

Portfolio of Work

3D + Visual Design explorations

Ongoing personal project exploring 3D
illustration with Maya and Cinema4D

3D Design

Preface

Since 2021, I've been exploring illustration in the 3D space using softwares like Cinema4D and Maya. These are personal projects — experiments I do in my spare time. I enjoy using light, material and three-dimensional form to compose imagery. Most of my experiments are fantastical dreamscapes mixing both complex and simple shapes to create an escapist landscape.



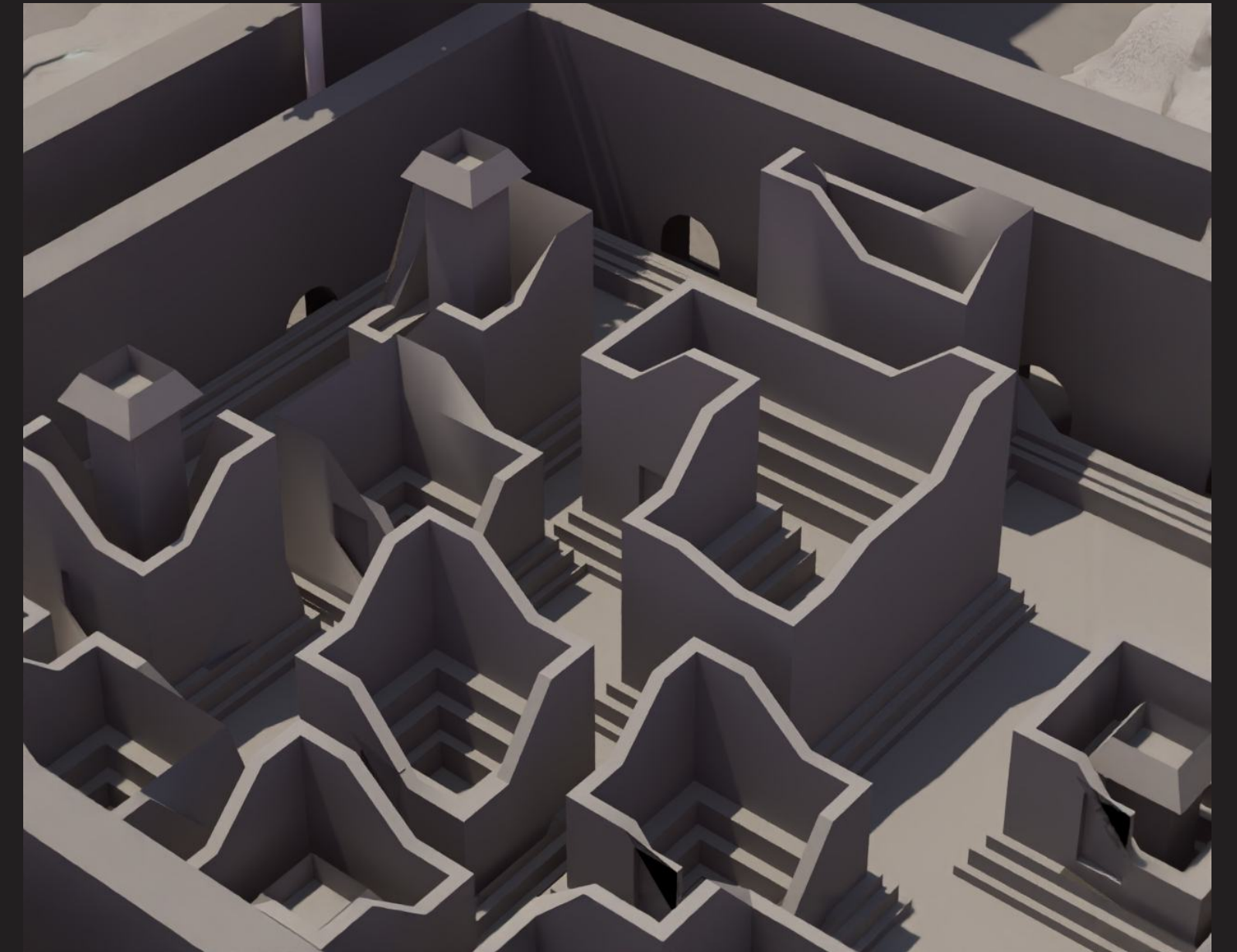
Moon Kingdom (Coloured) 2025

Created using: Maya, Arnold Render, Procreate

Moon Kingdom (Renders)

2025

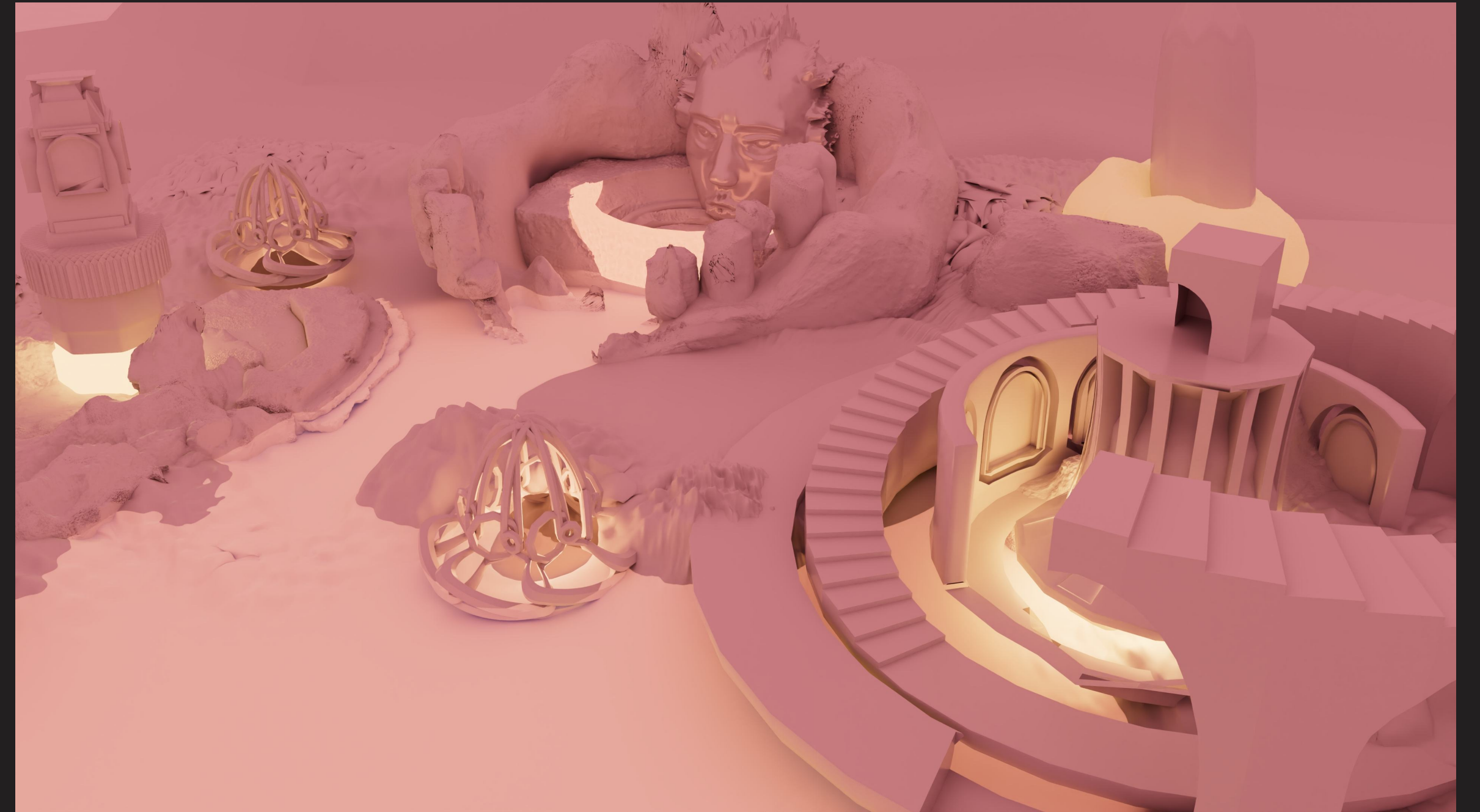
Created using: Maya, Arnold Render, Procreate



Forgotten relics (Renders)

2024

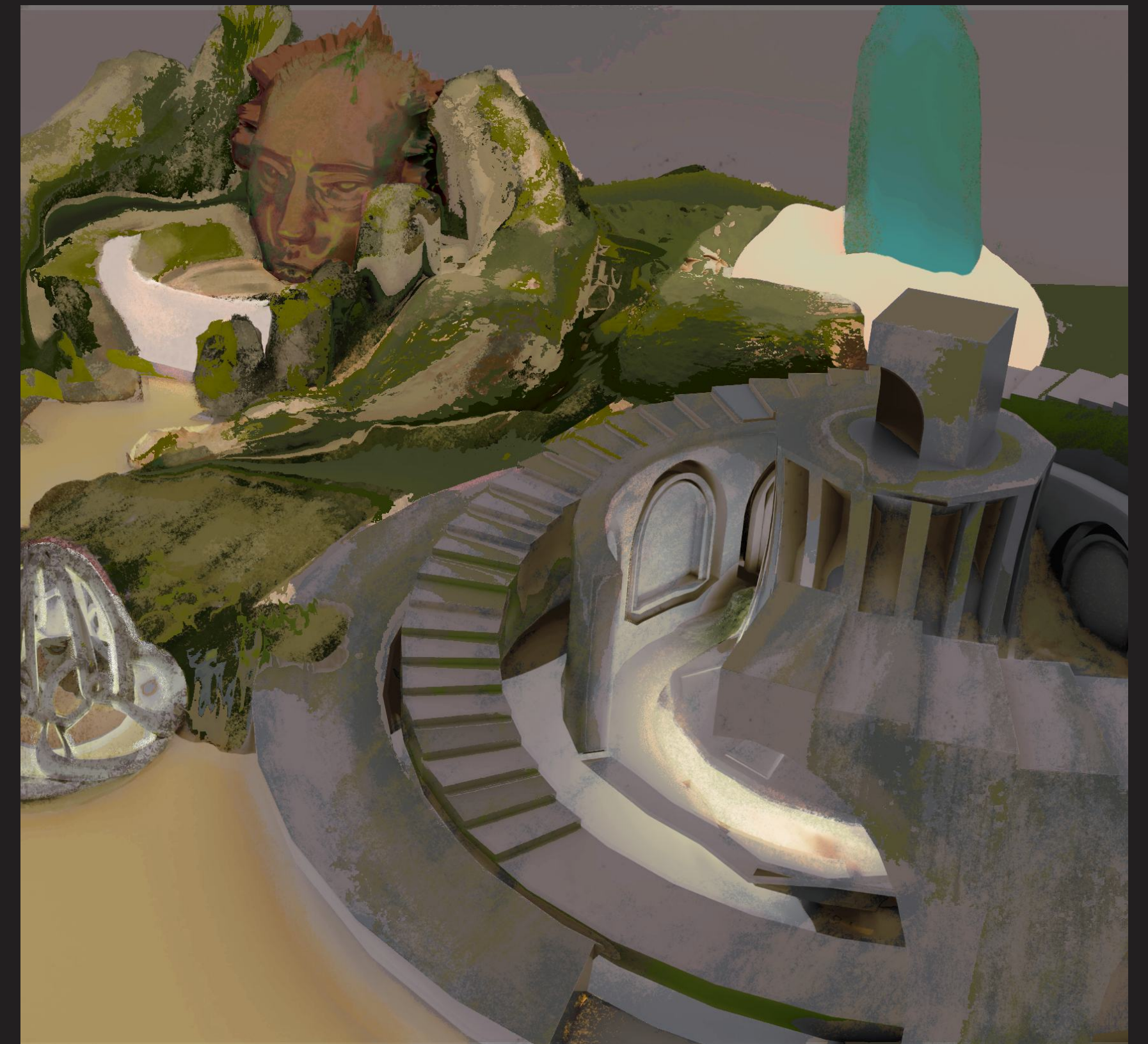
Created using: Maya, Arnold Render, Procreate



Forgotten relics (Coloured)

2024

Created using: Maya, Arnold Render, Procreate



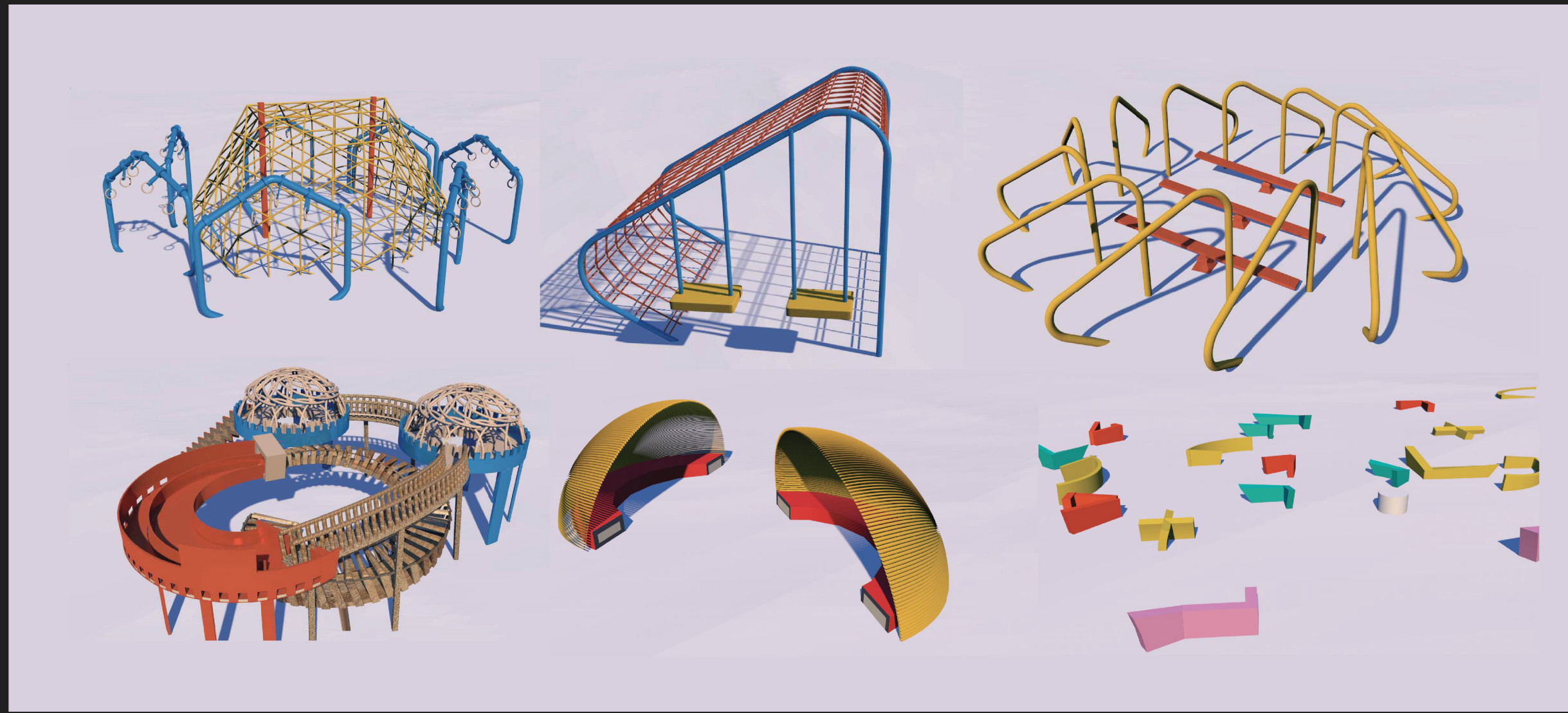


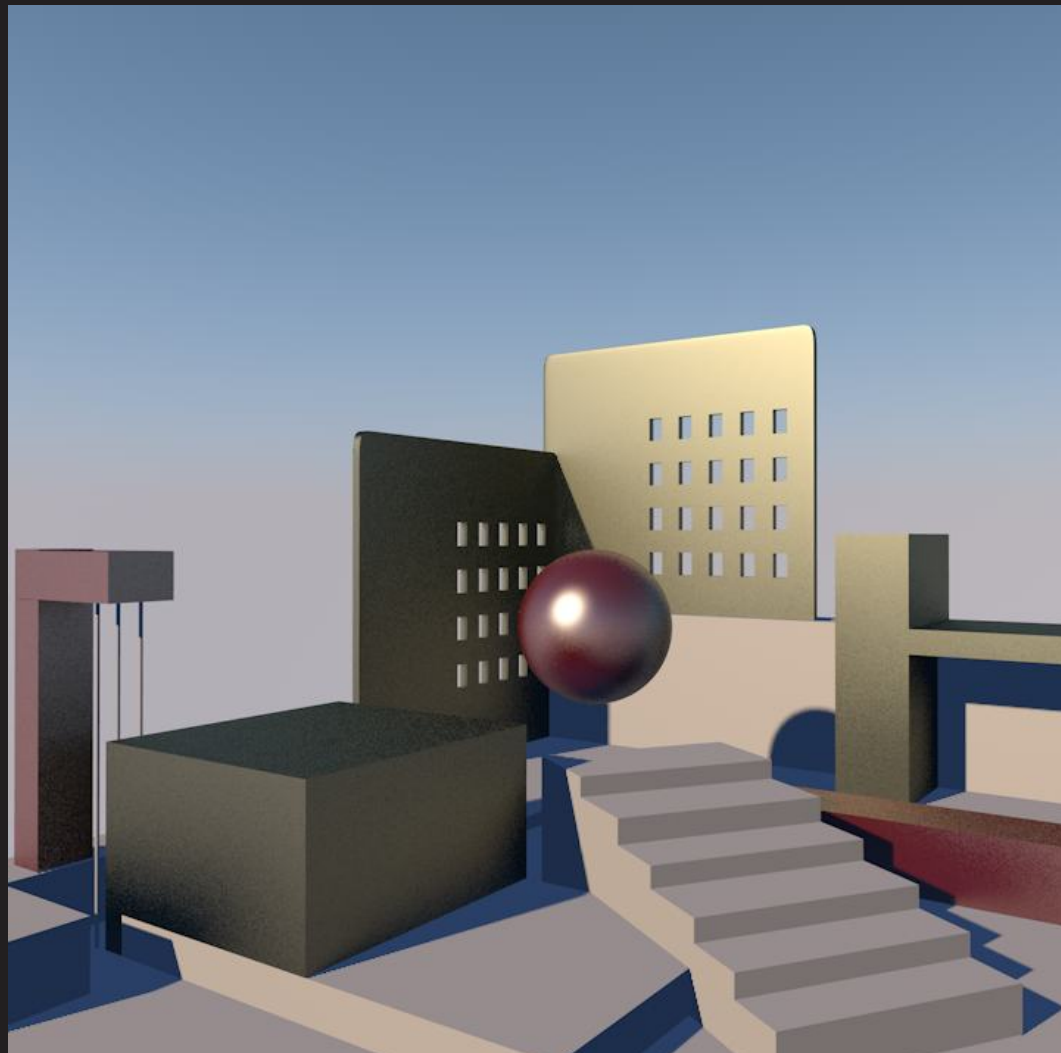
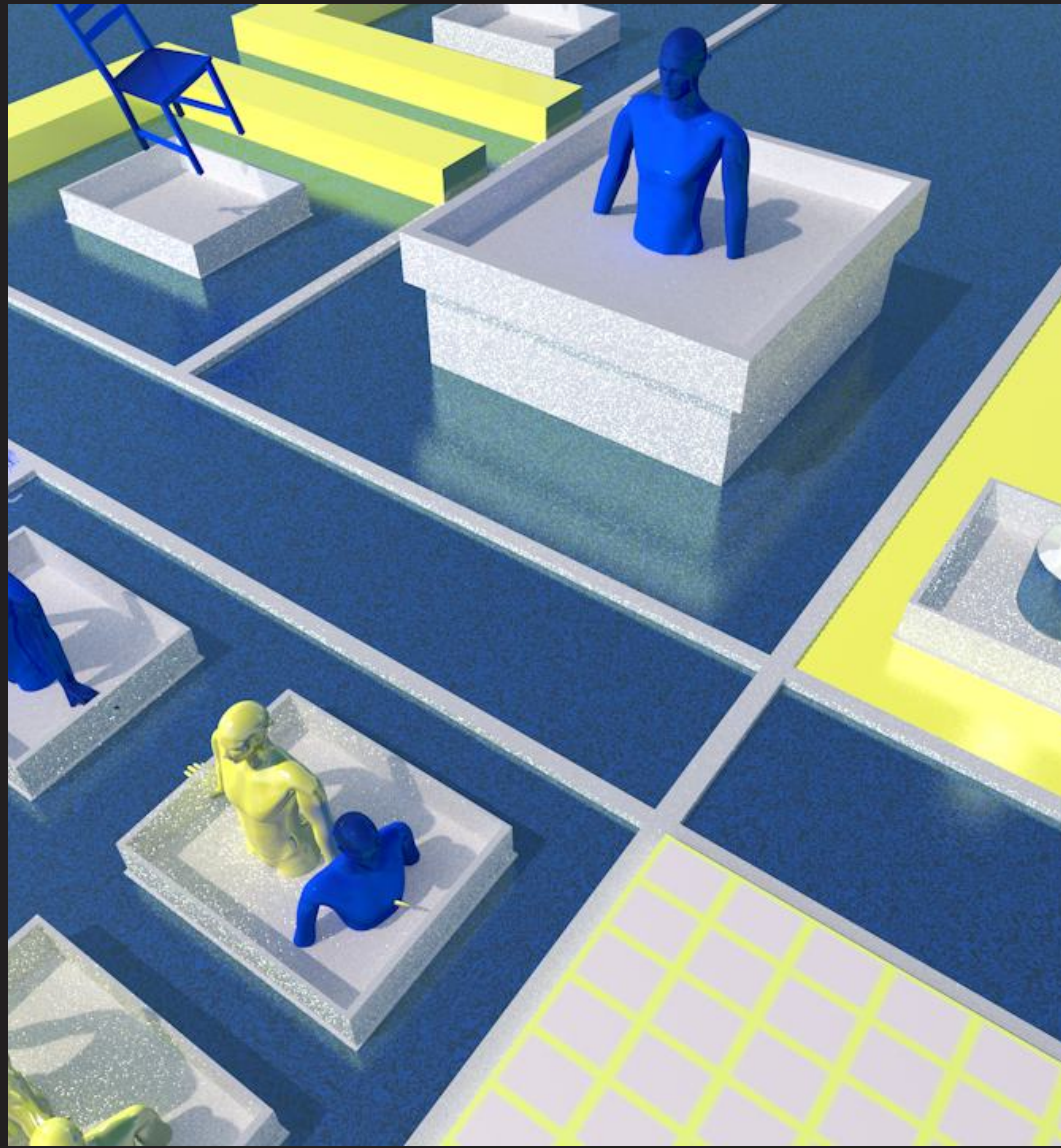
Playspace — A park for adults

2021

Created using: Cinema4D

Playspace is a visualized concept of a park that seeks to enhance a physical environment in a way symbolic of a forward thinking creative culture. The environment is developed for a therapeutic purpose and seeks to achieve this through calming structures that evoke nostalgia through happy colors and elements of old-school playgrounds.





Digital Sanctuaries

2022-2023

Created using: Cinema4D

Digital Sanctuaries

2022-2023

Created using: Cinema4D

