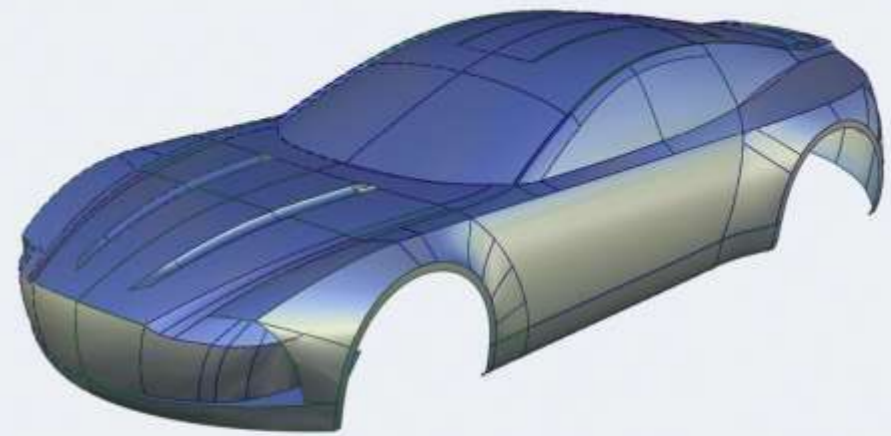
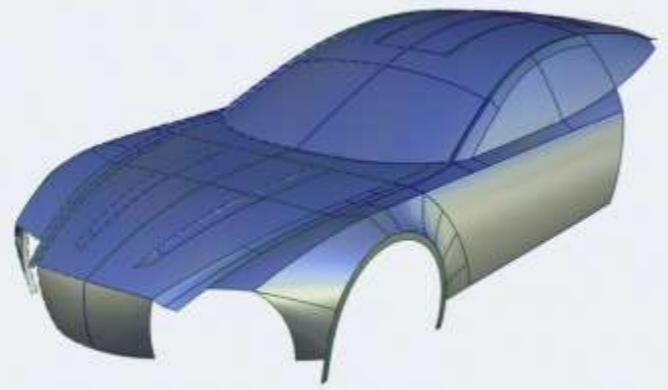
The main motive was to understand the basic volume and try to make model as close to production version.



ASTON MARTIN

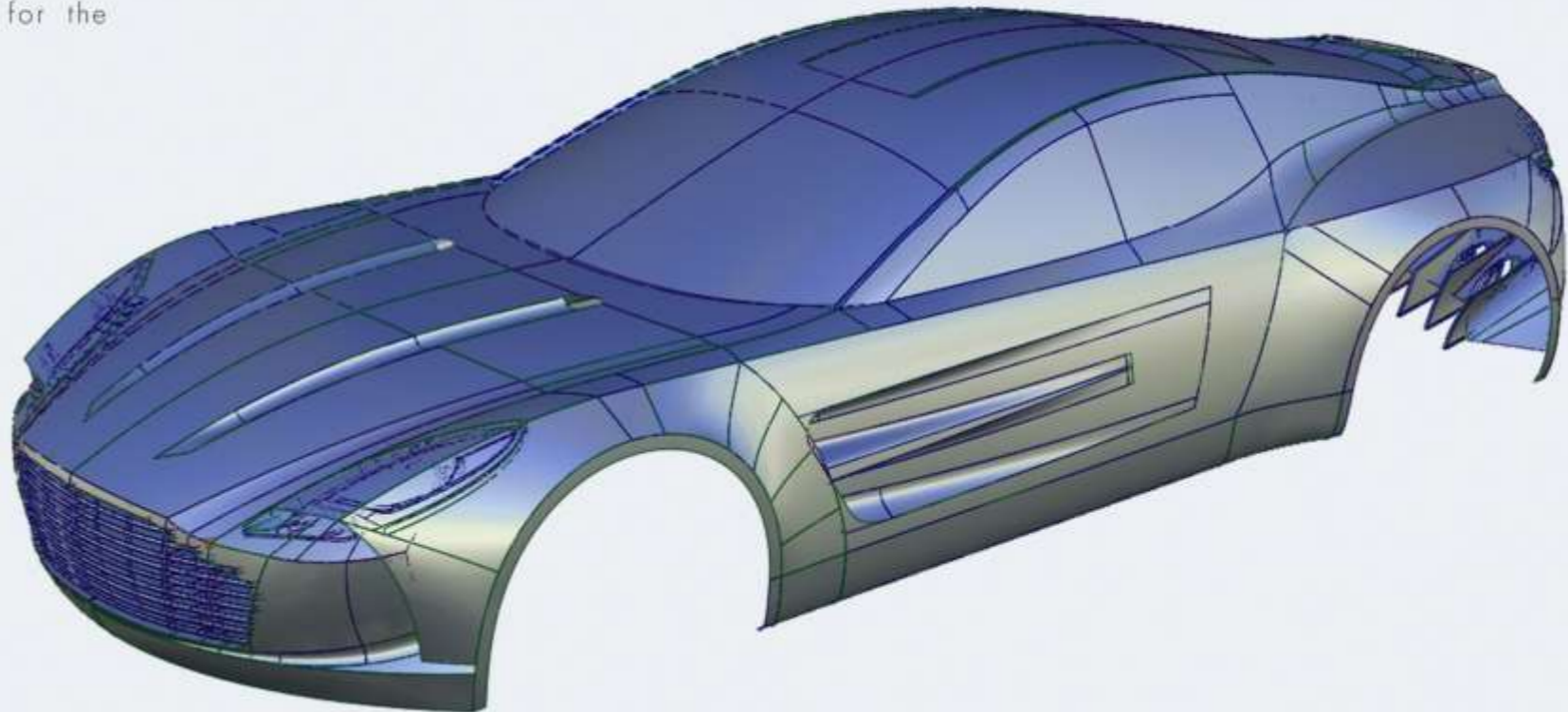


Started with curves and planes to get the very basic volume



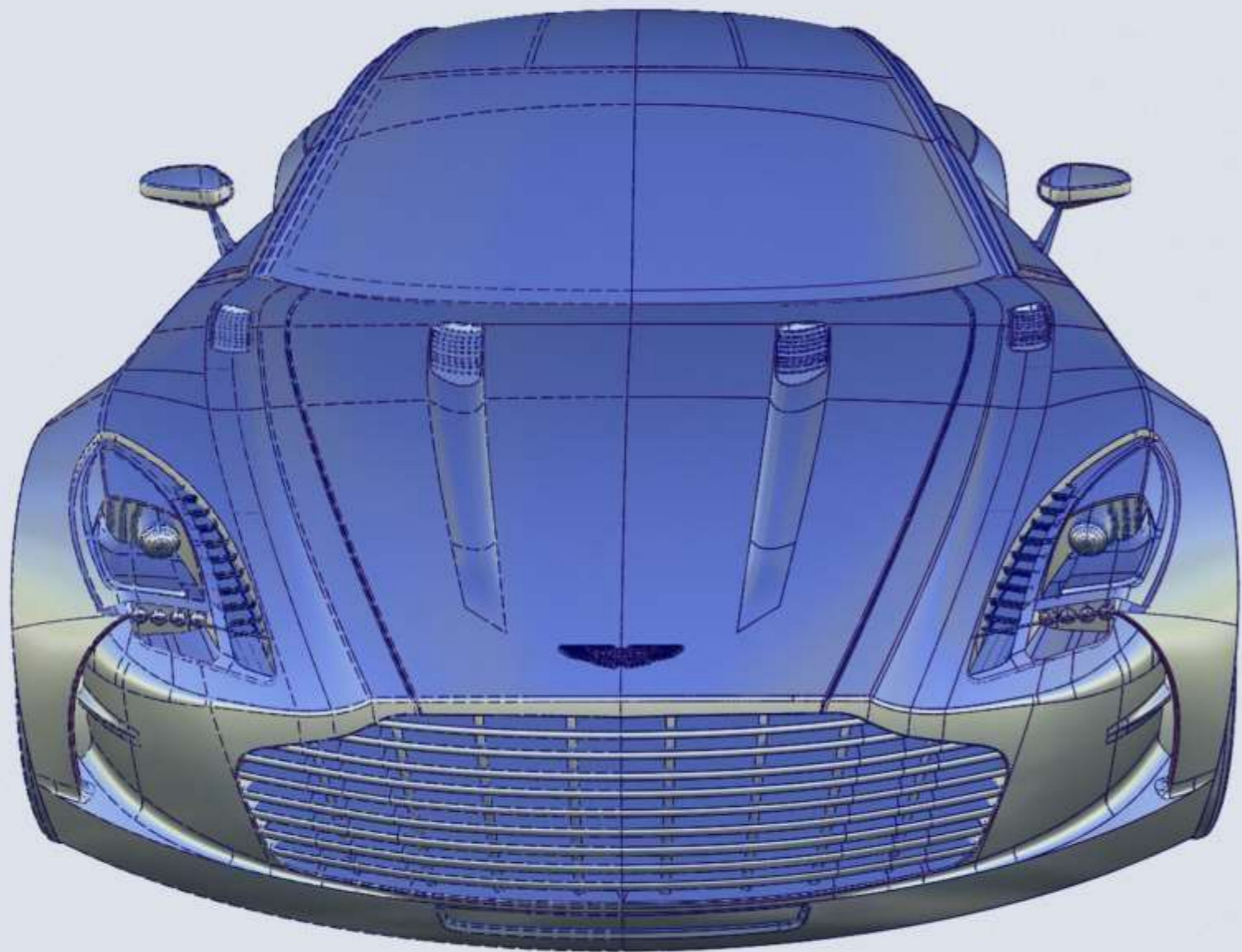
Finding a logical patch layout for the whole car step by step.

A lot of iterations went into achieving the right volume as close as possible to the **actual car** that helps to refined model and details.

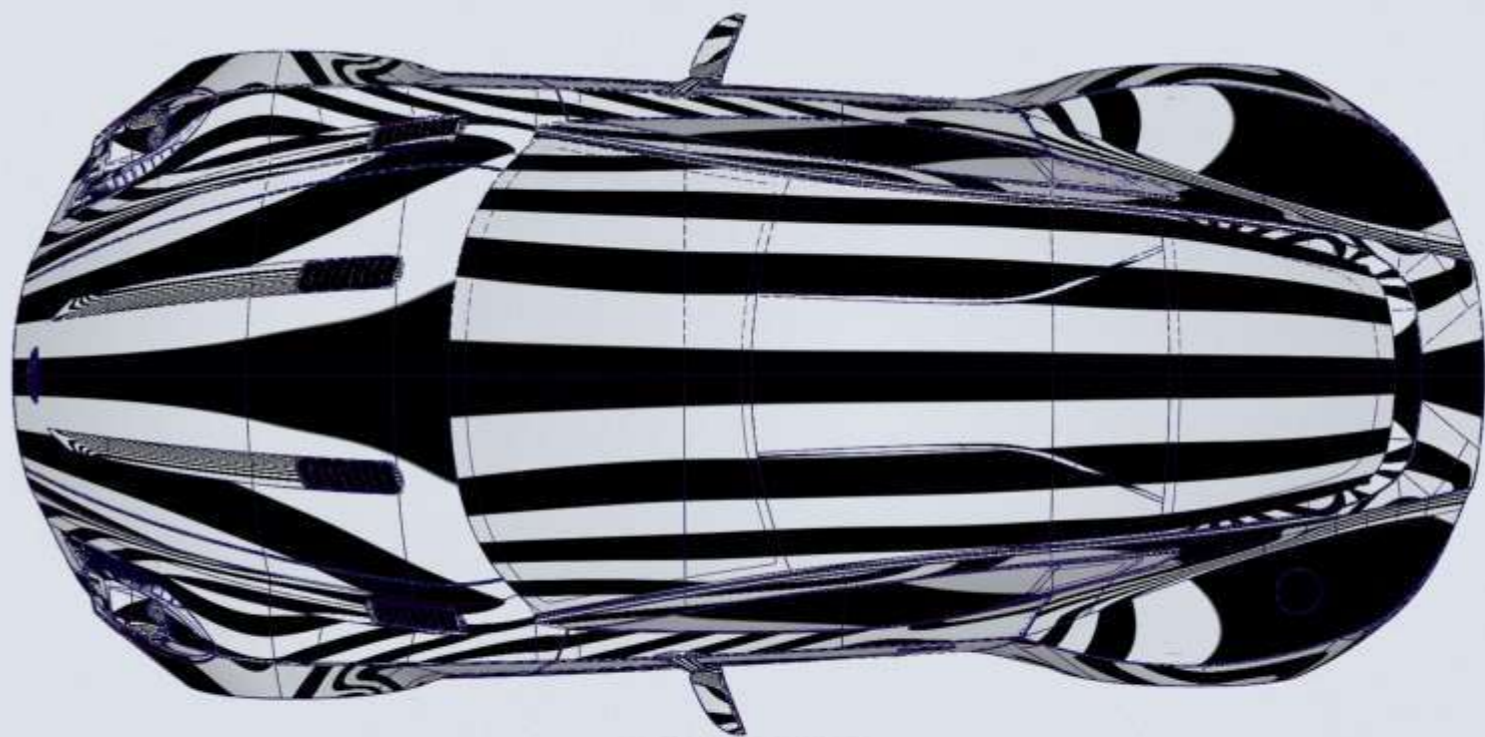


Refined model with good curvature combs and good highlight flow.

SURFACE EVOLUTION



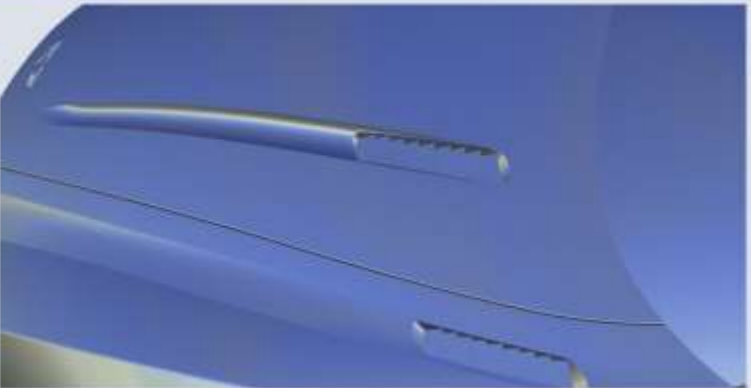
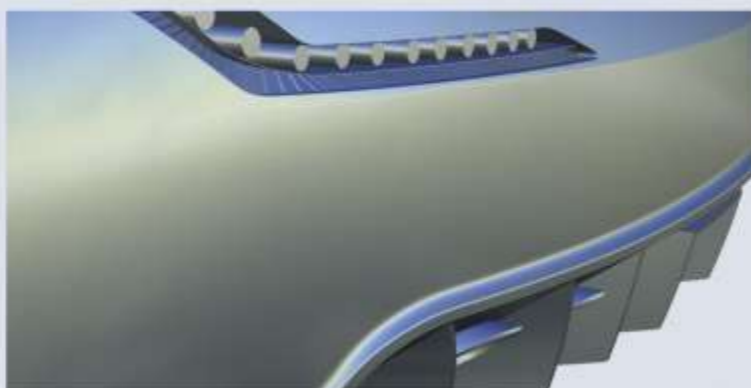
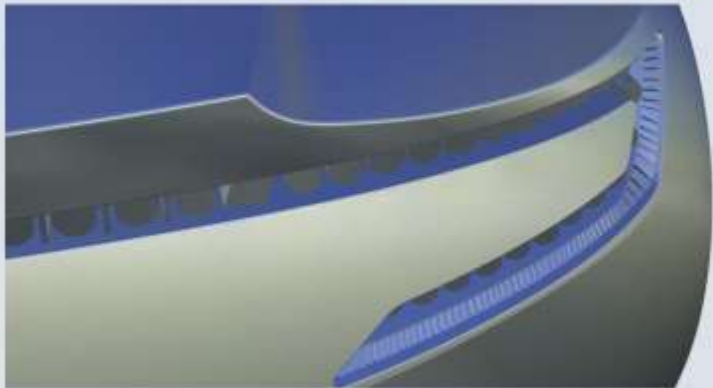
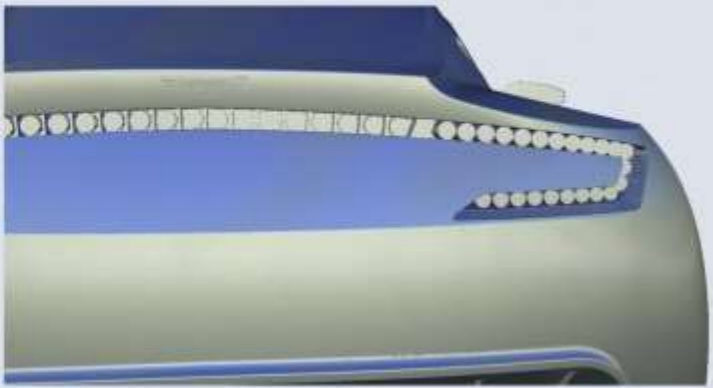
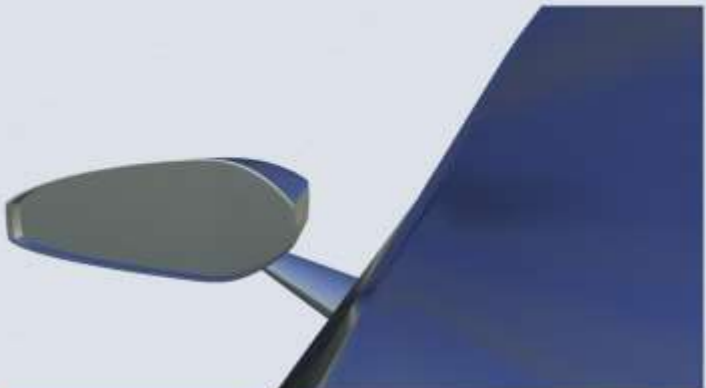
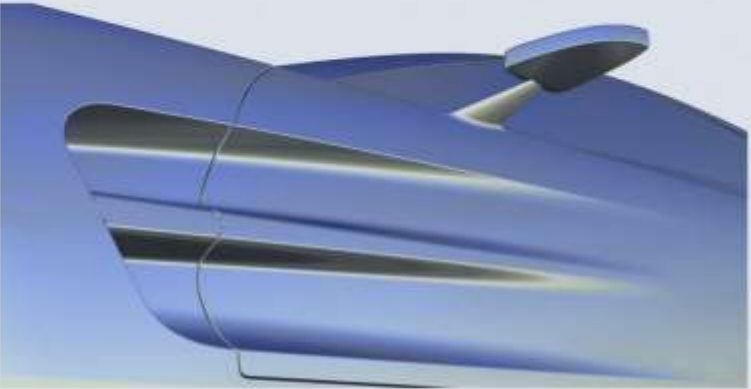
SKY SHADER PATCH LAYOUT

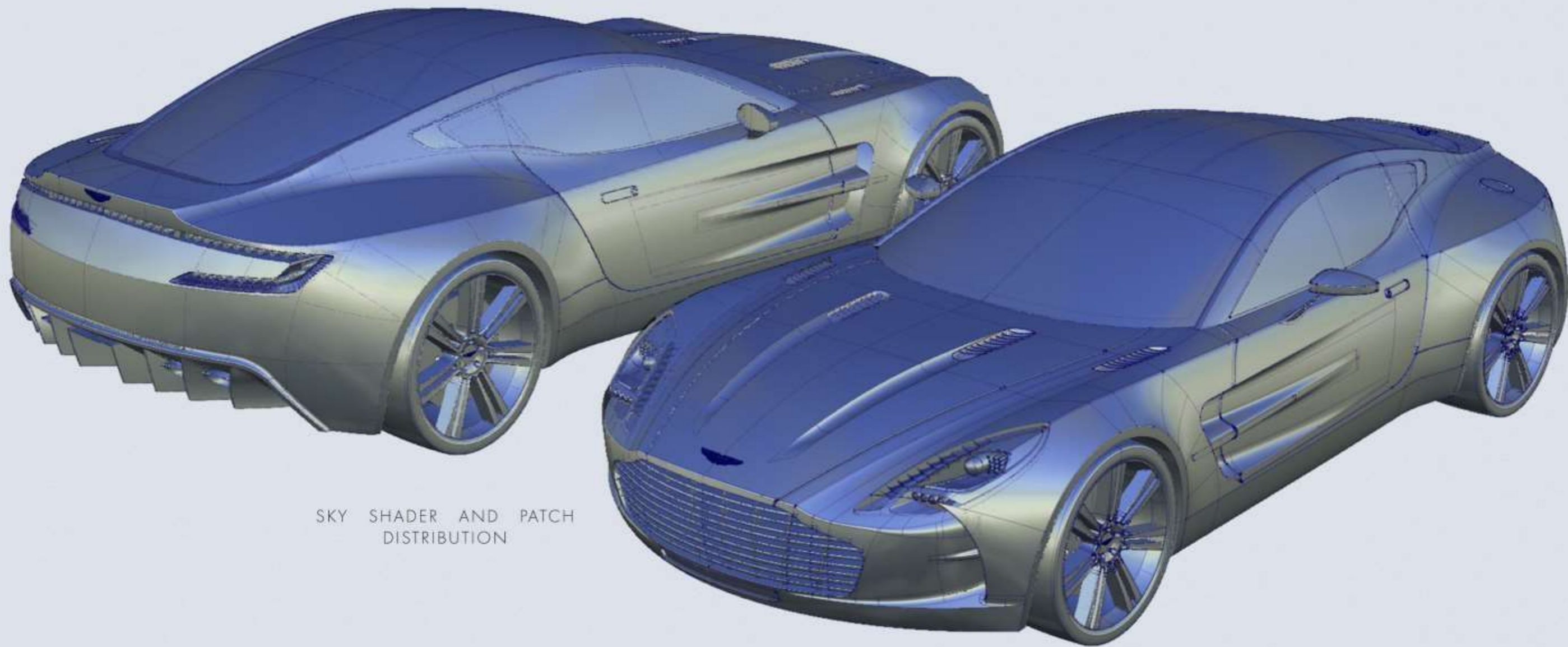


ZEBRA SHADER



ZEBRA SHADER





SKY SHADER AND PATCH
DISTRIBUTION



ALIAS PRE MATERIAL VISUALIZATION



VRED VISUALIZATION



VRED RENDER

CONCEPT E7

INPUT - Orthographic view
(Canvas image)

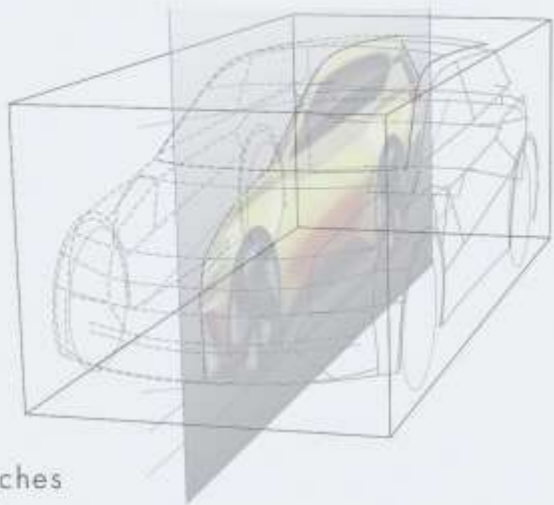
CAS MODEL

Project given by my design faculty, have to made a 3D model out of a sketch.

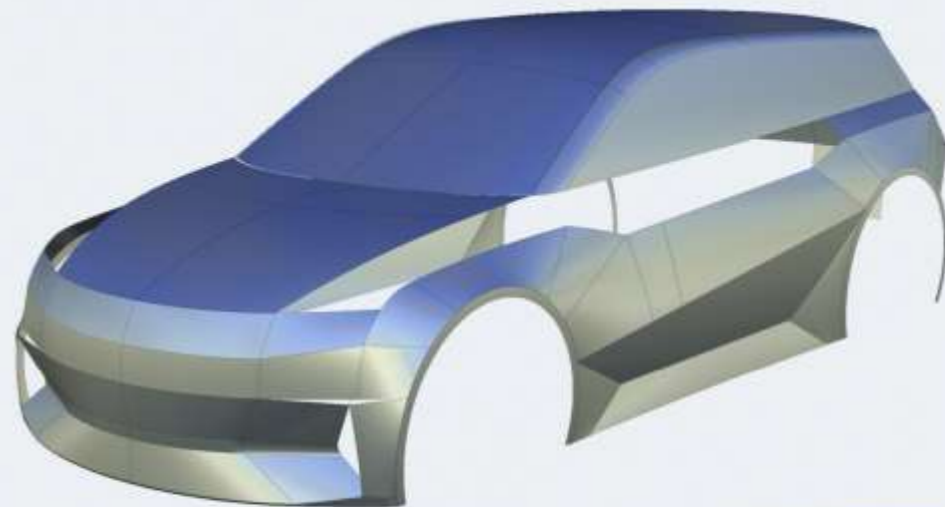
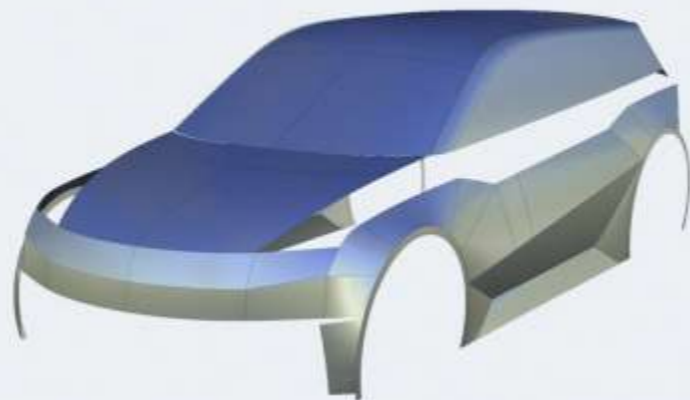
The motive was, model must follow the designer's intent and have to be in right proportions.



CONCEPT E7

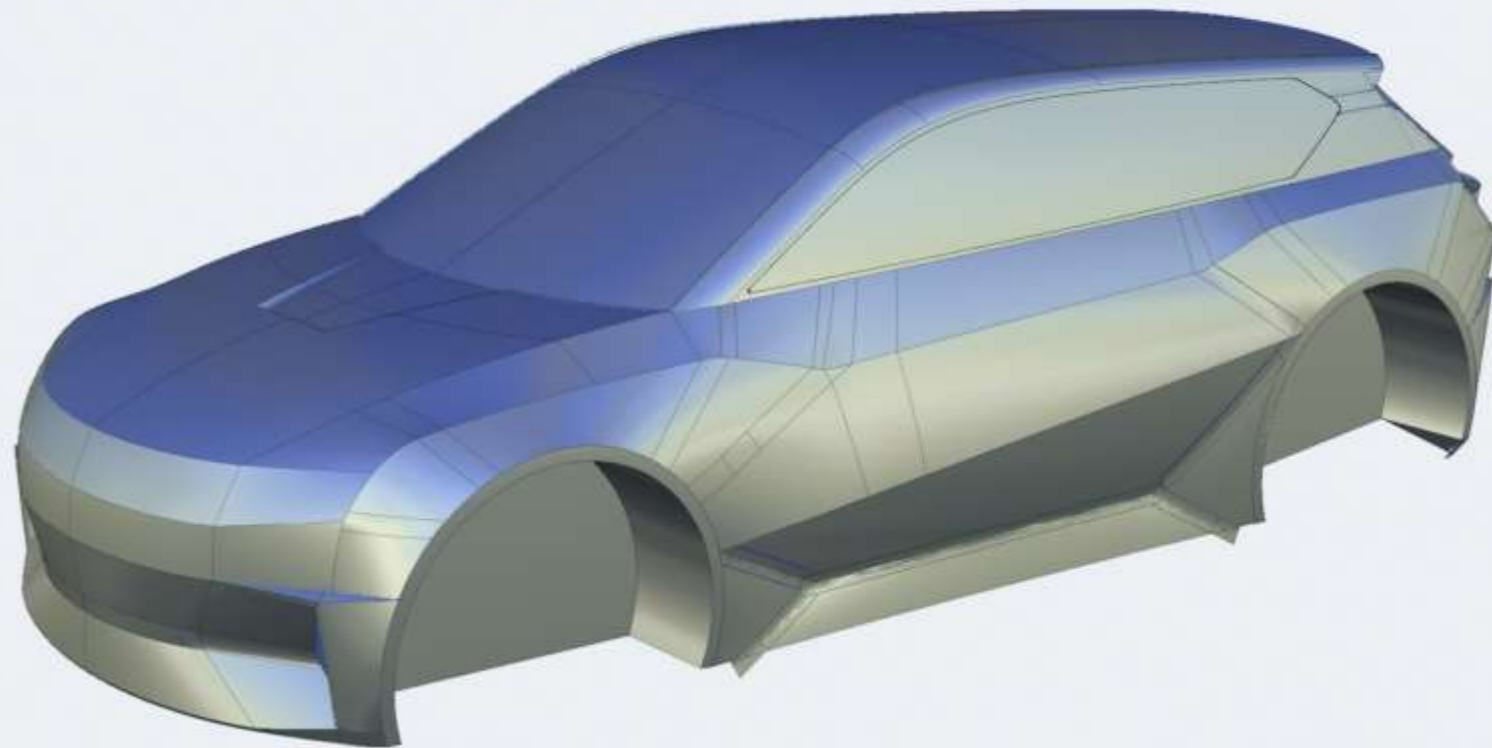


Started with examining 2D sketches and made curves respectively.



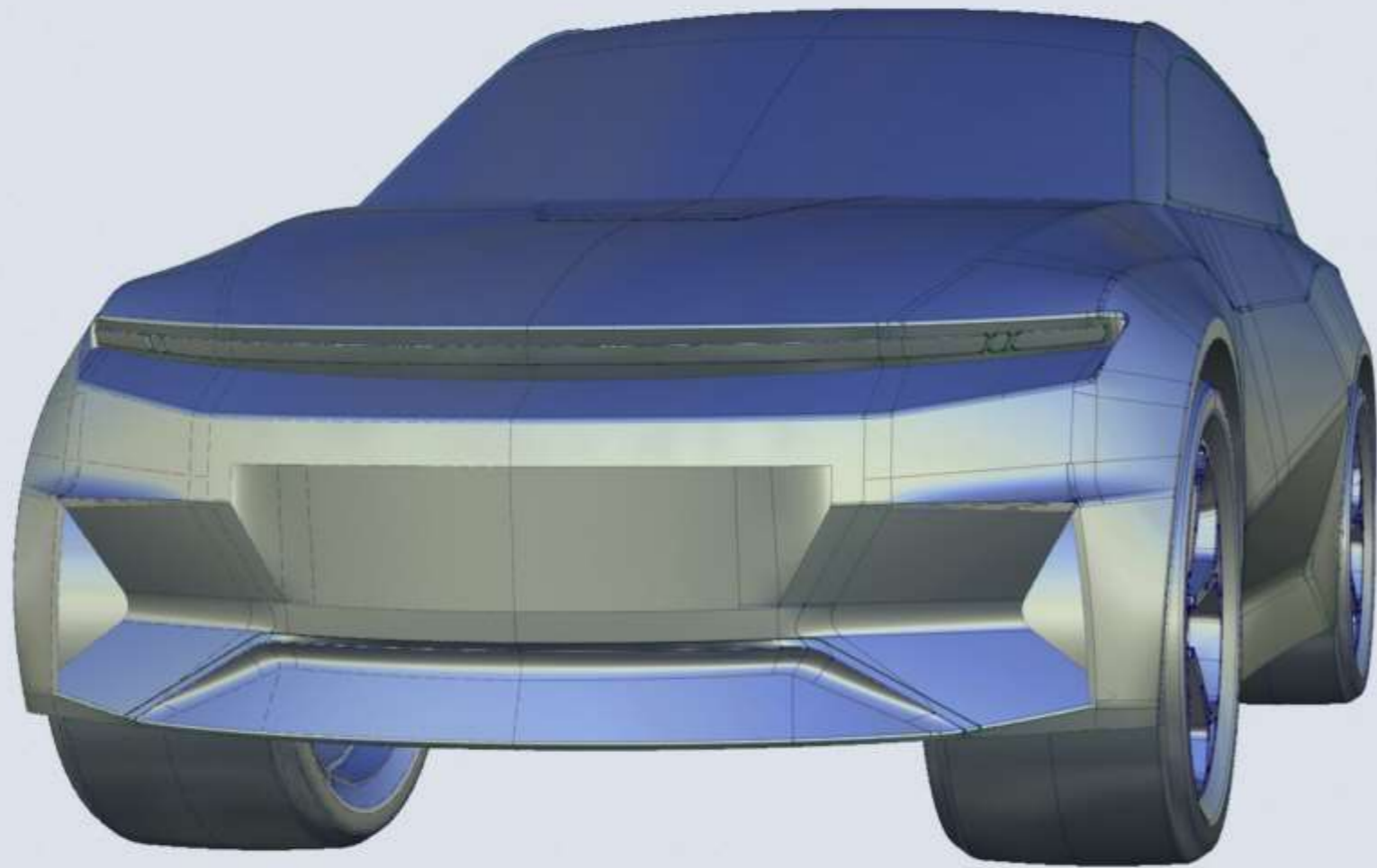
Finding a logical patch layout for the whole car step by step.

A lot of iterations was done between me and designer to achieve the right volume as close as possible to the 2D sketches, which later helps me to refine more details.



Refined model with good highlights and a decent patch layout.

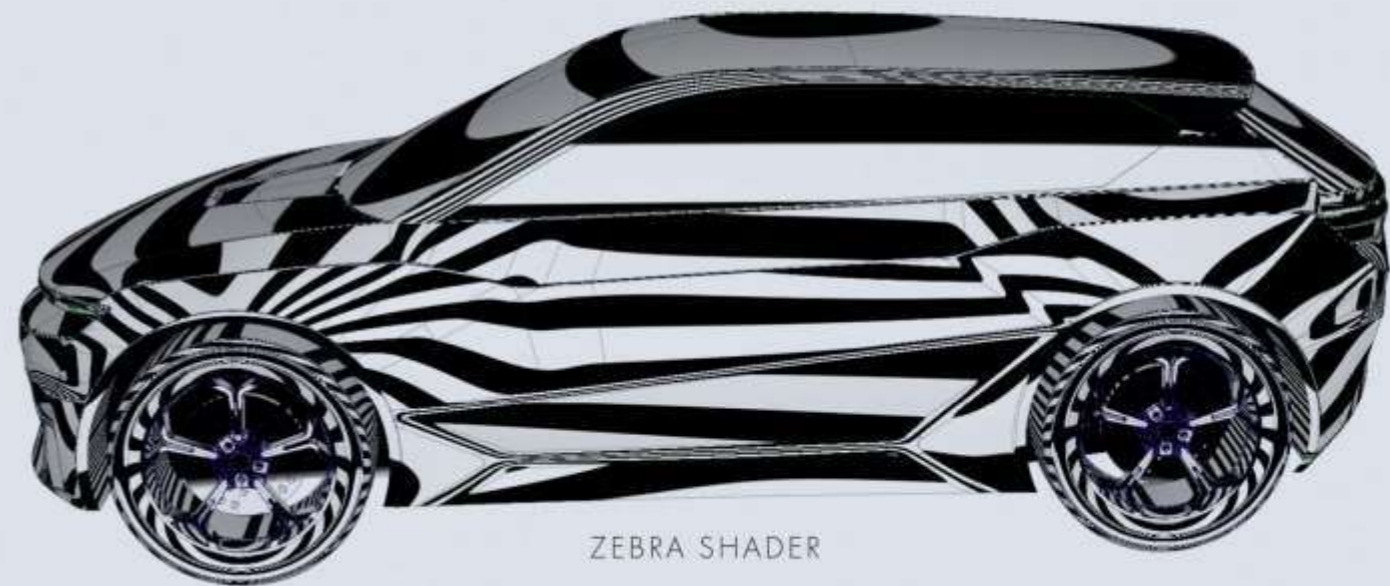
SURFACE EVOLUTION



SKY-SHADER PATCH LAYOUT

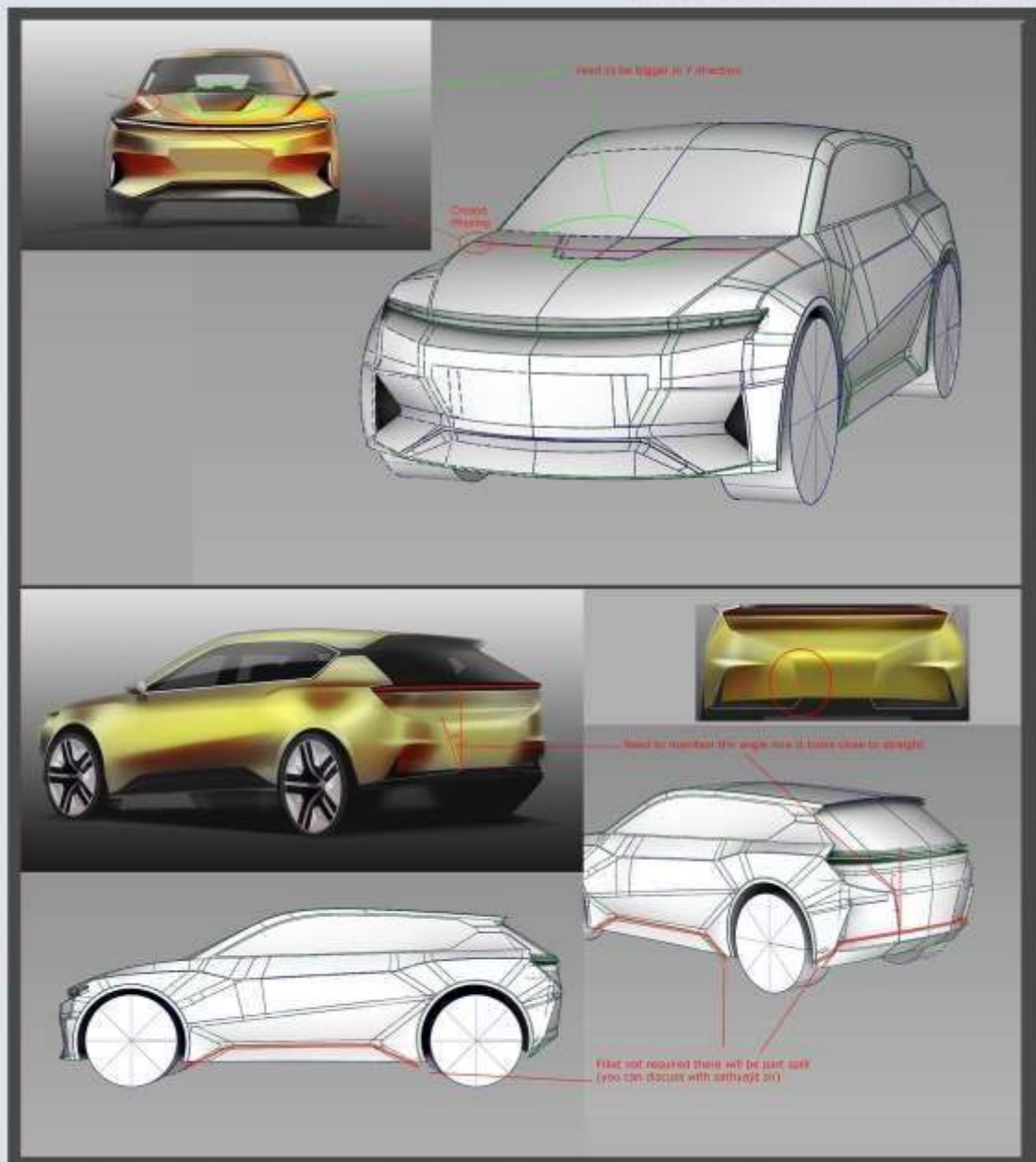


ZEBRA SHADER

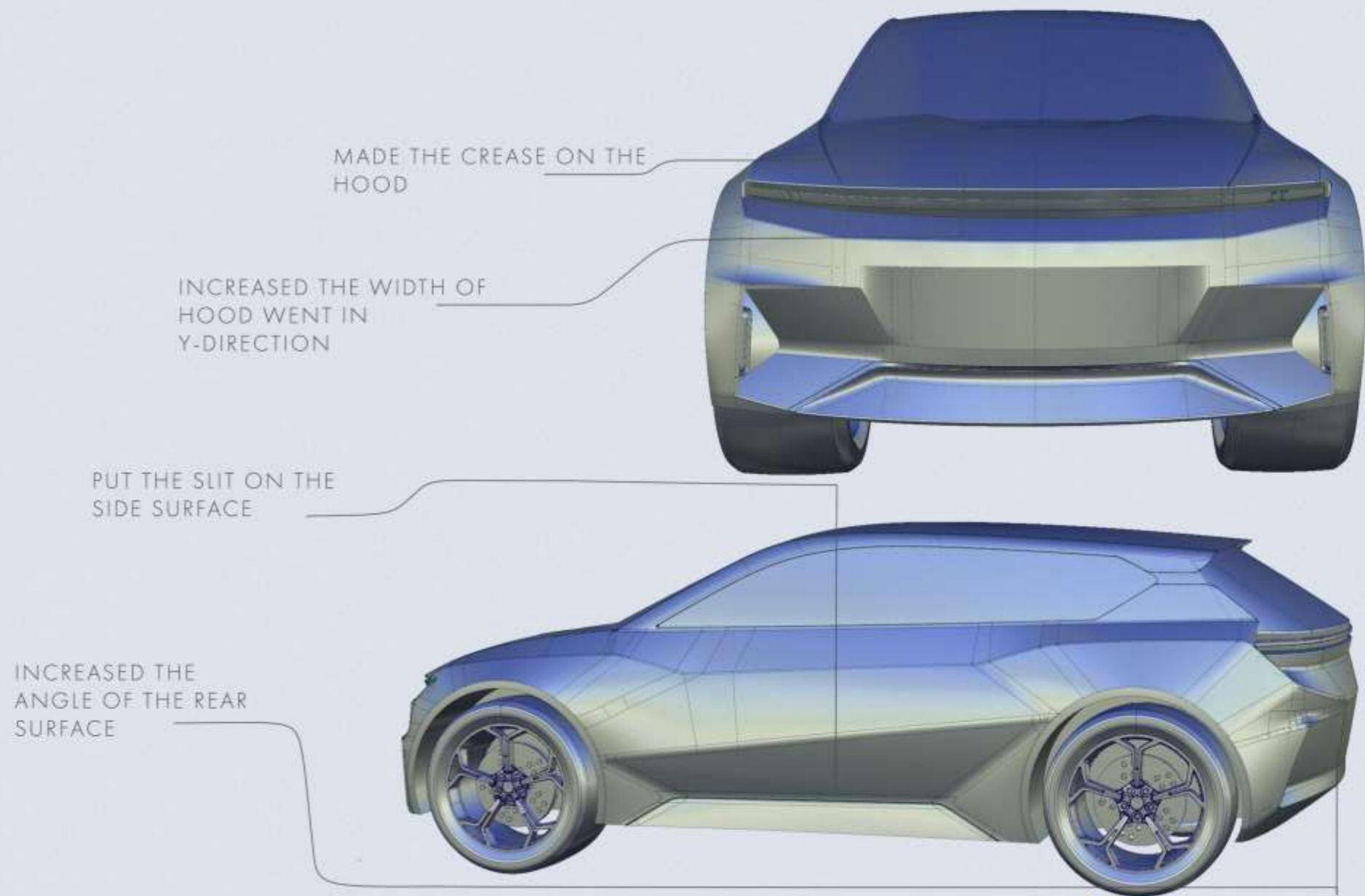


ZEBRA SHADER

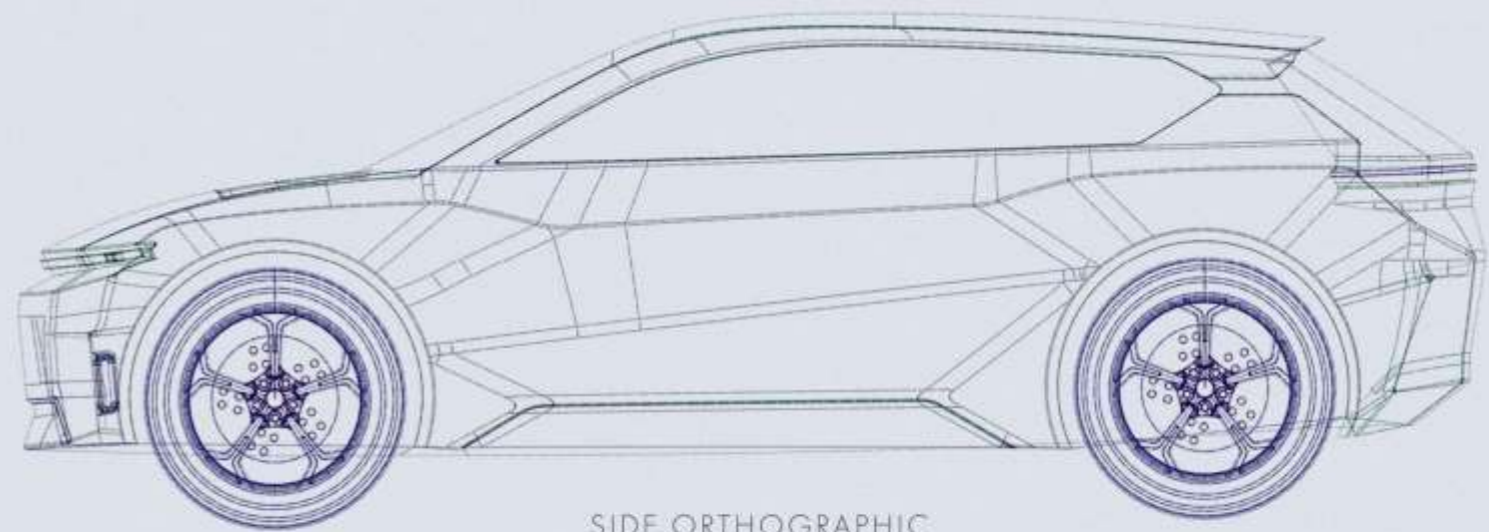
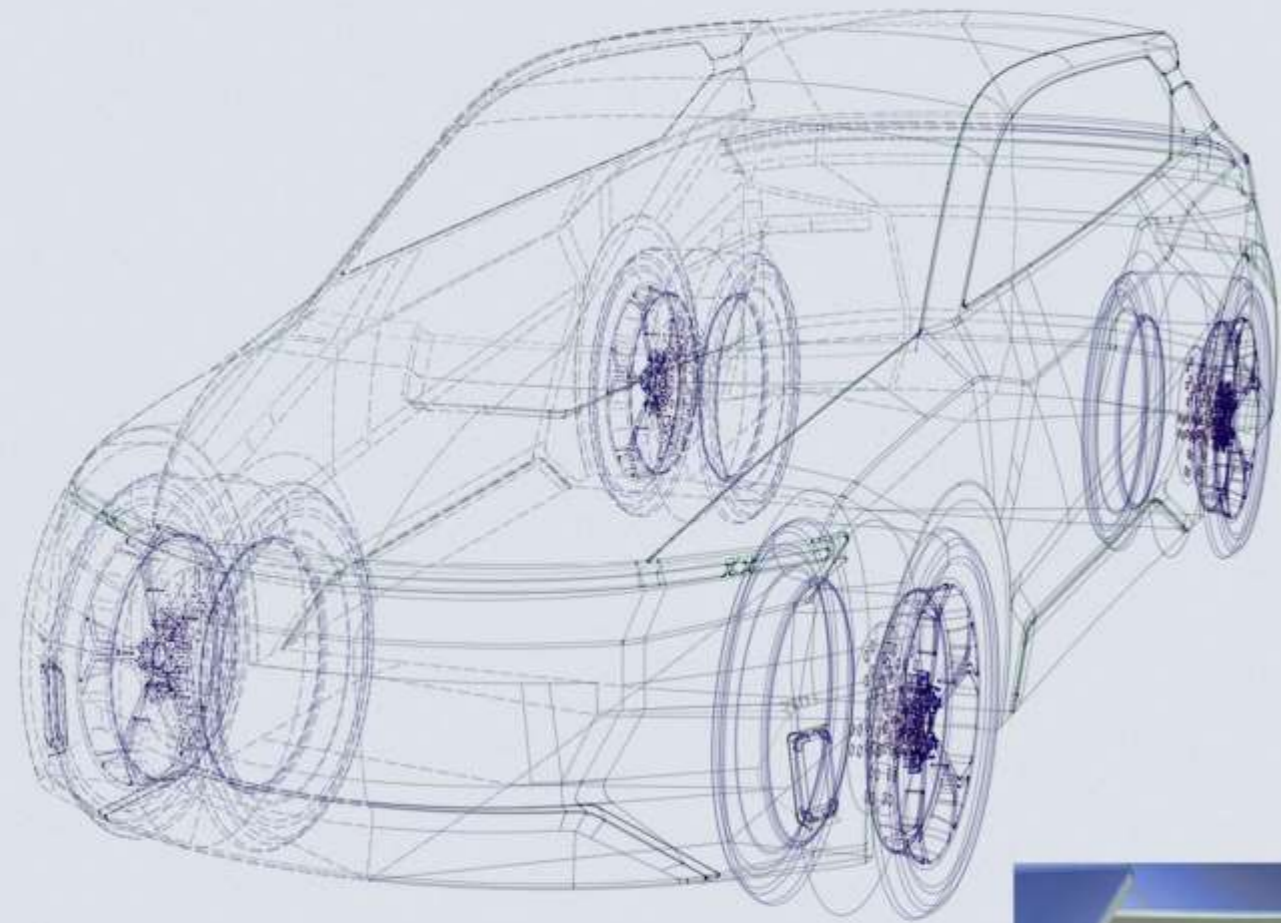
REVIEWS BY THE DESIGNER



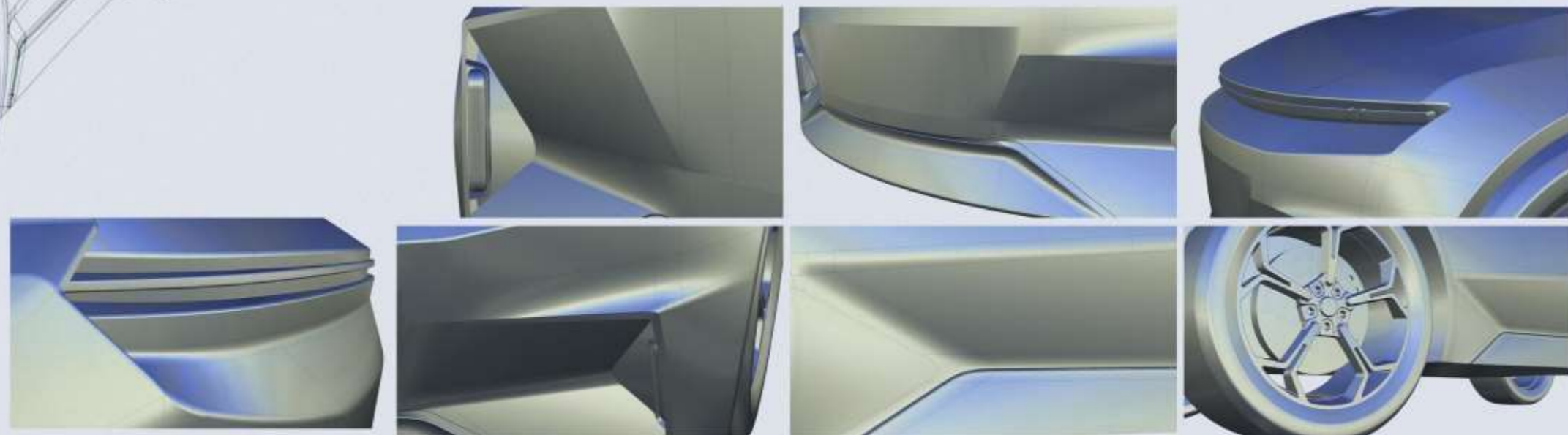
CHANGED MODEL

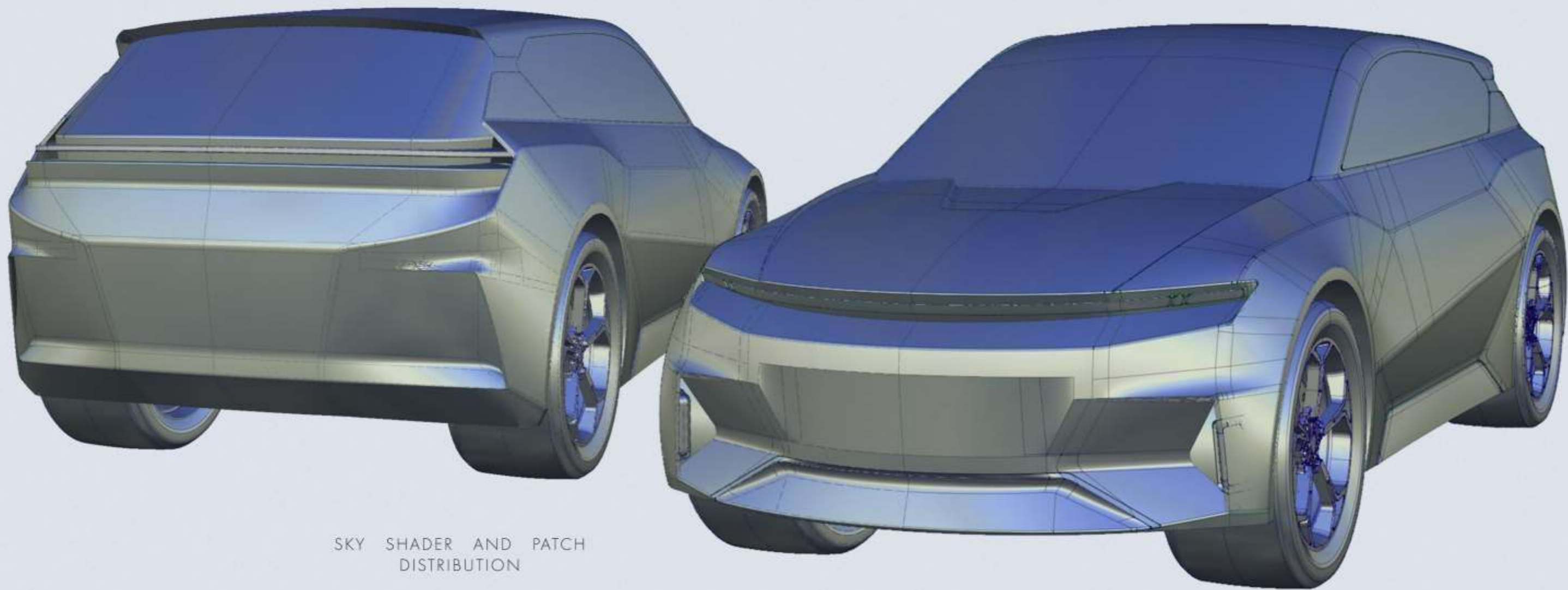


WIREFRAME AND DETAILS



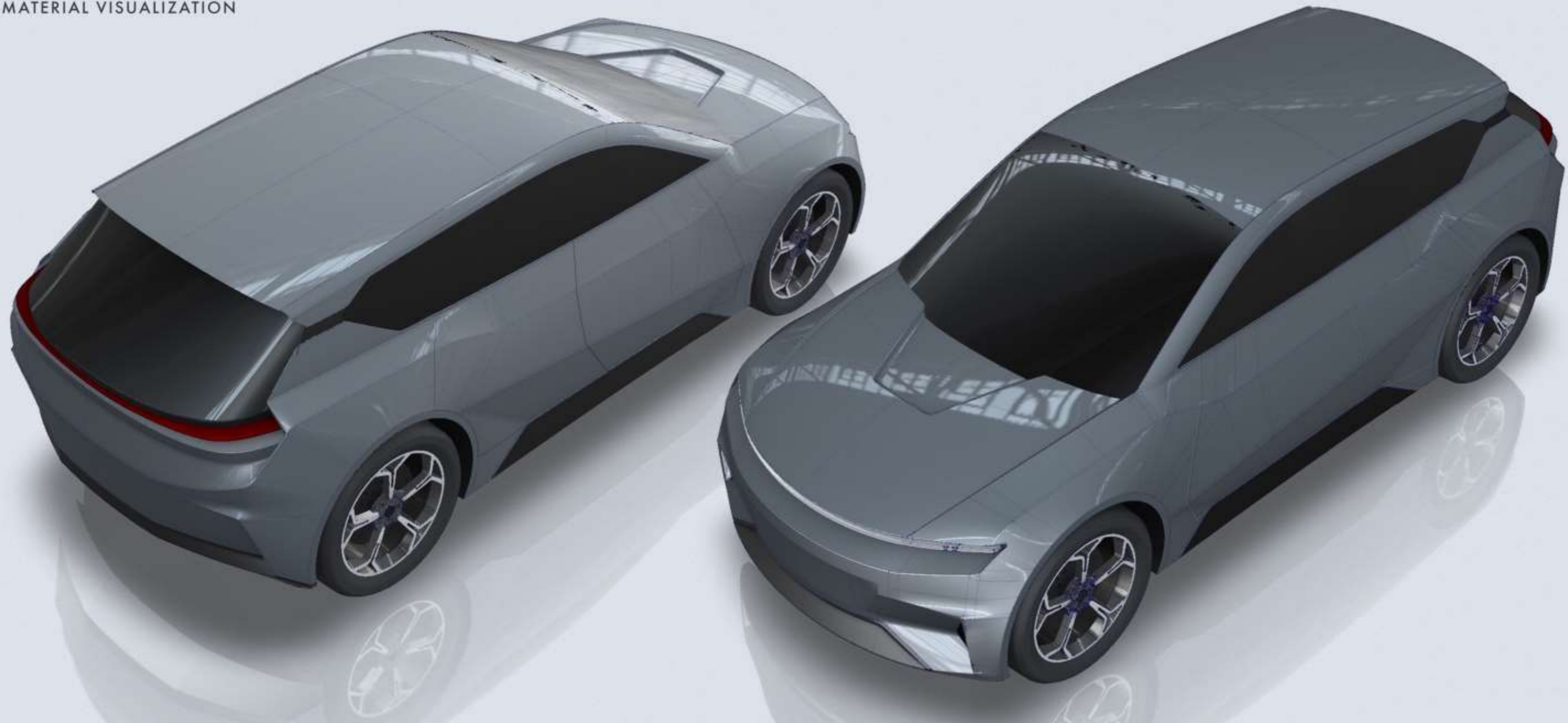
SIDE ORTHOGRAPHIC





SKY SHADER AND PATCH
DISTRIBUTION

ALIAS PRE MATERIAL VISUALIZATION





VRED RENDER



VRED RENDER

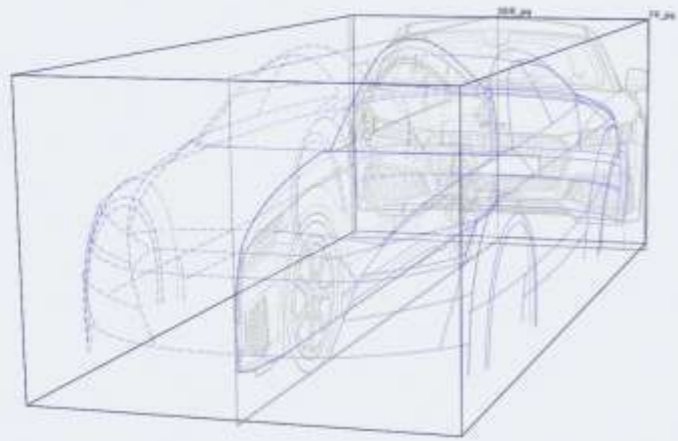


AUDI TT

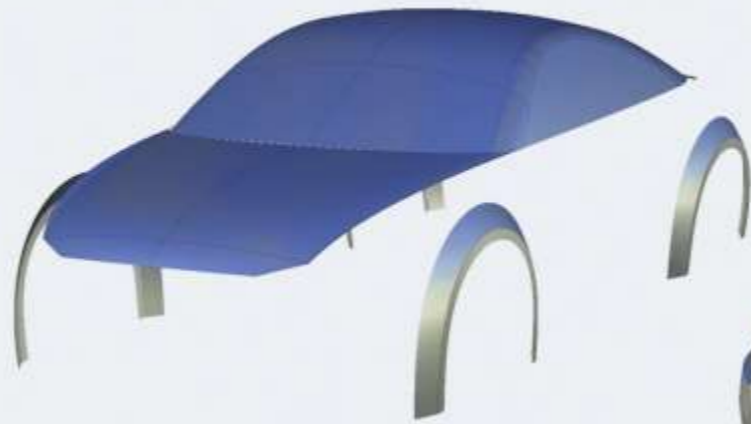
INPUT - Orthographic views
(Canvas images)

Learned how theoretical and practical aspects goes hand in hand.

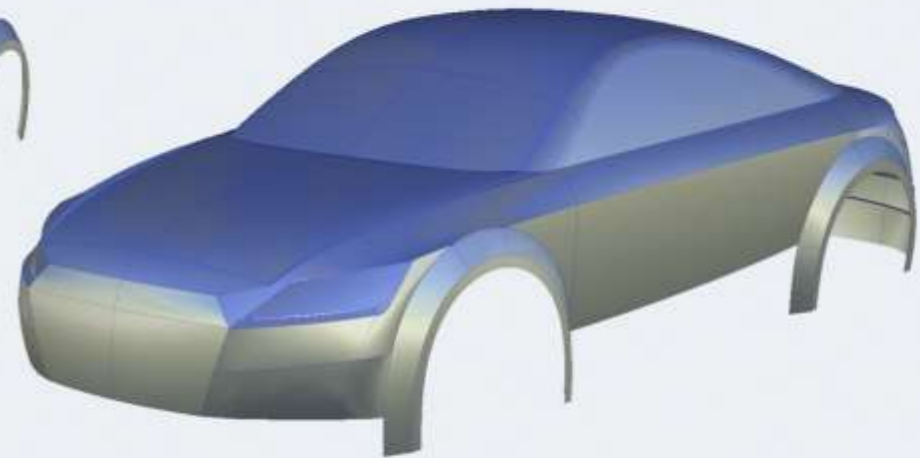
Learned how patchwork study plays an important part in making any model.



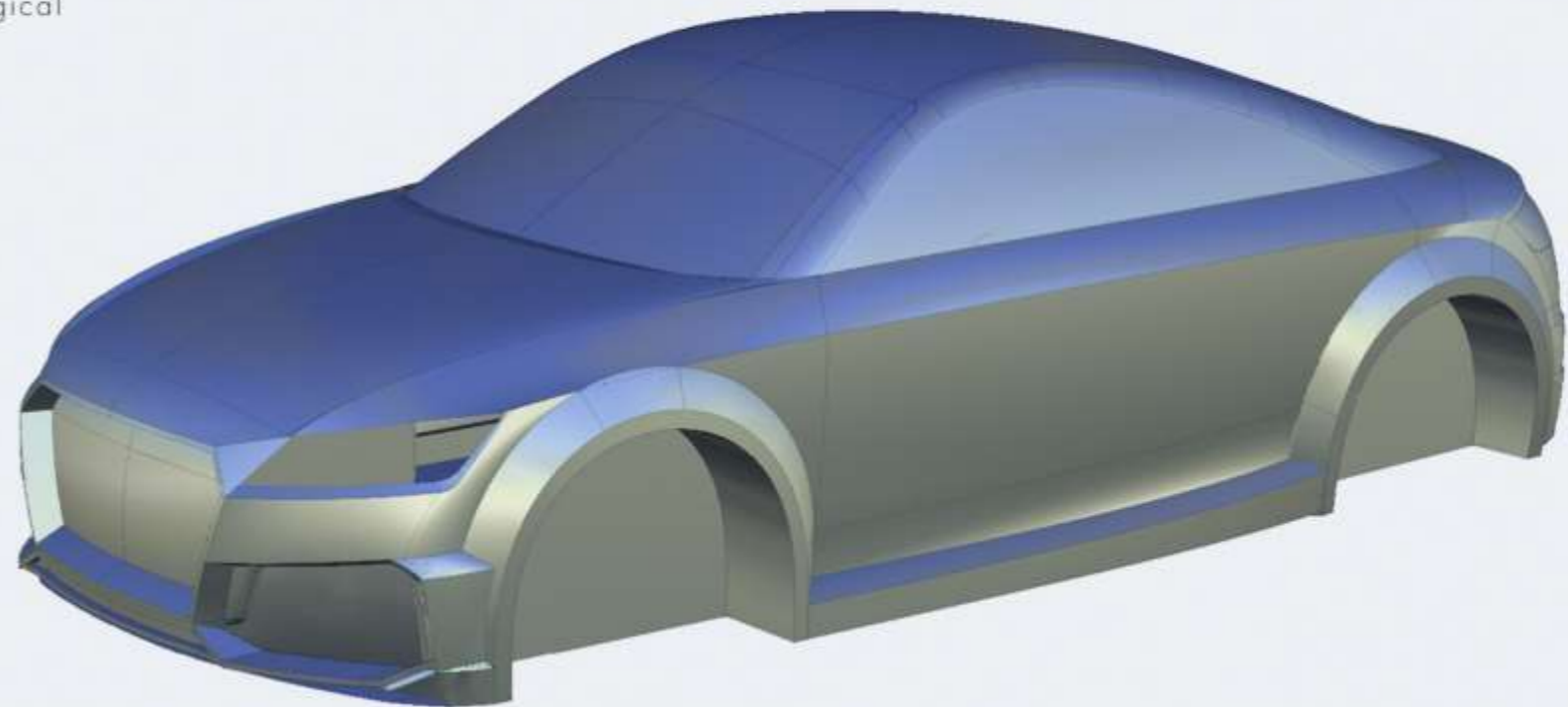
Started with curves in reference with canvas images



Used reference images to find the logical patch layout.

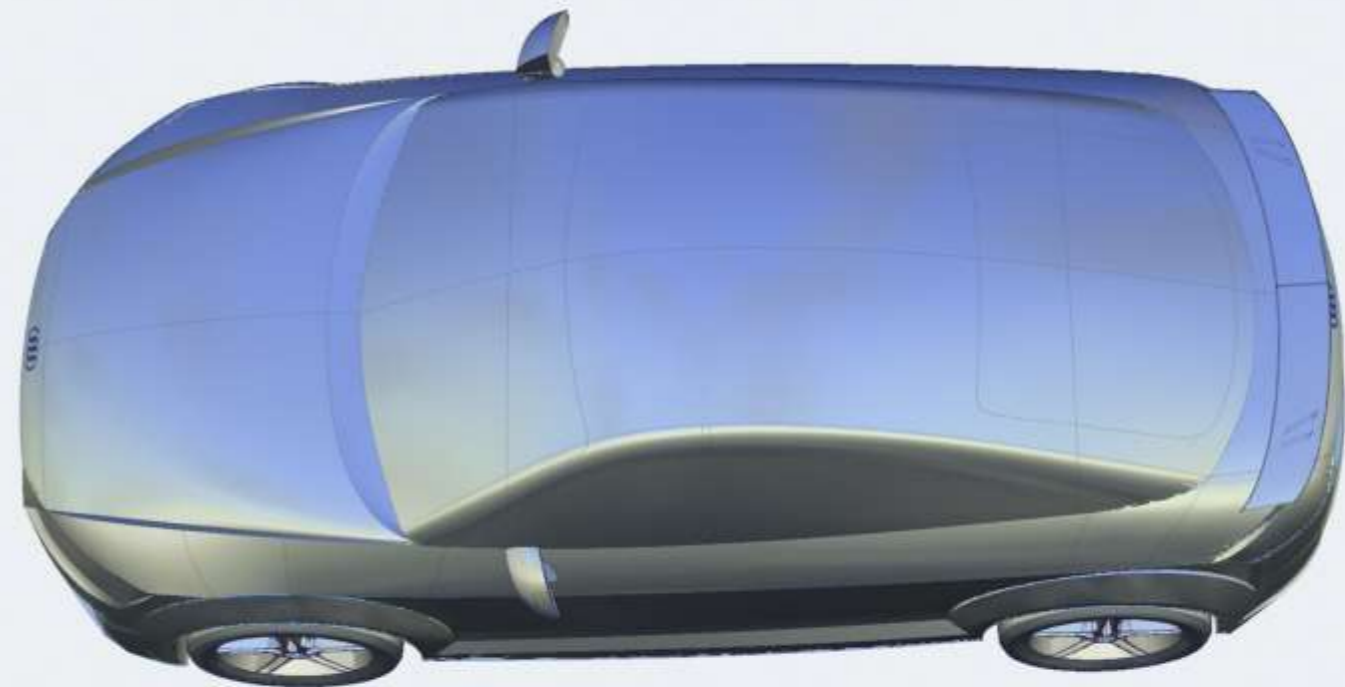


Tried to match the highlights with the help of reference images.

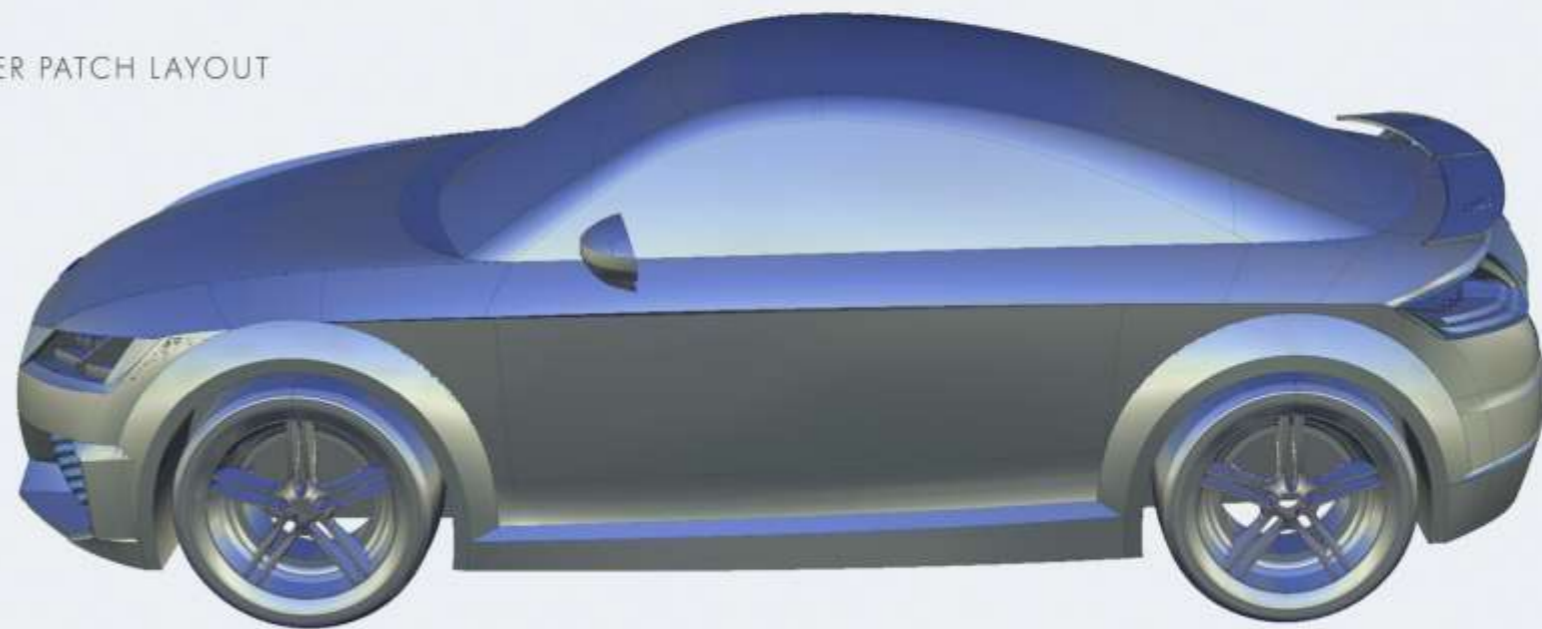


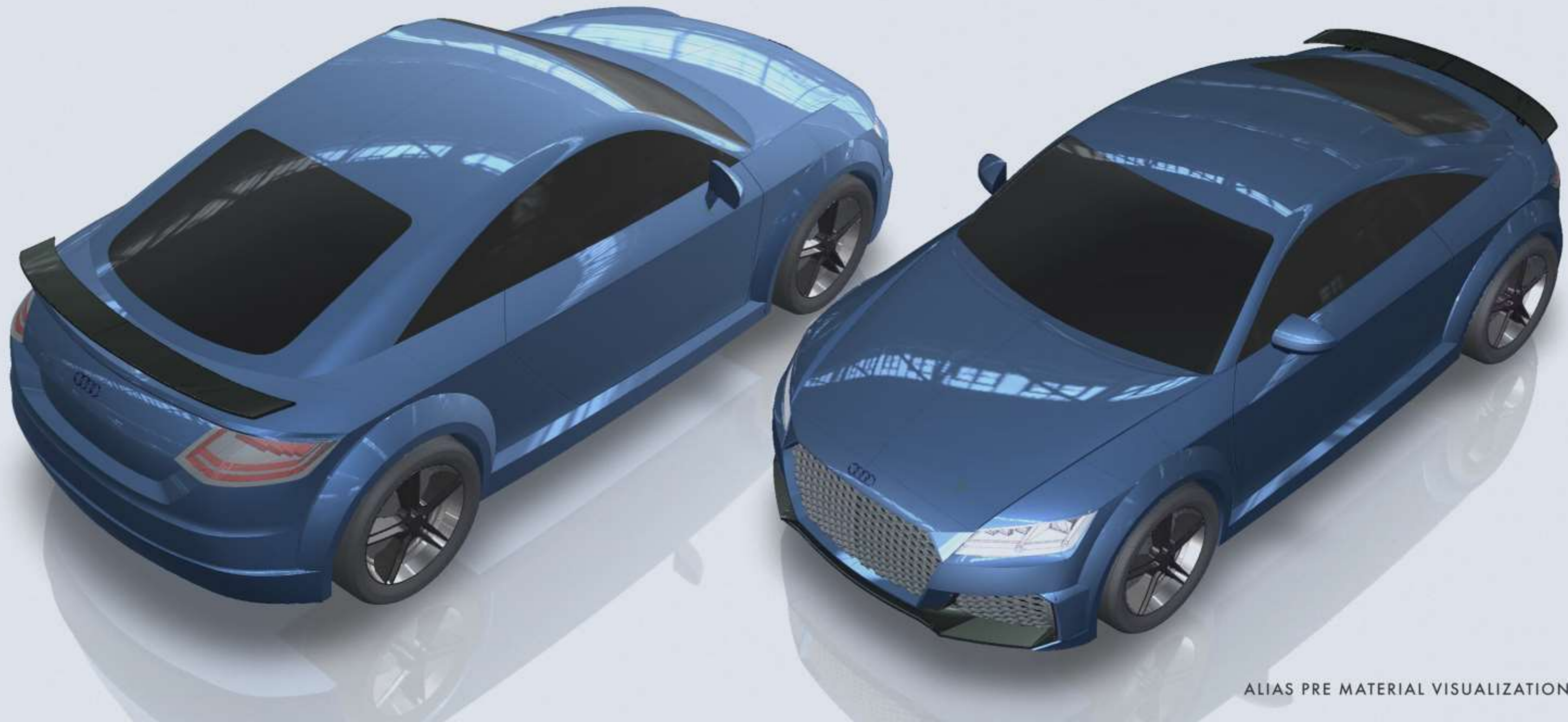
Sharp model with good highlights and patch layout.

SURFACE EVOLUTION



SKY SHADER PATCH LAYOUT





ALIAS PRE MATERIAL VISUALIZATION

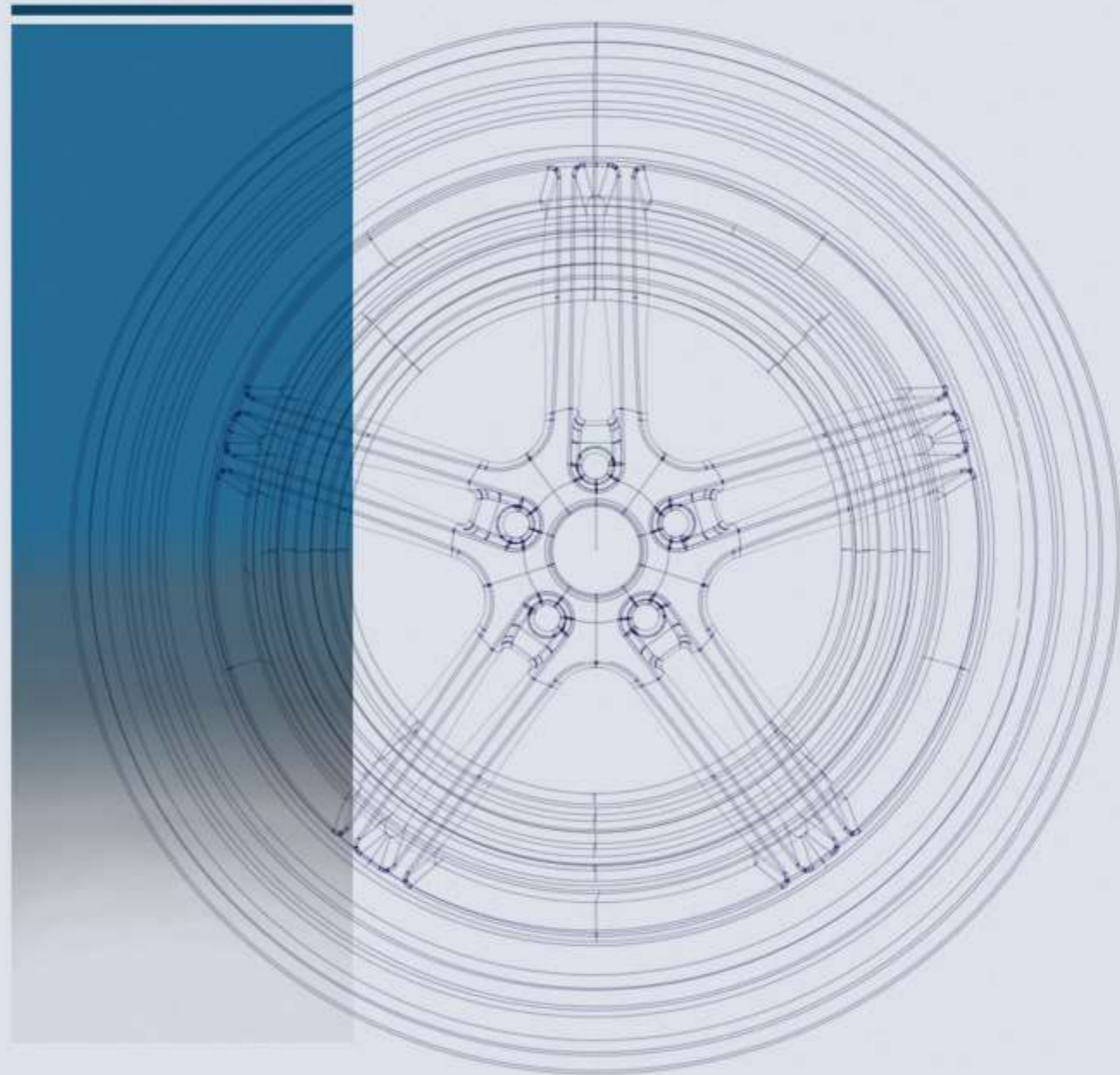


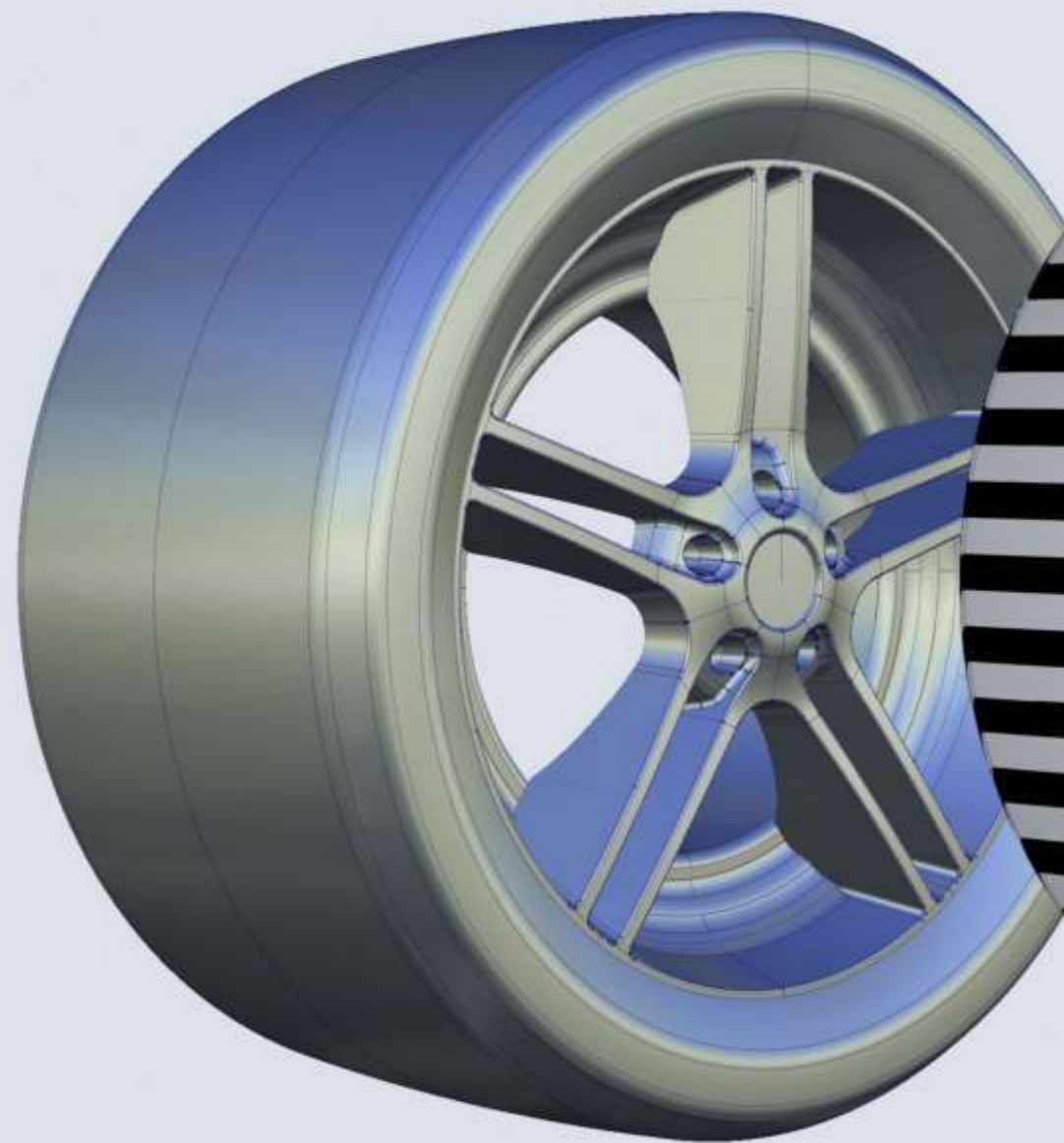
VRED VISUALIZATION



VRED RENDER

ALLOY WHEEL





SKY SHADER



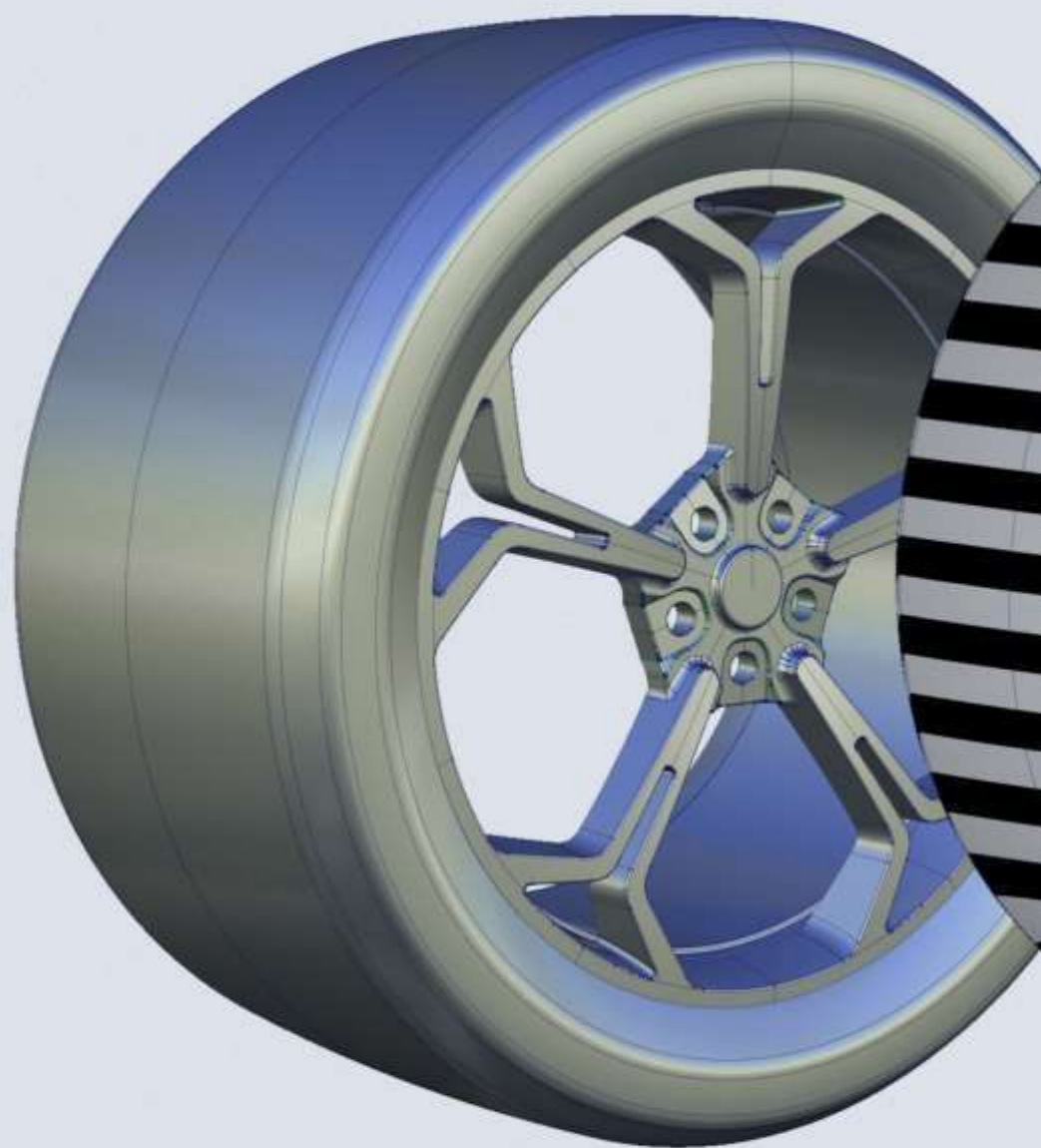
ZEBRA SHADER



CLAY SHADER



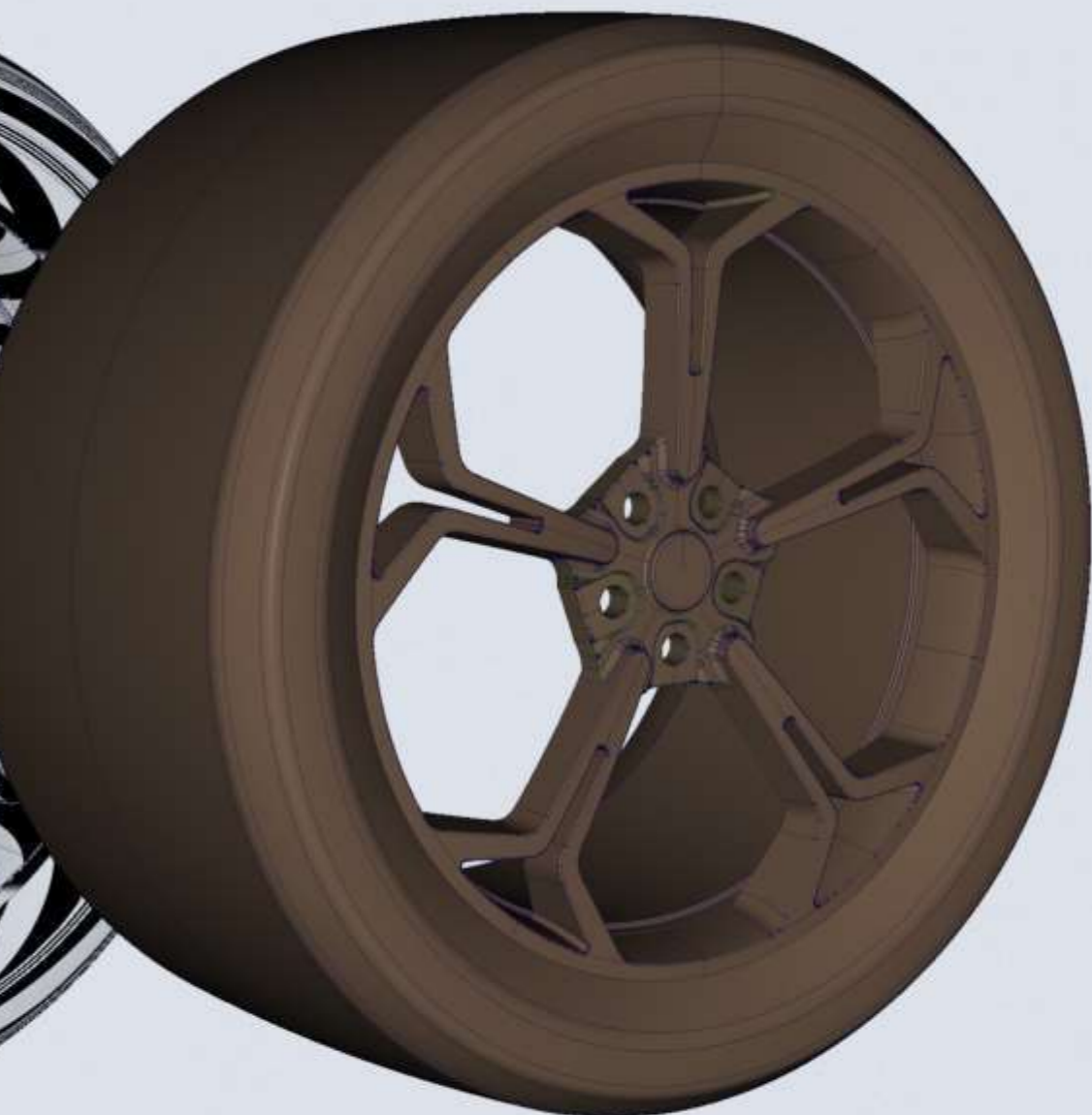
VRED RENDER



SKY SHADER



ZEBRA SHADER



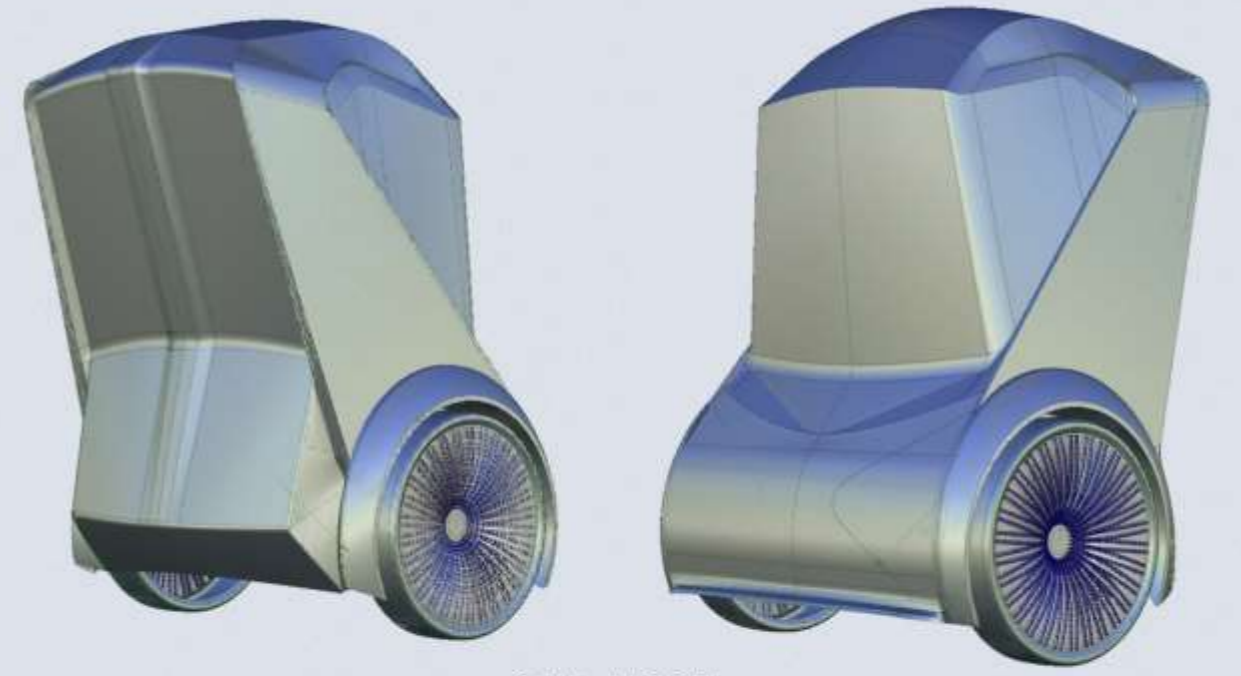
CLAY SHADER



VRED RENDER



CITY IMAGINATION



SIAM MODEL



SPEEDFORM PRACTICE

THANK YOU

FOR YOUR TIME

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