

MEDIA ART

GAME ART

GAME DESIGN

3D ARTIST



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hdme.ch



Trailer :

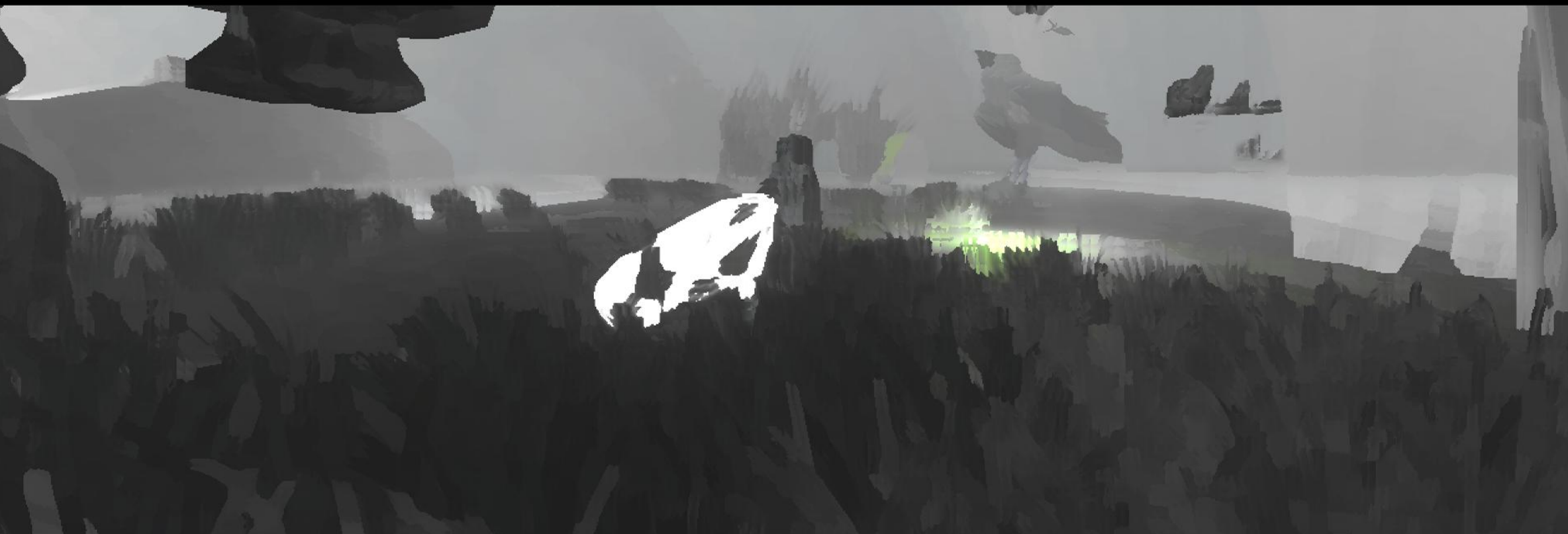
https://store.steampowered.com/app/1386830/Daffodil_Yellow_A_few_poems_from_an_insect_collector/

«Daffodil Yellow: a few poems from an insect collector»
is a poetic game/interactive experience, which looks like a 3D painting. You
play as an insect collector looking for colors in old summer memories.

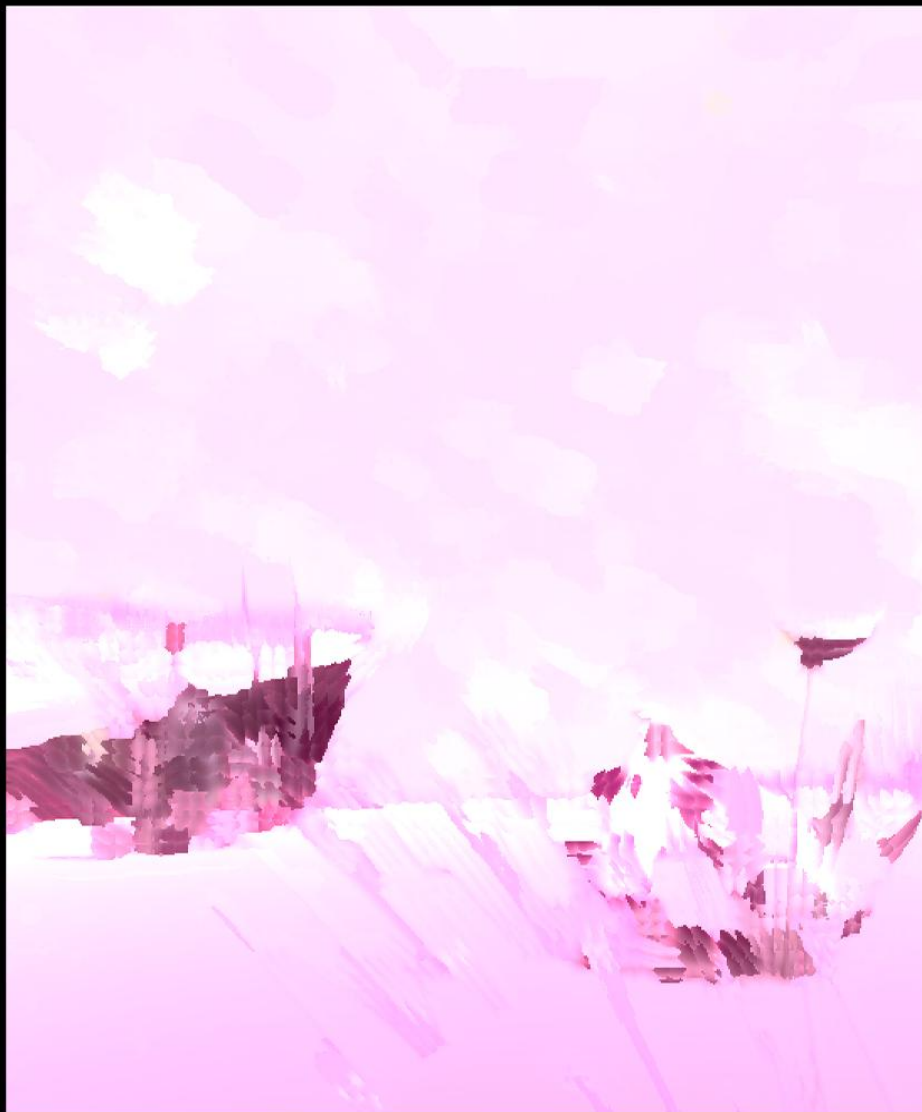
"Daffodil yellow: a few poems from an insect collector" est une expérience
interactive qui ressemble à une peinture en 3D. On y incarne un collectionneur
d'insecte à la recherche de couleurs dans des anciens souvenirs d'été.

<https://hdme.itch.io/daffodil-yellow-a-few-poems-from-an-insect-collector>

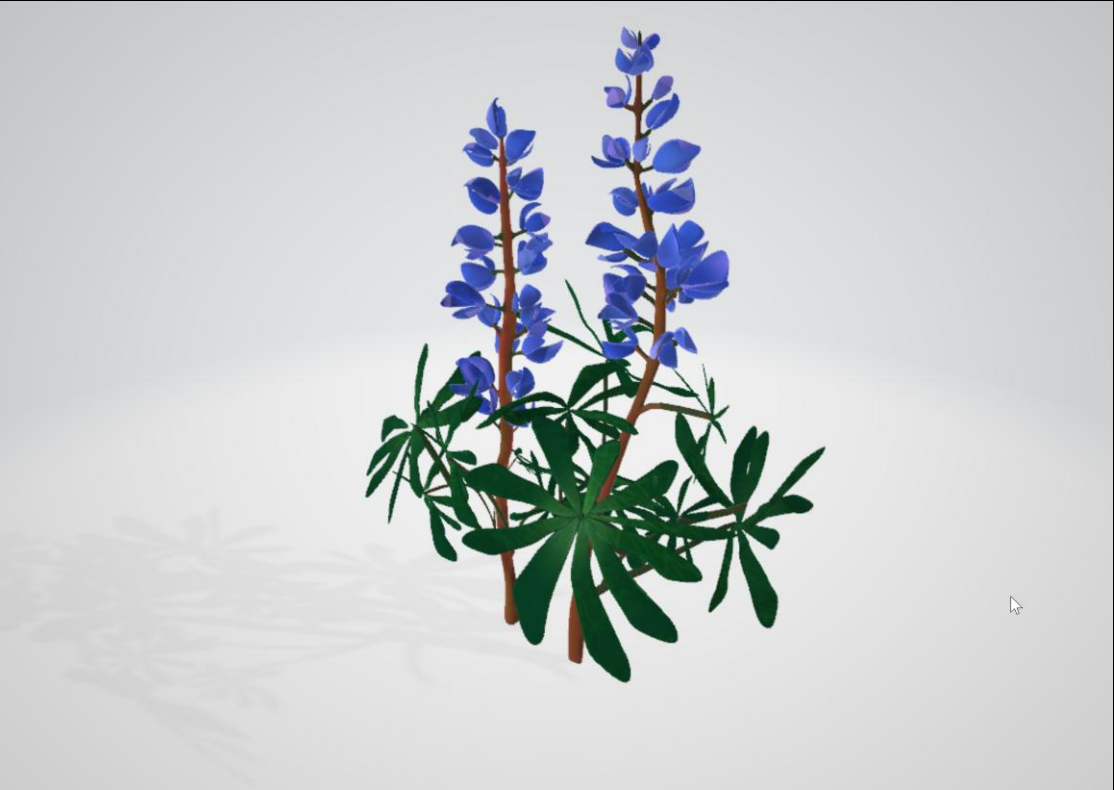


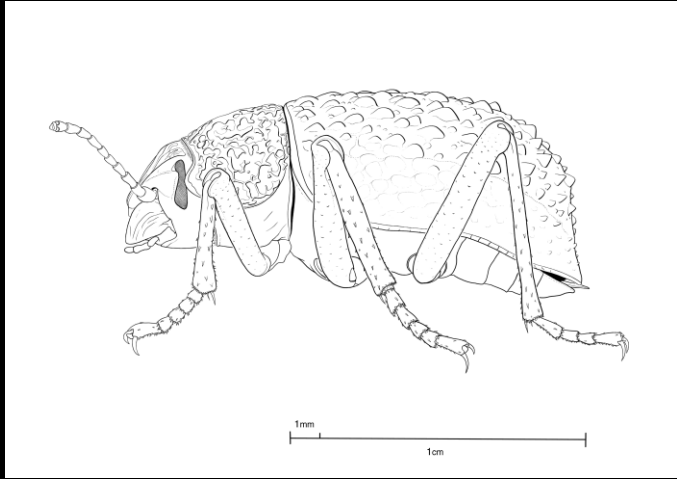


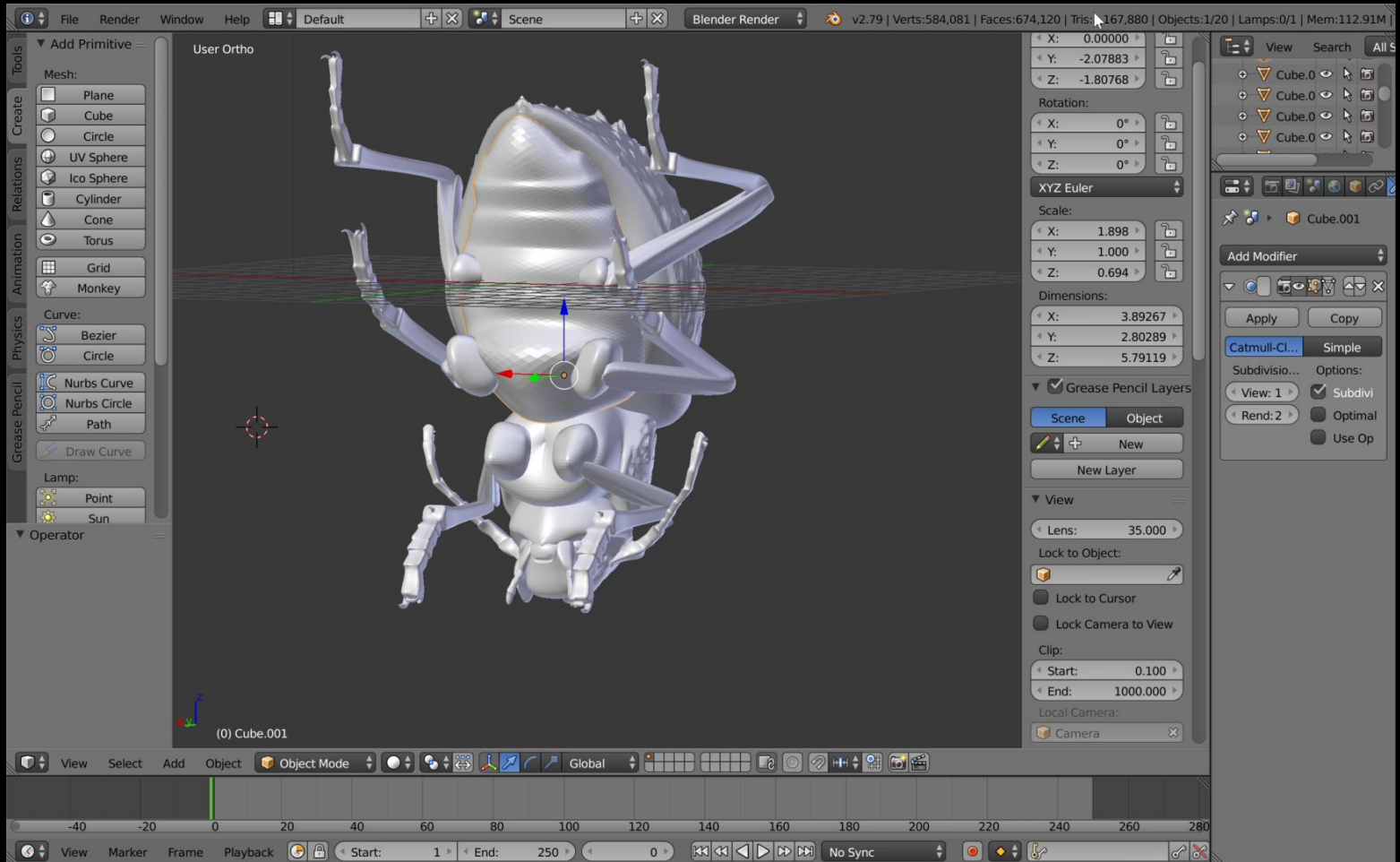




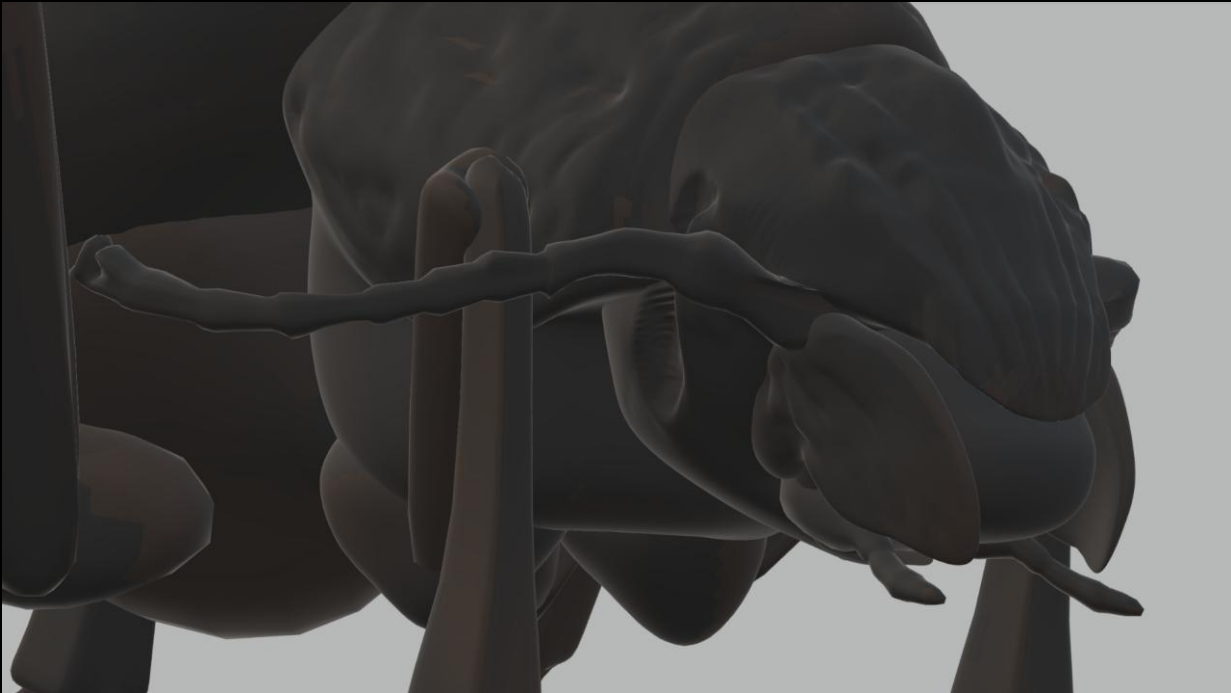
Realistic





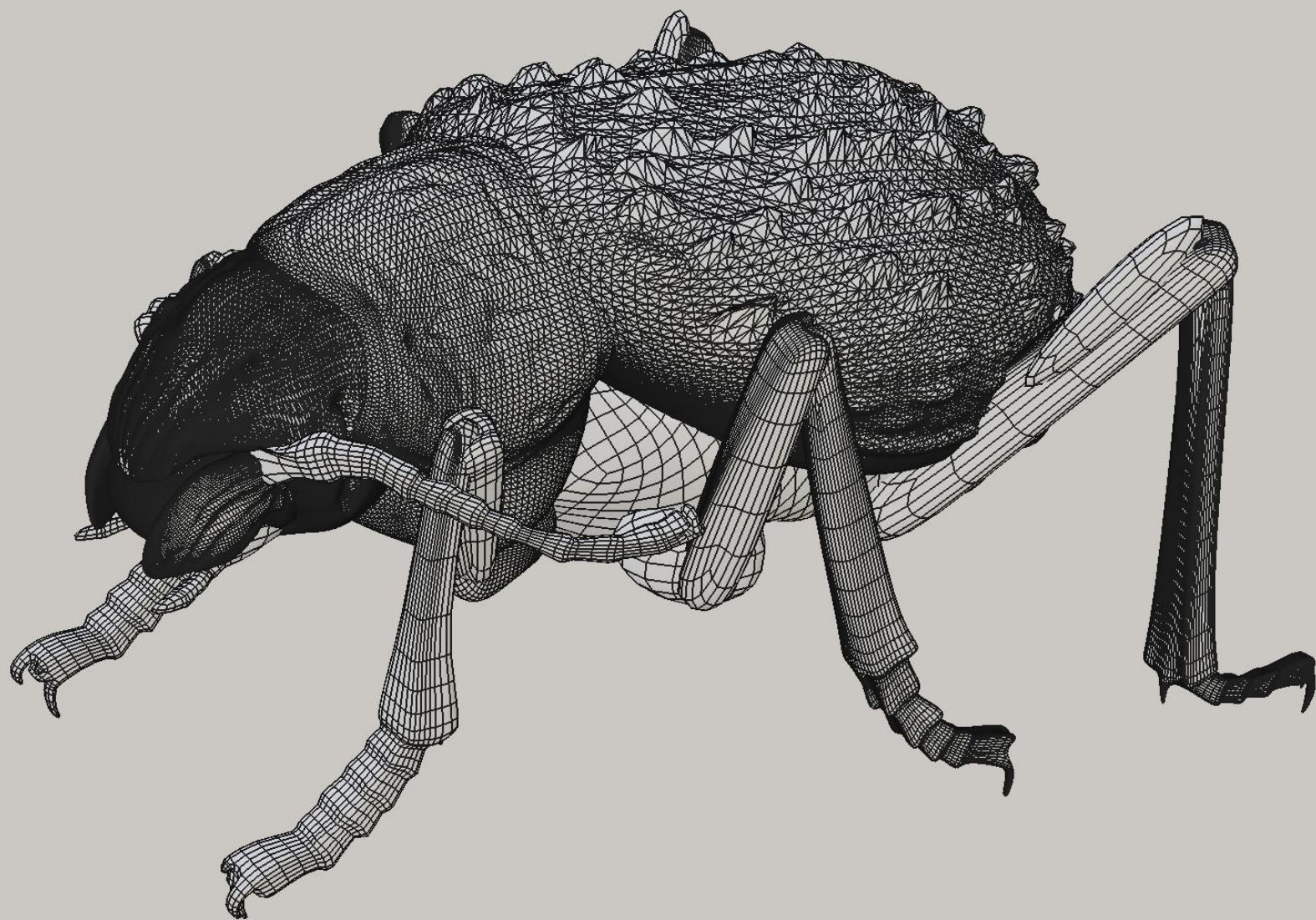




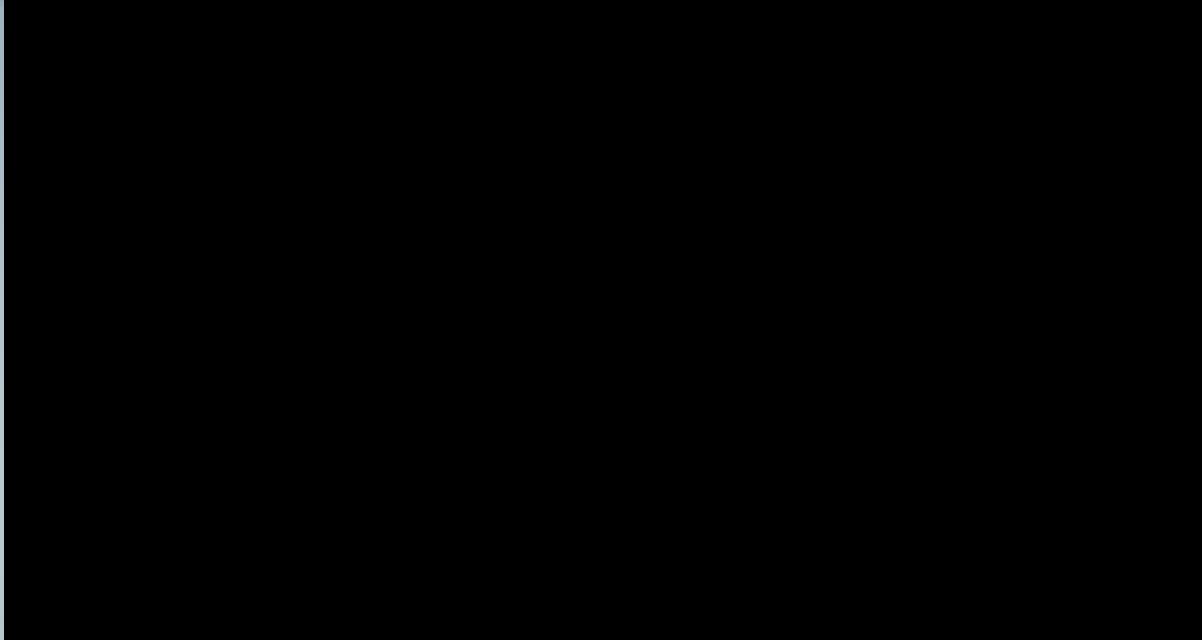


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MODELISATION 3D







HD
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ME

M O D E L I S A T I O N
3 D





video :

https://www.instagram.com/p/B6Y4Ygqn6wR/?utm_source=ig_web_copy_link



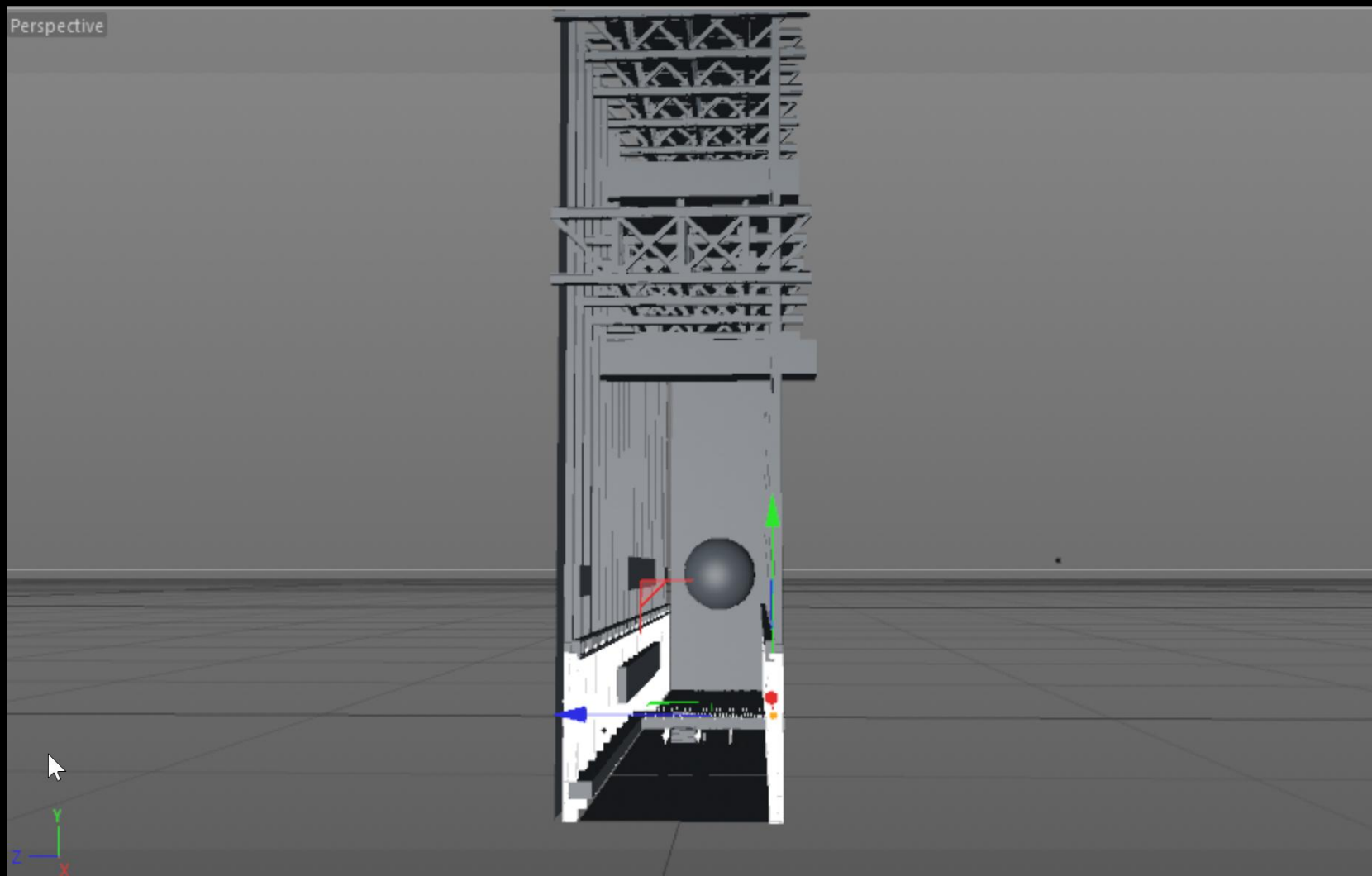
ARCHITECTURE

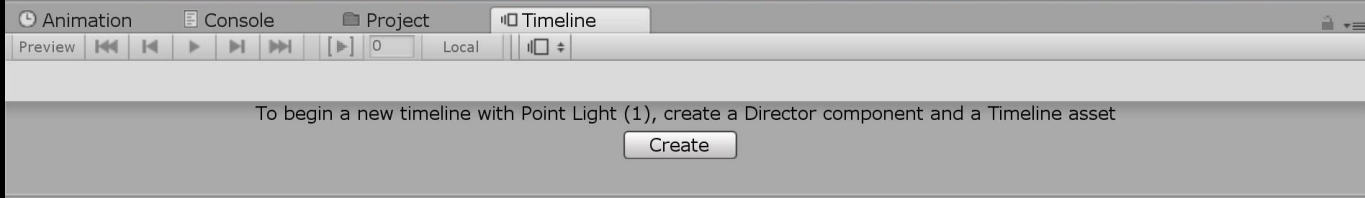
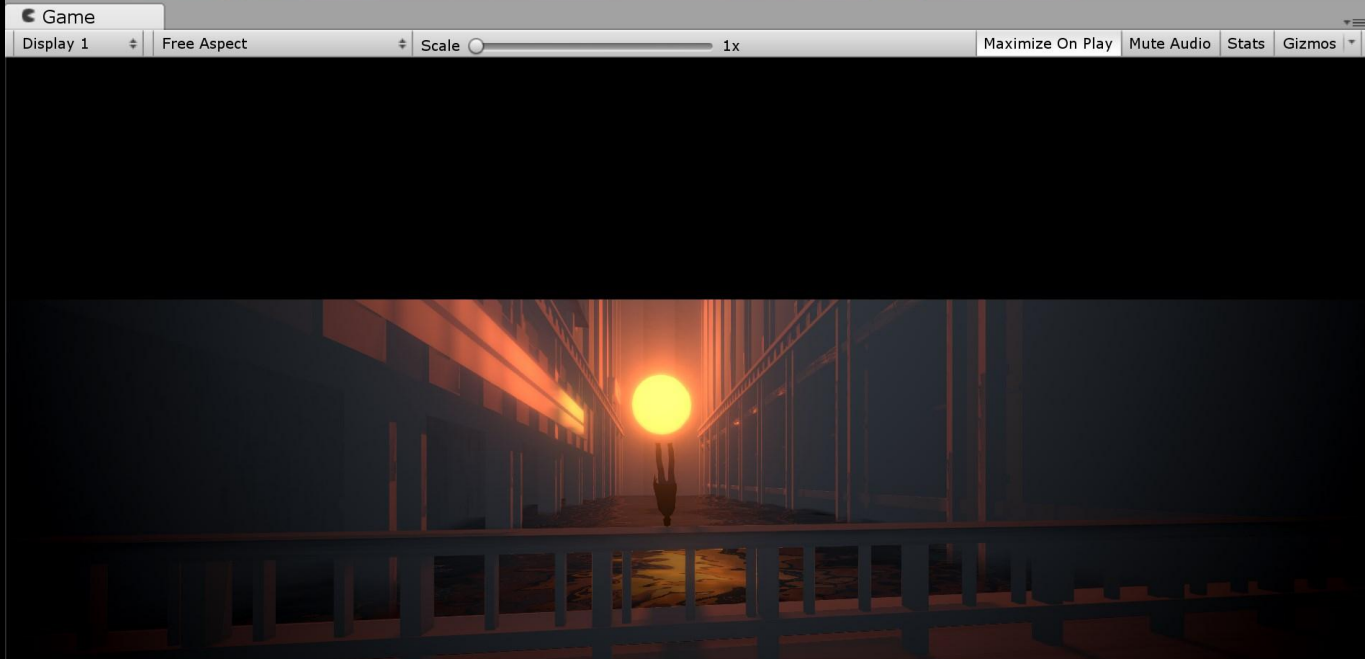
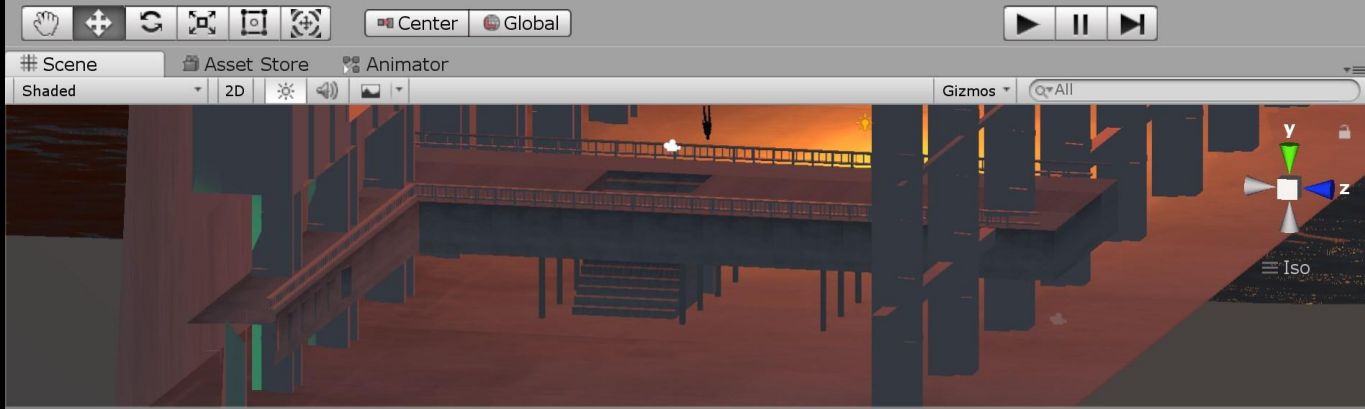
Space

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- Hierarchy**
- Create
 - platformhaut
 - poteaudroite
 - sol
 - sol_1
 - soleil
 - stairsdown
 - tuyaudroithaut
 - toitmirroir
 - tuyaudroithaut_1
 - toyaudroitbas
 - aperson (1)
 - petitcubedevantgauch
 - Directional Light (2)
 - Directional Light
 - Directional Light (3)
 - Directional Light (4)
 - Point Light
 - Plane
 - Plane (1)
 - Plane (2)
 - Plane (3)
 - Point Light (1)
 - ceilling test
 - platformwithdoor
 - Cube
 - Cylindre
 - Cylindre_1
 - platformhaut
 - Main Camera (1)
 - splashes
 - ripples
 - raintest
 - raintest (1)
 - ripples
 - splashes1
 - splashes1 (1)
 - fog
 - fog (1)
 - Water4AdvancedReflectionSc
 - Water4AdvancedReflectionM
 - Water4SimpleReflectionScen
 - rainhuman
 - SubEmitter1
 - GameObject
 - human7 (5)

Inspector

Point Light (1) ☐ Static

Tag Untagged Layer Default

Transform

Position X 282.4 Y 135.9 Z -11.9

Rotation X 0 Y 0 Z 0

Scale X 1 Y 1 Z 1

Light

Type Point

Range 40

Color

Mode Realtime

Intensity 1.2

Indirect Multiplier 1

Realtime indirect bounce shadowing is not supported for Spot and Point lights.

Shadow Type Hard Shadows

Realtime Shadows

Strength 1

Resolution Use Quality Settings

Bias 0.05

Normal Bias 0.4

Near Plane 0.2

Cookie None (Texture)

Draw Halo ☐

Flare None (Flare)

Render Mode Auto

Culling Mask Everything

Add Component



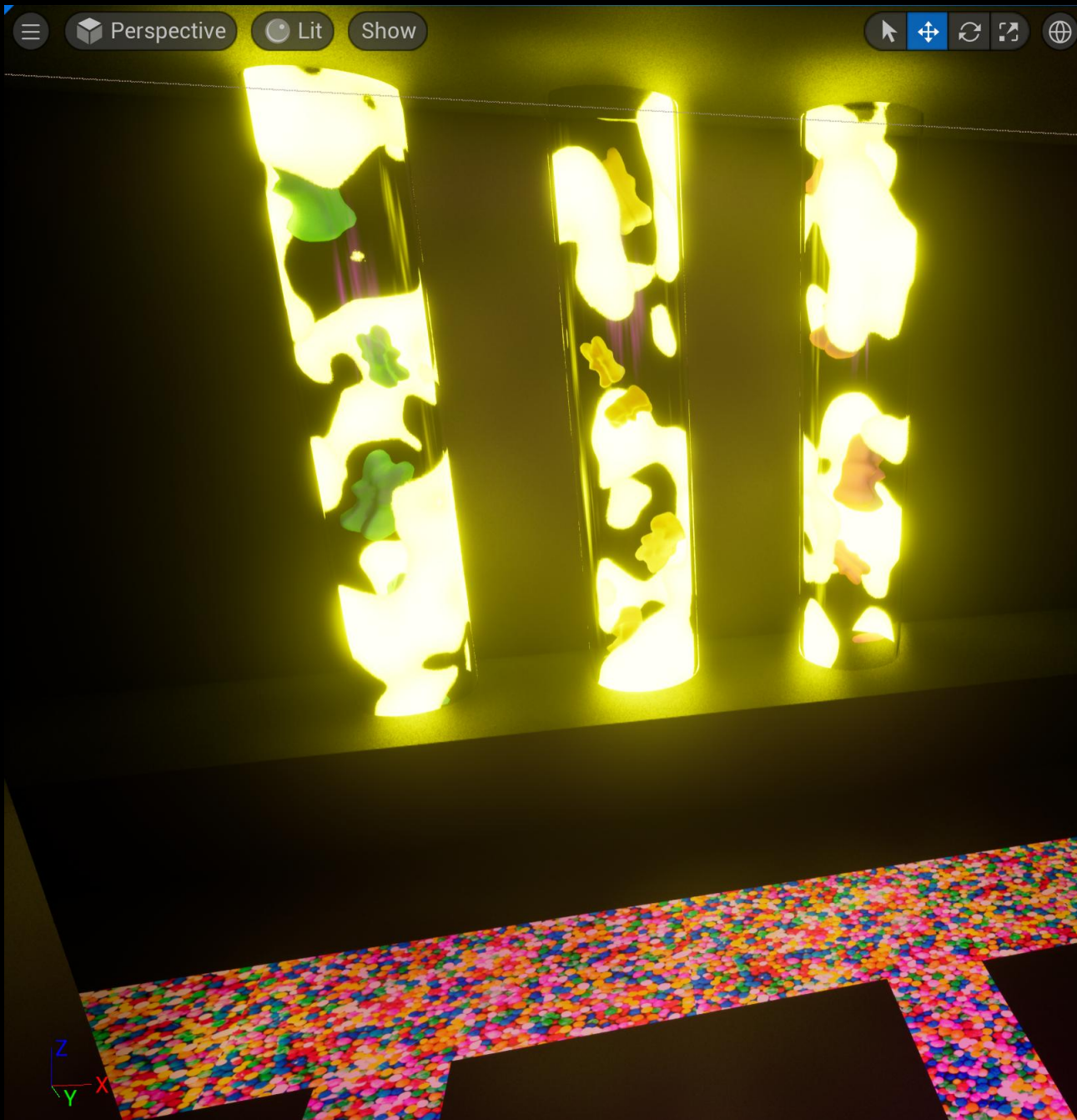
Animation/music video of the project: <https://youtu.be/rgSB0DqFsZU>

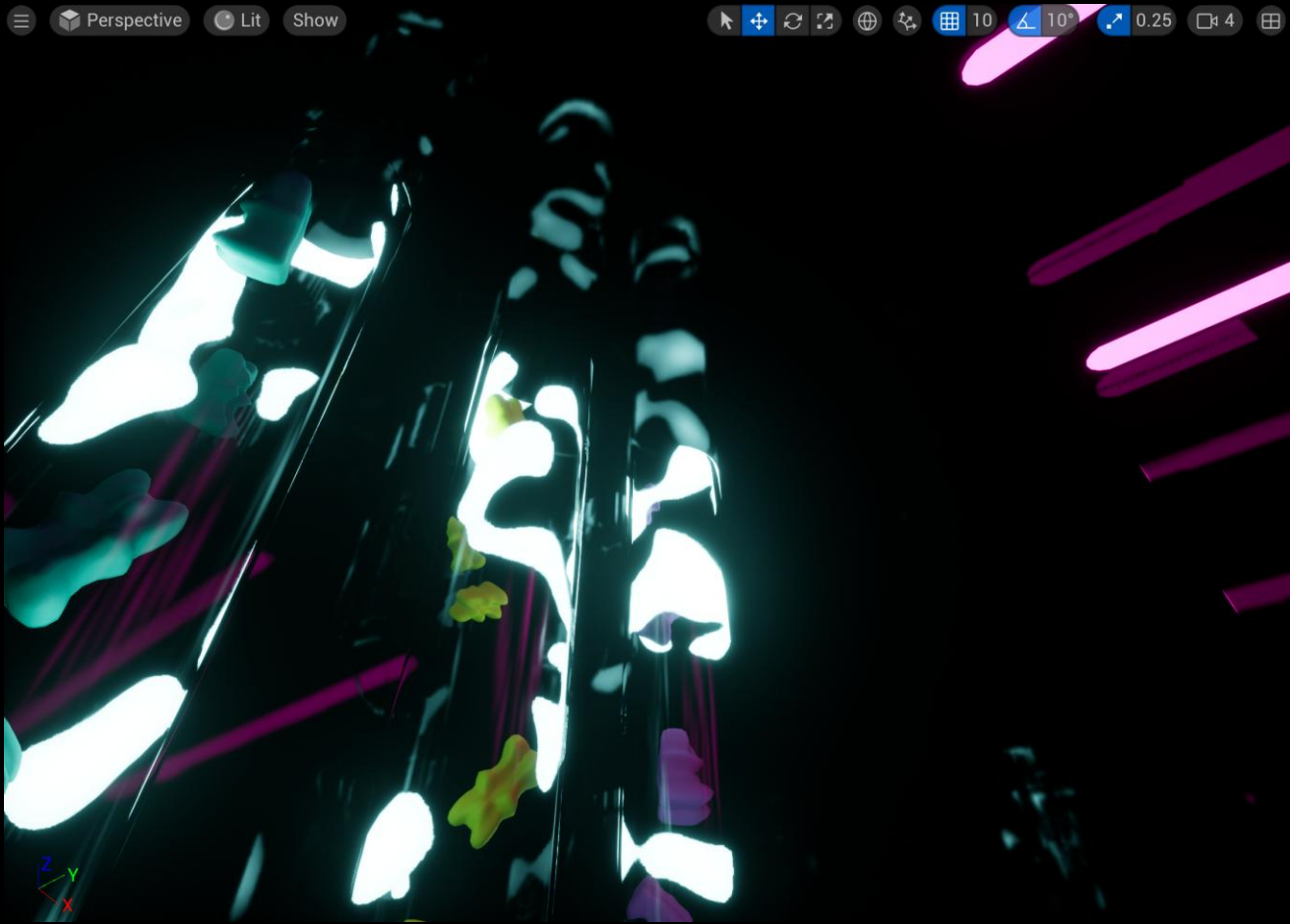
UNREAL ENGINE

lights











Metaphores
Visual representations
Abstract design



HD
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ME

GAME DESIGN - GAME ART



Video sur demande

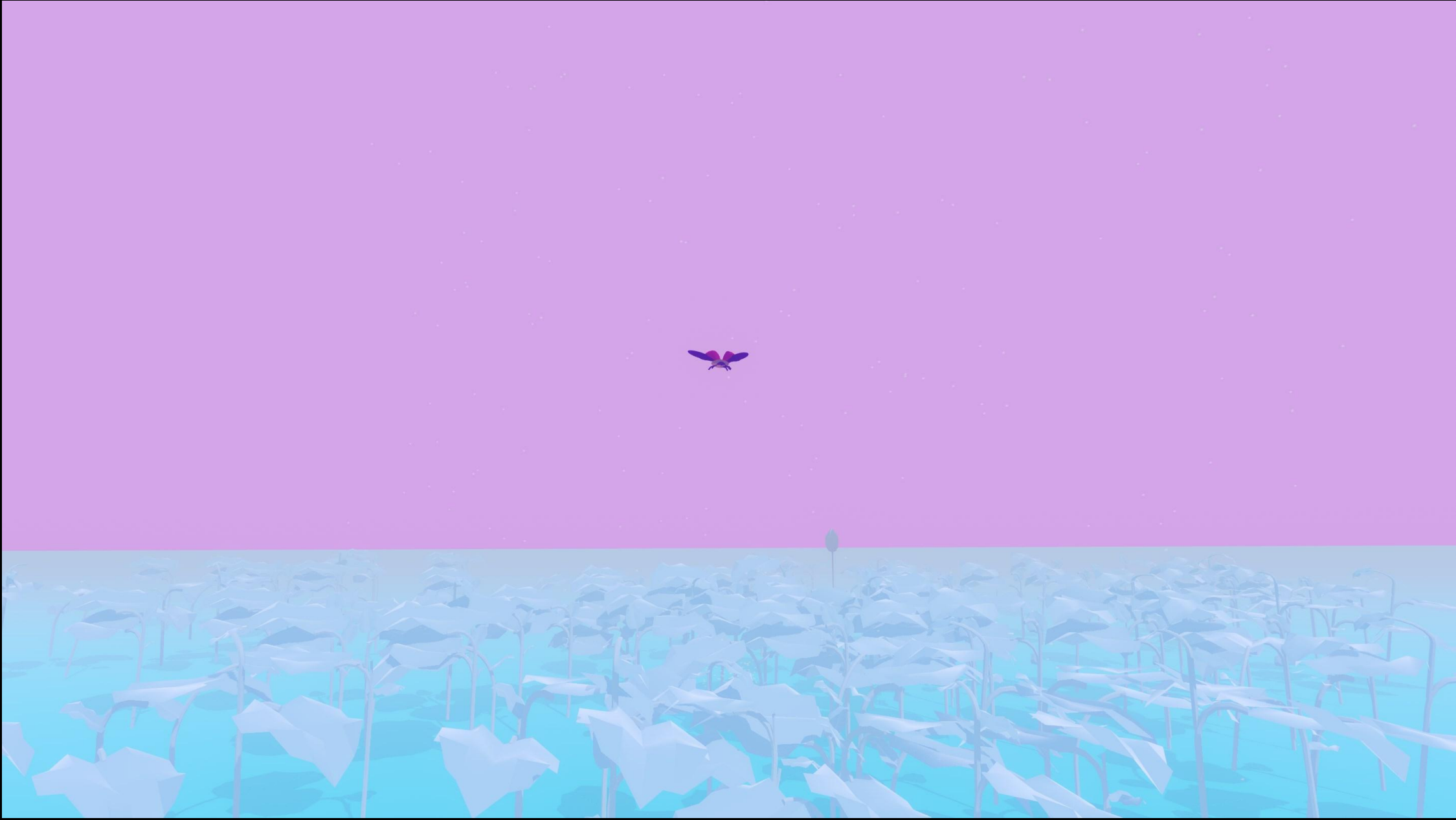
Game Design

Game Mechanics



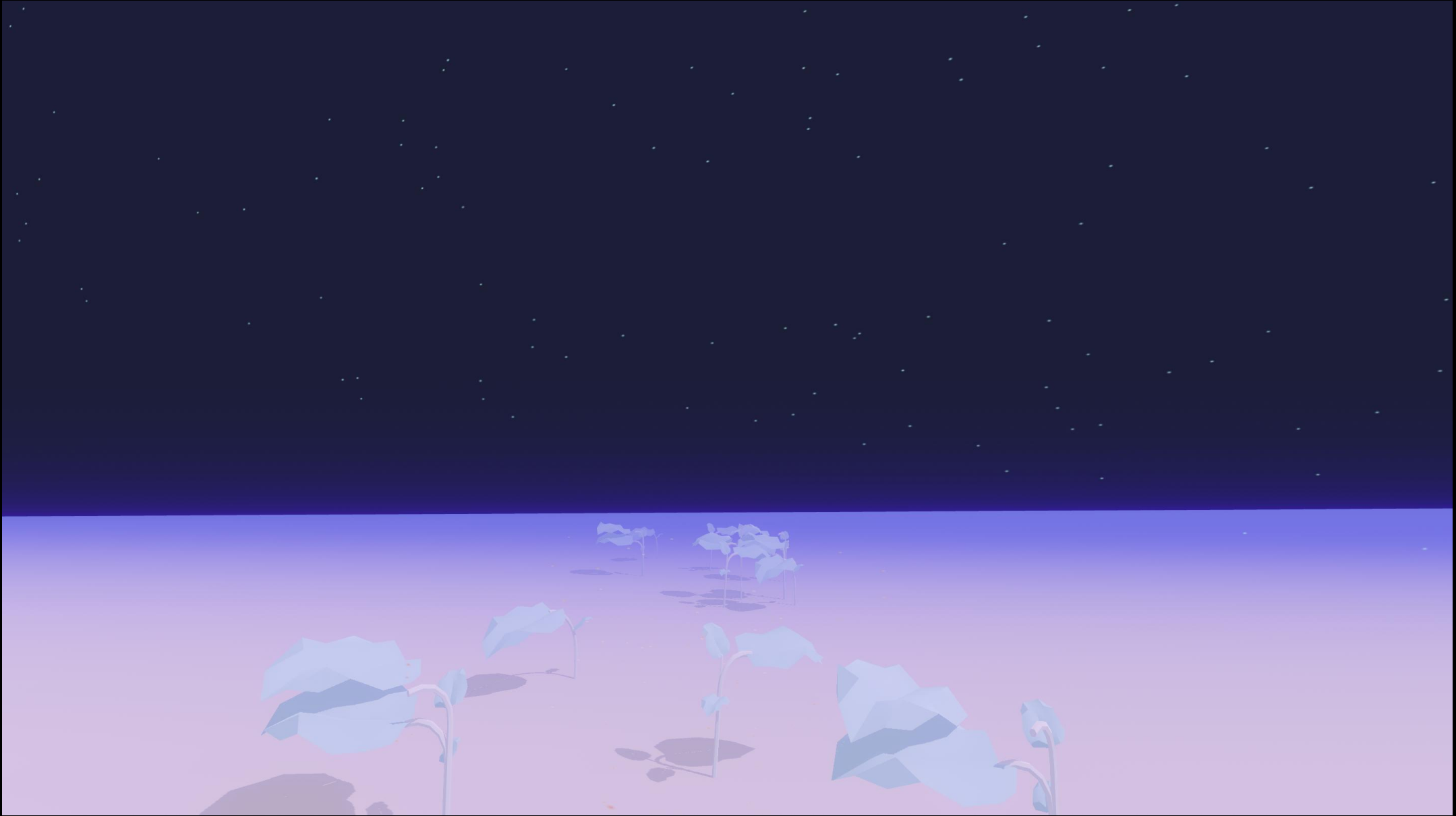
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GAME
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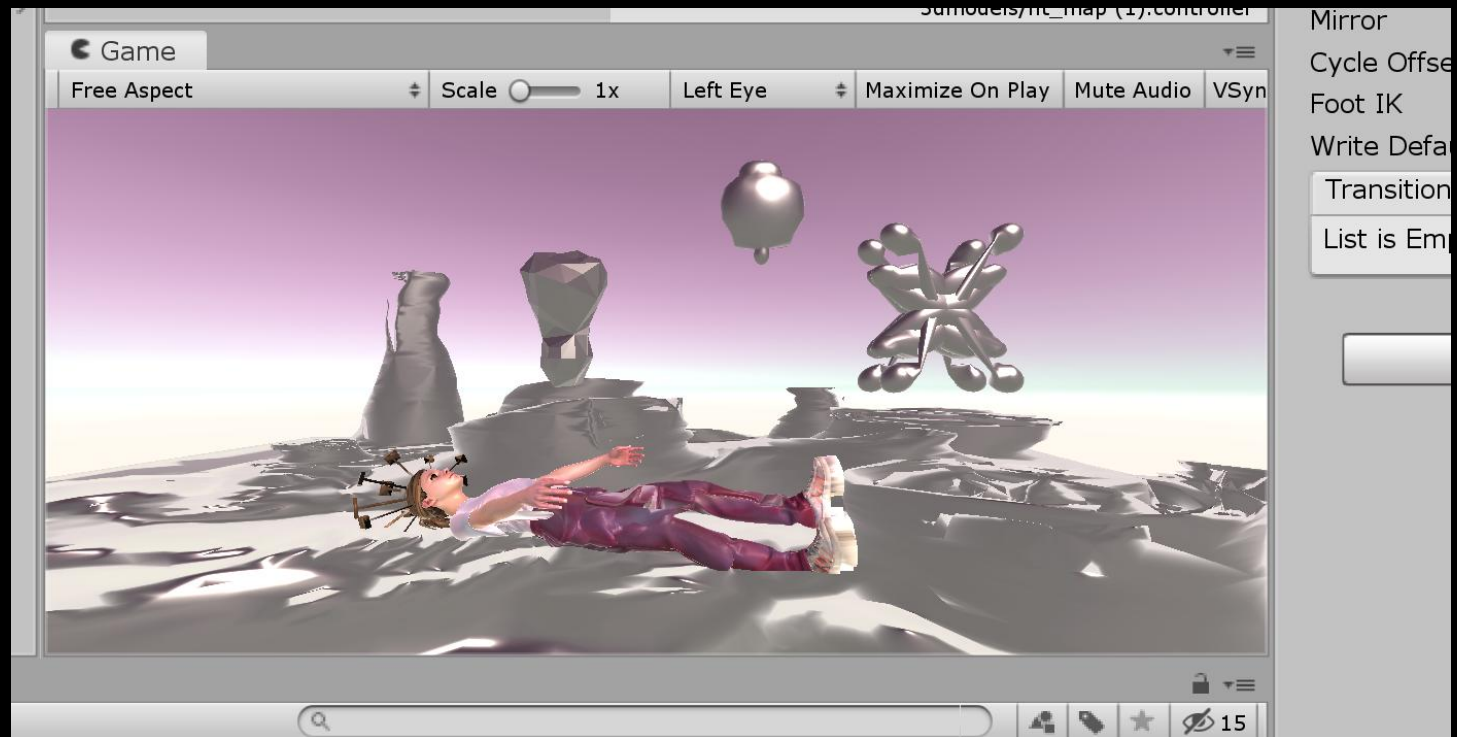
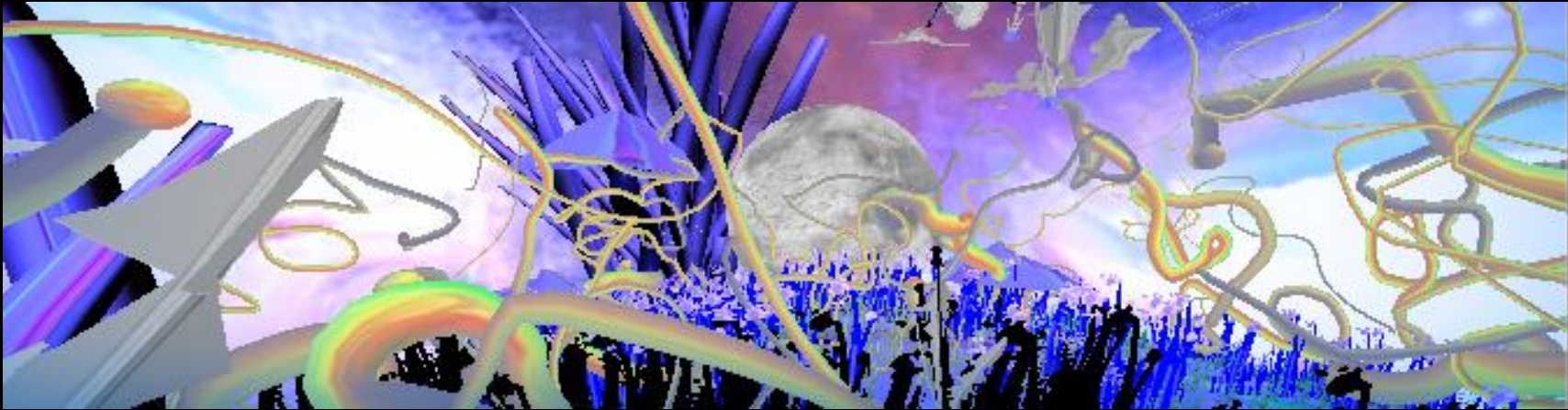
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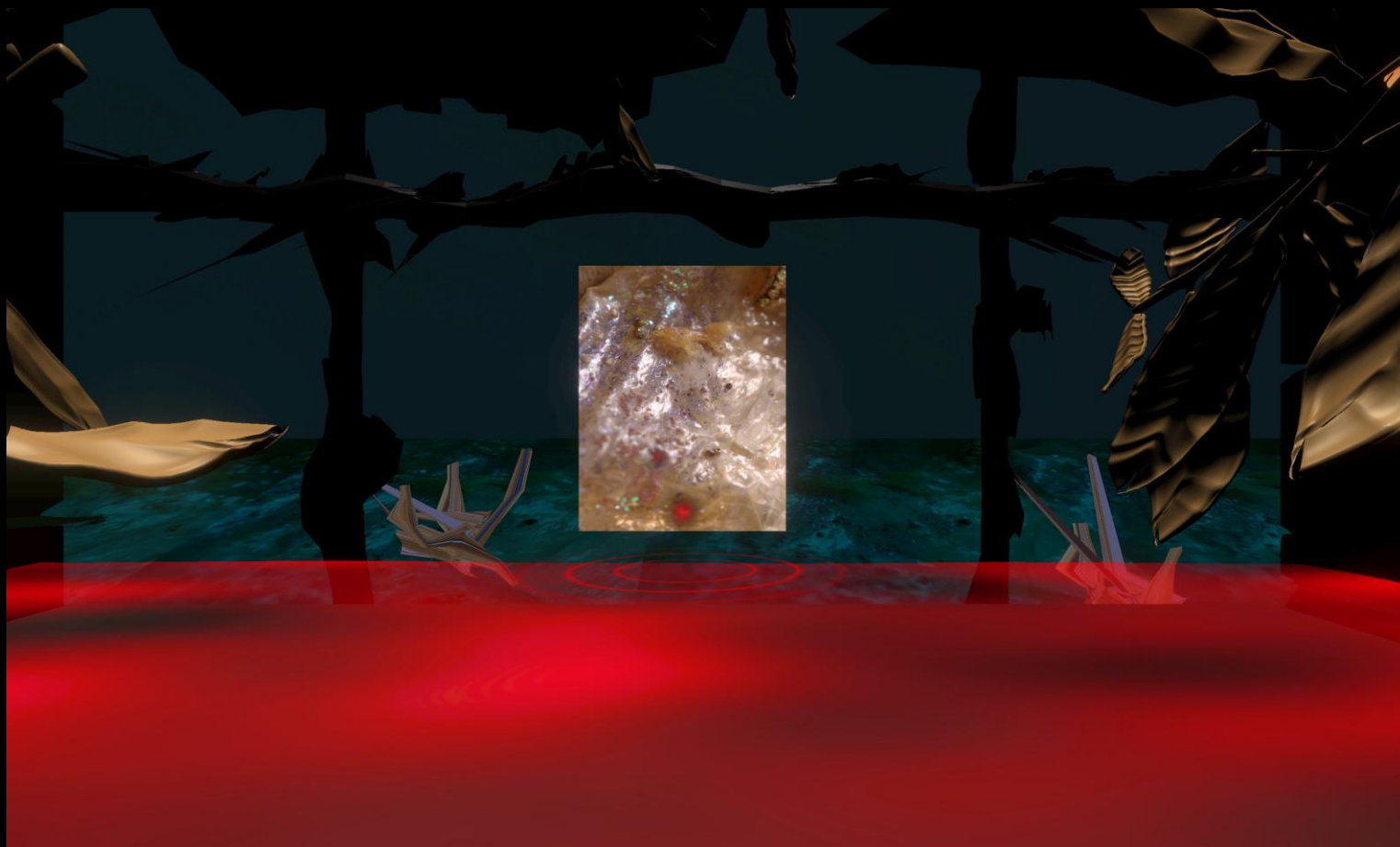
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FUGA FUTURA VR - 2021

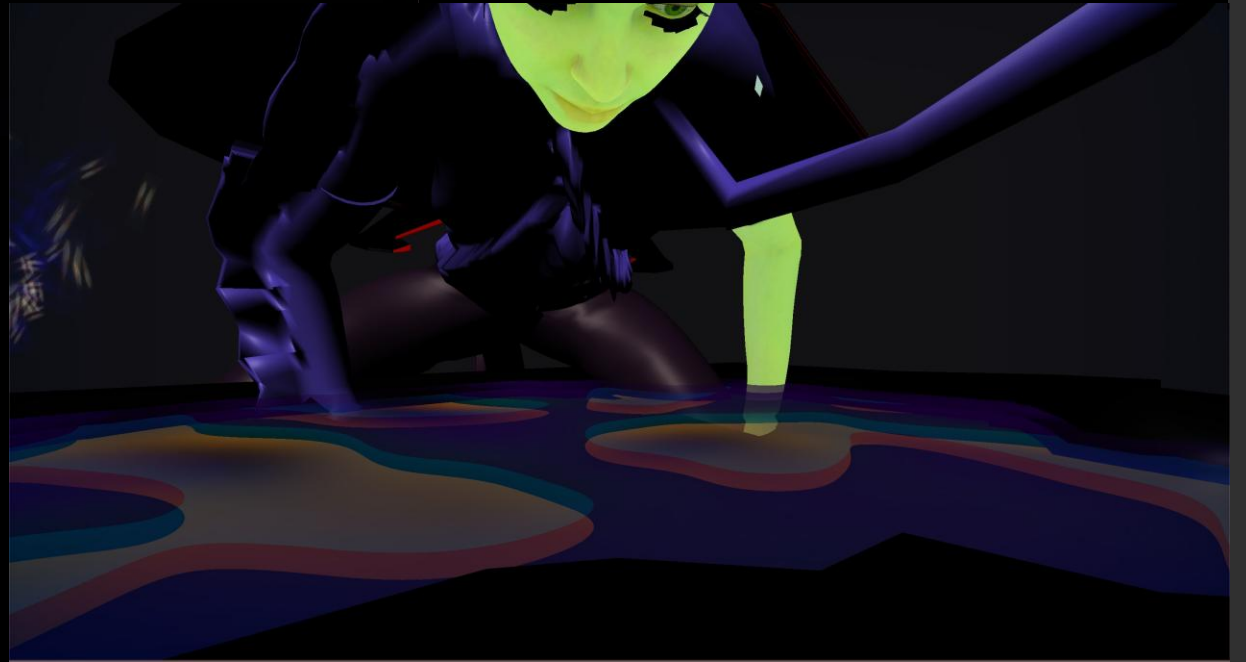
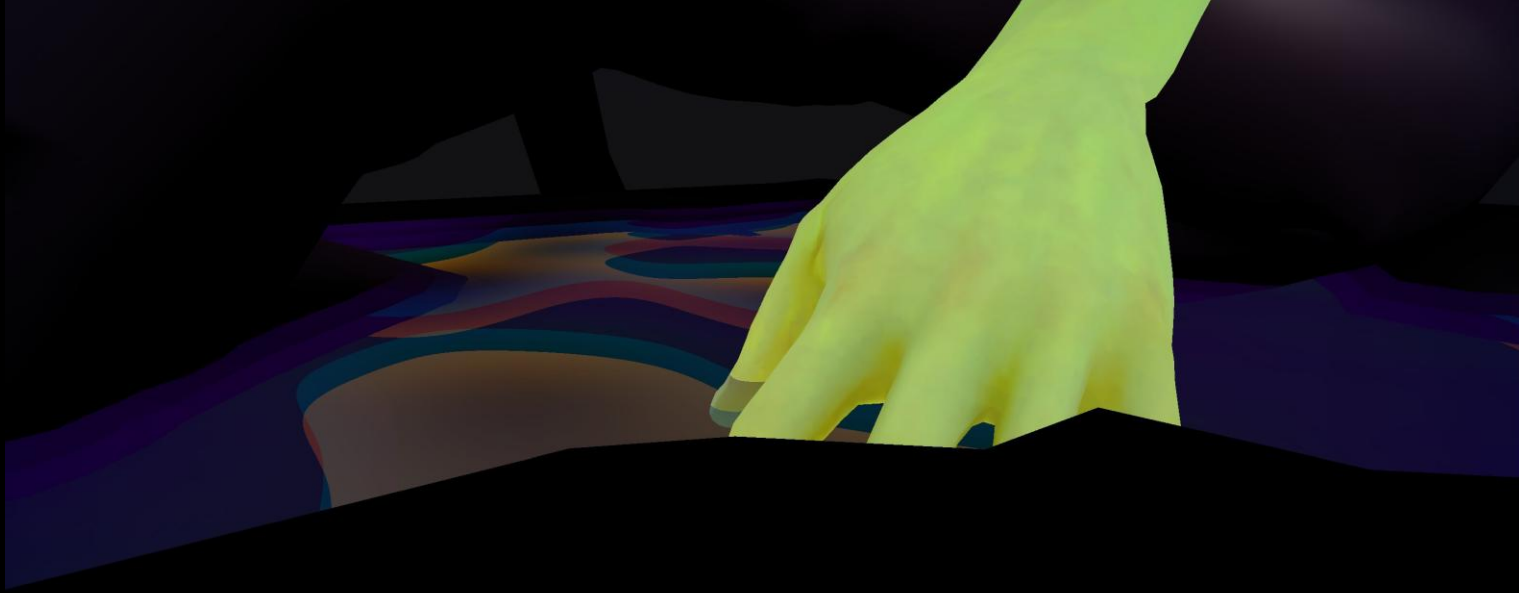
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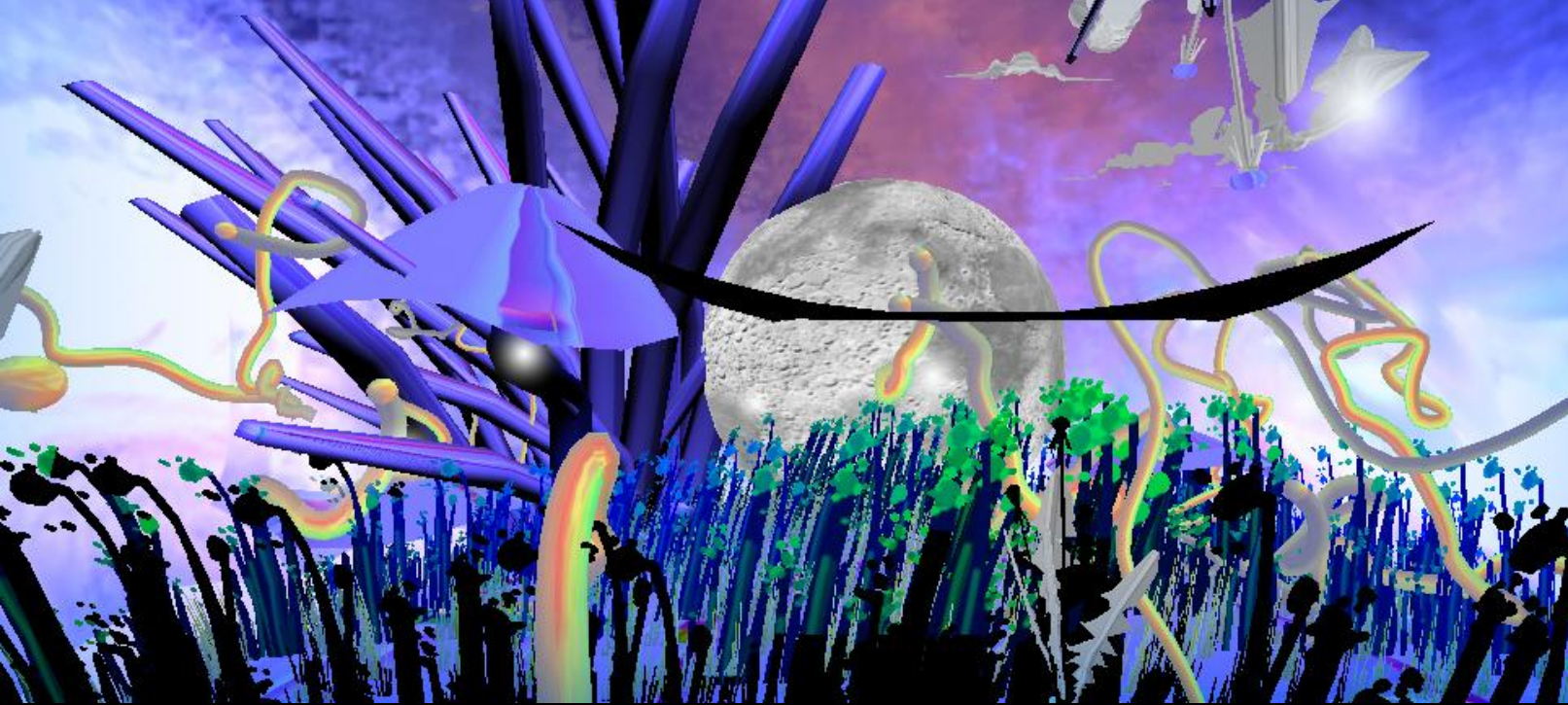
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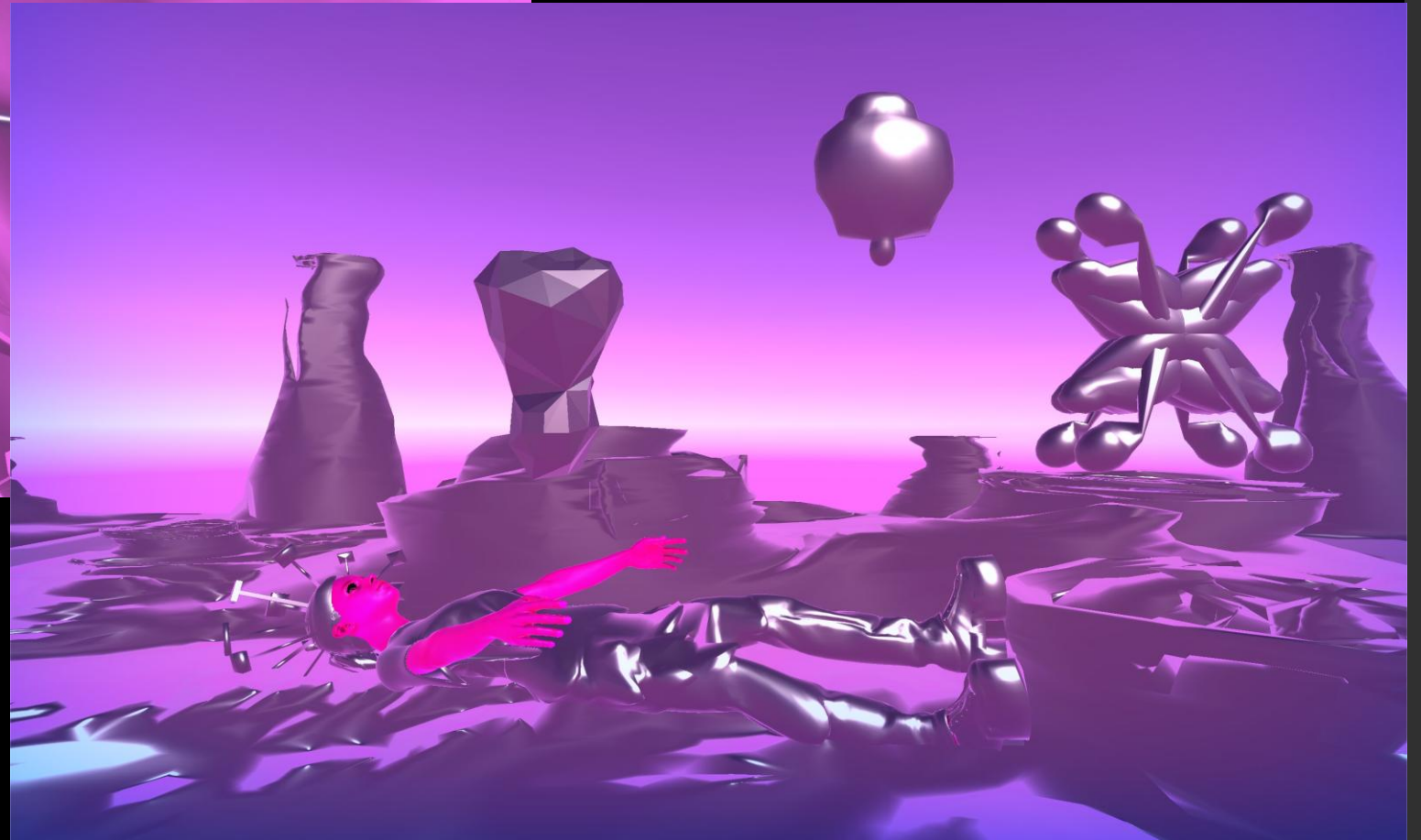


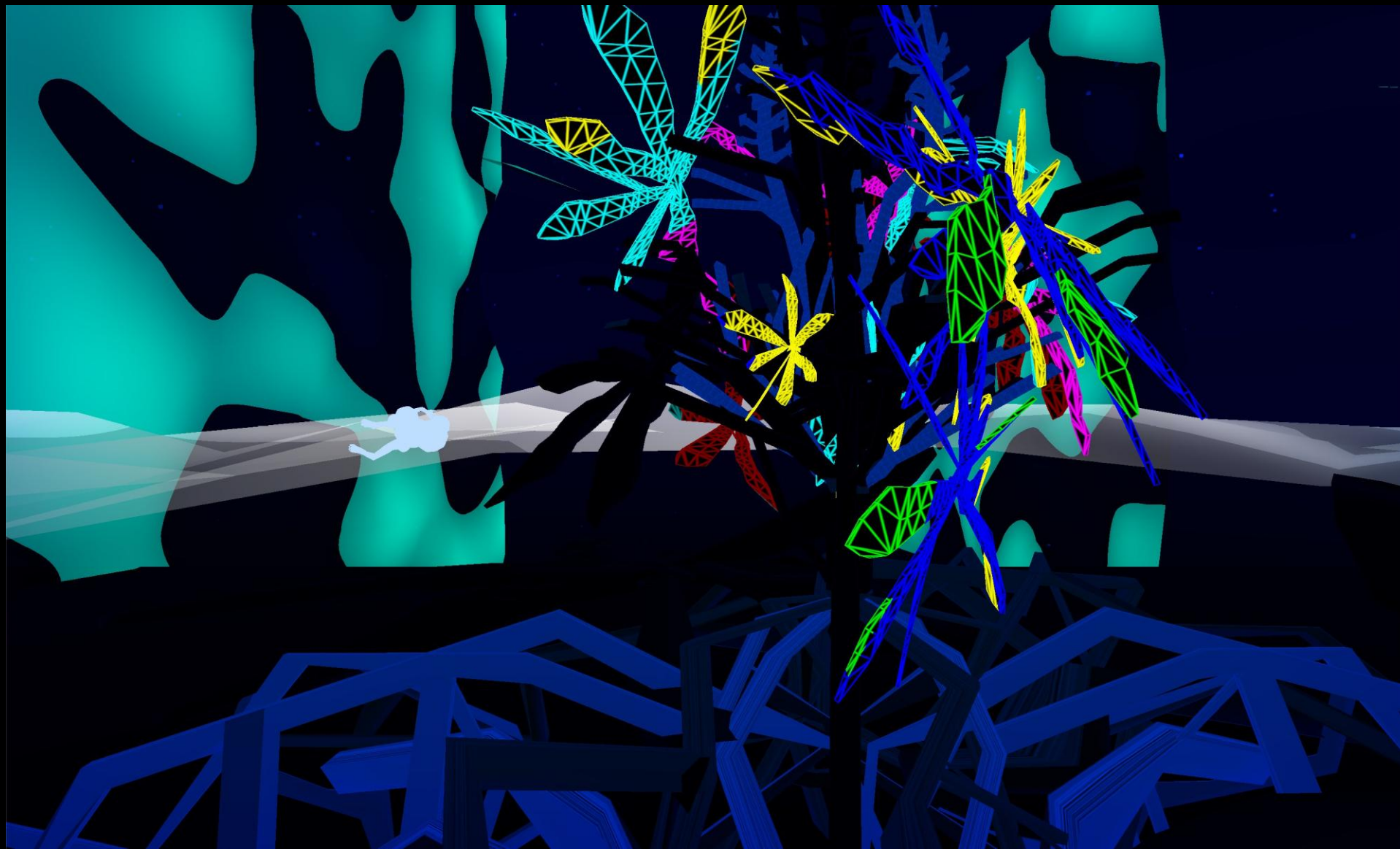


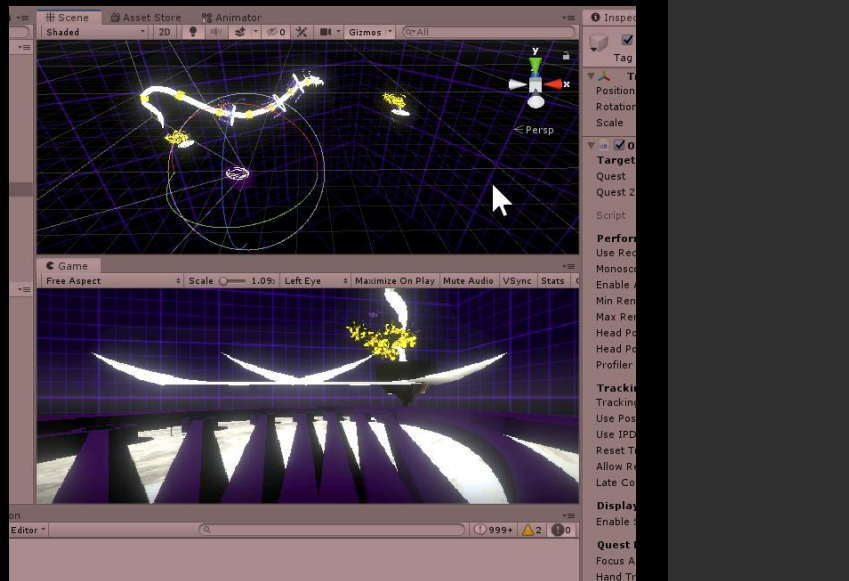
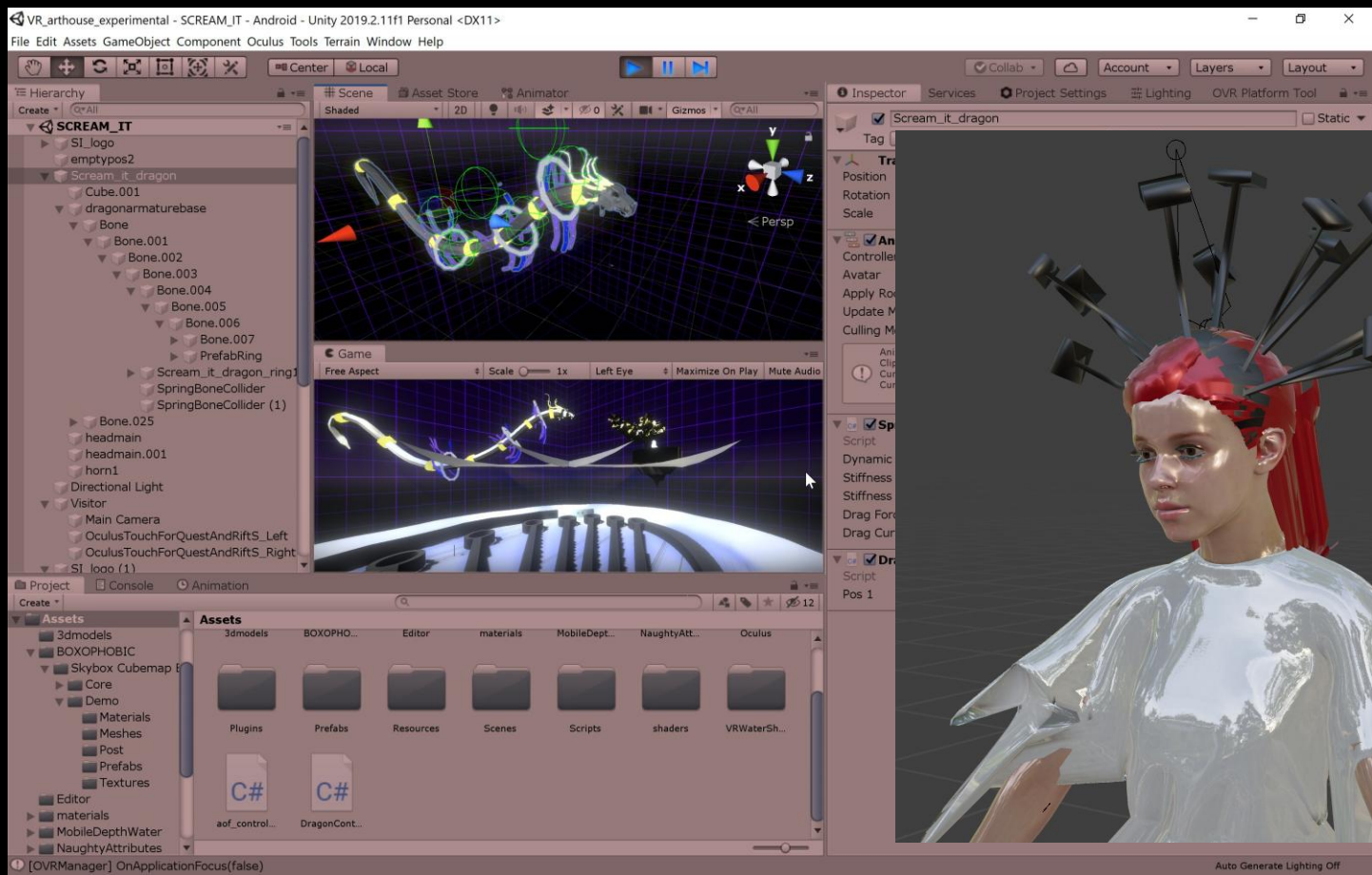












DEAD ANGEL

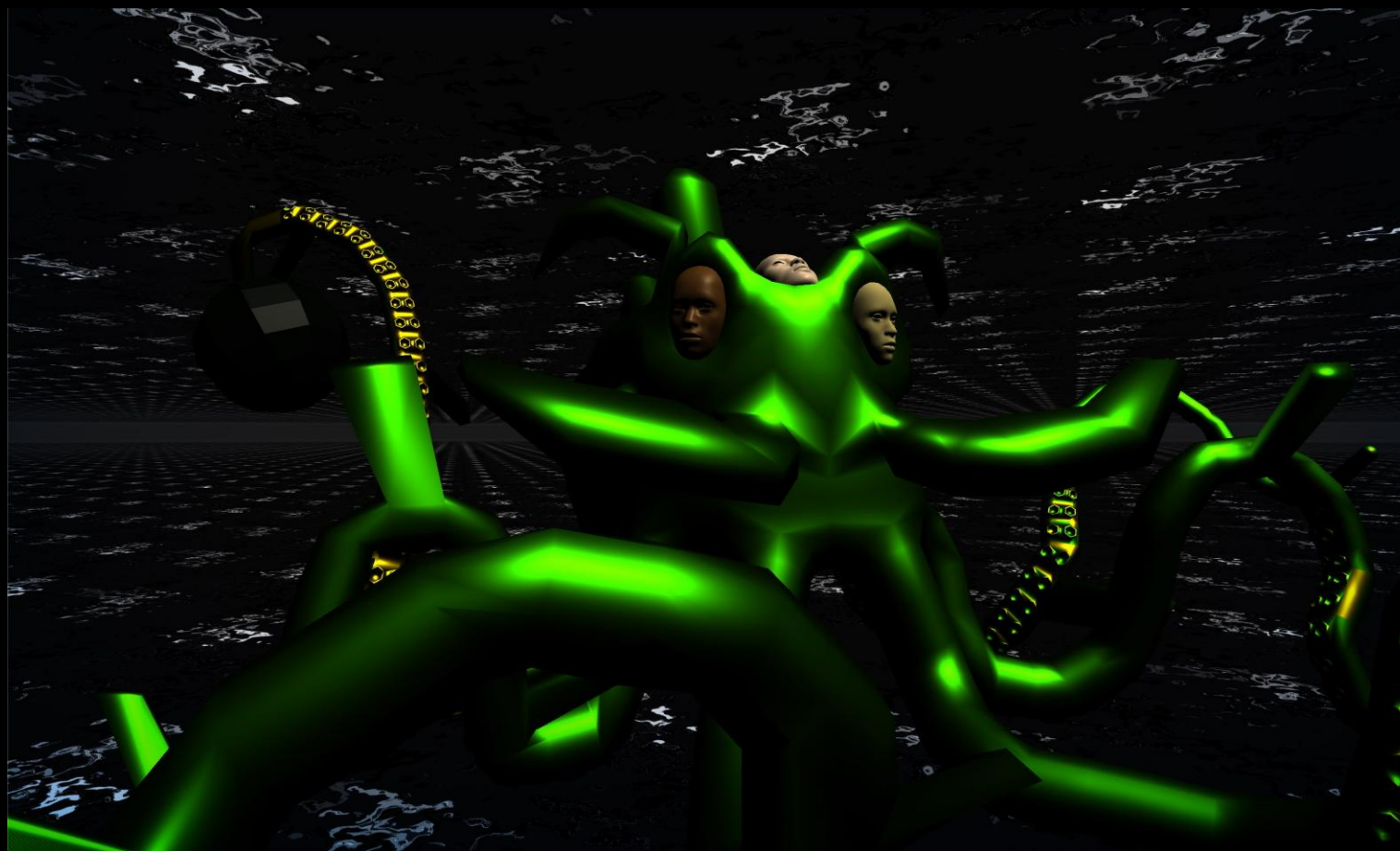


AGE OF FATALITY



EXPIRED CRYSTAL

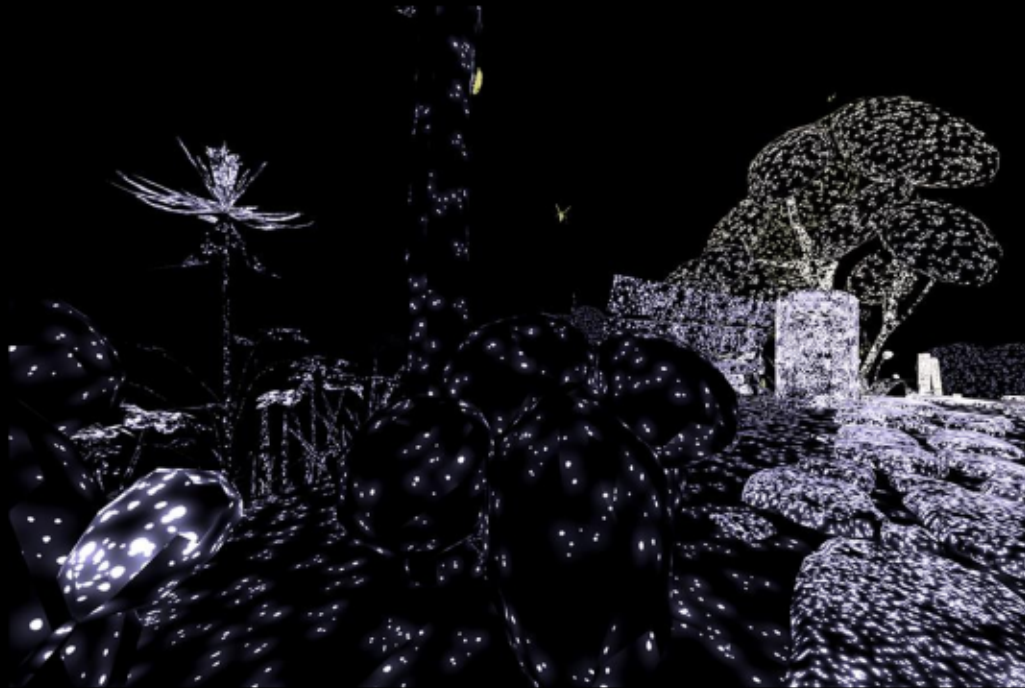
FUGA FUTURA



My internship as "Game dev/ Software engineer" In VR at "Somebodyelse GmbH" 09.2022 – 01.2023

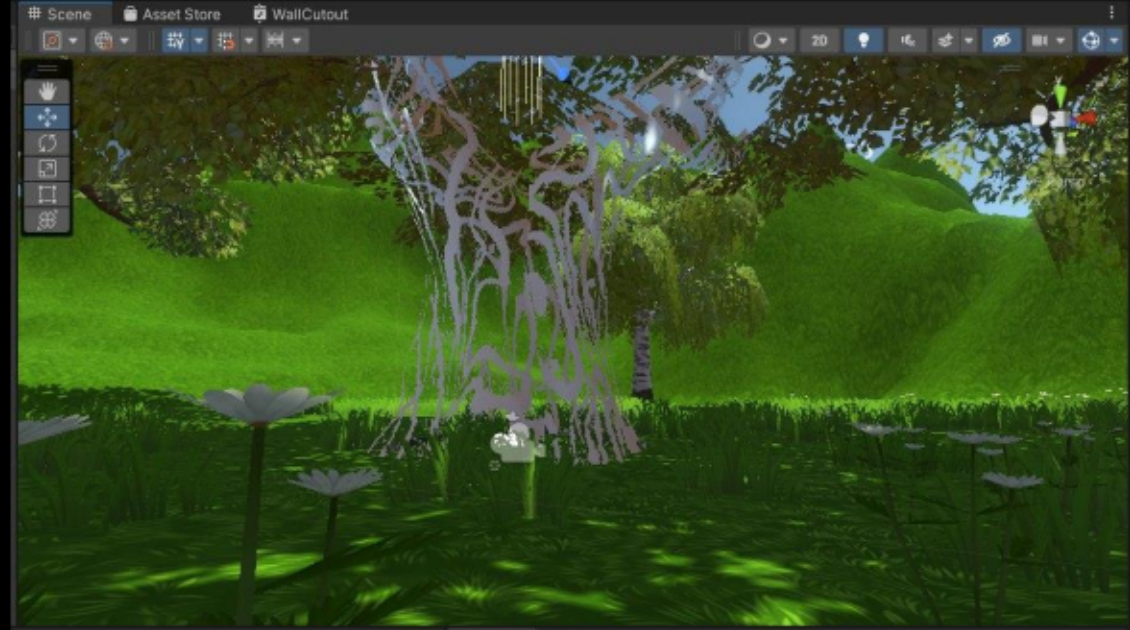
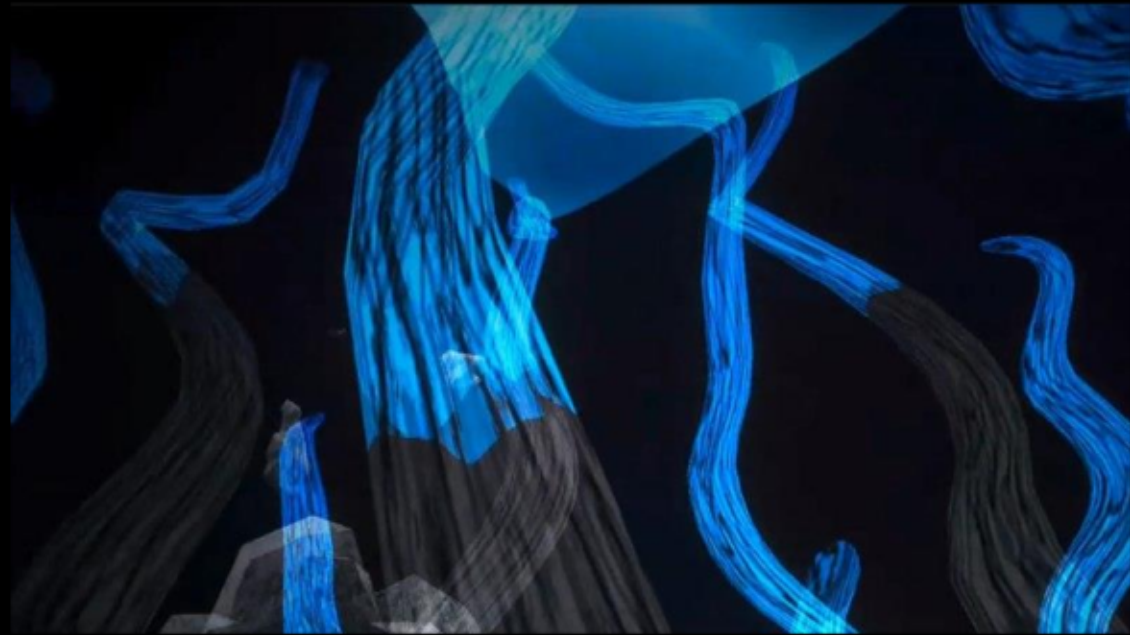
VR PHOTON HANDTRACKING

Worked on the prototype of a
Multiplayer VR version of
«Batvision» using PHOTON
Together with another game
dev/software engineer



You are a tree in VR
Moving your fingers and
hands make the roots grow

Project about ground water
made in 1 week in a team of 2



VR project
where you can
walk in a river.
Both your eyes
see different
elements at
the same time.

Project about
water ways in
switzerland
made in 1
week in a team
of 2



«The Space You Hold» Prototype 2018 -



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BISWAS

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The center of my world

(Working title)

I carry the whole world on my head. My memories, the lessons I've learned and what remains of you, are now tools for me to go on.

...
«On every planet that has an atmosphere, storms can happen. For example on Jupiter, the big red spot is a huge hurricane that started more than 350 years ago»

Mine is not that old,
but I'm on my journey to stop it.

If you need an object...



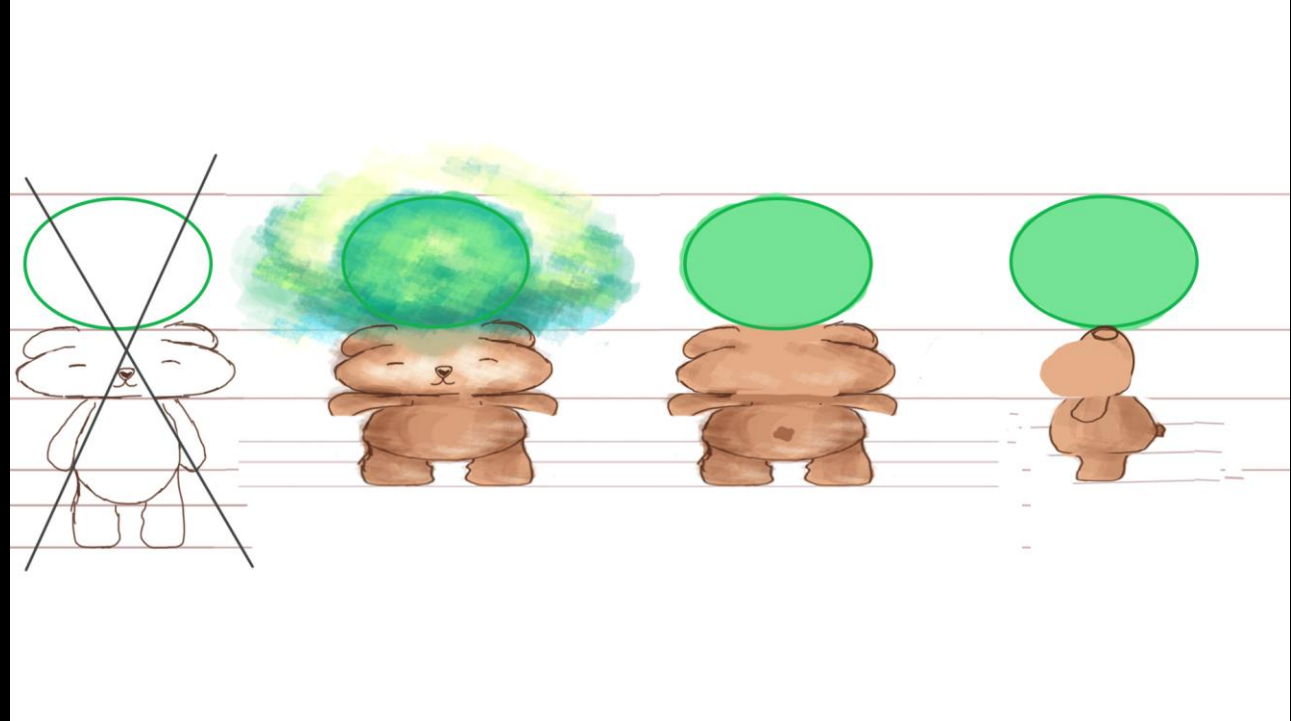
...You can switch to your World, which is your «inventory»

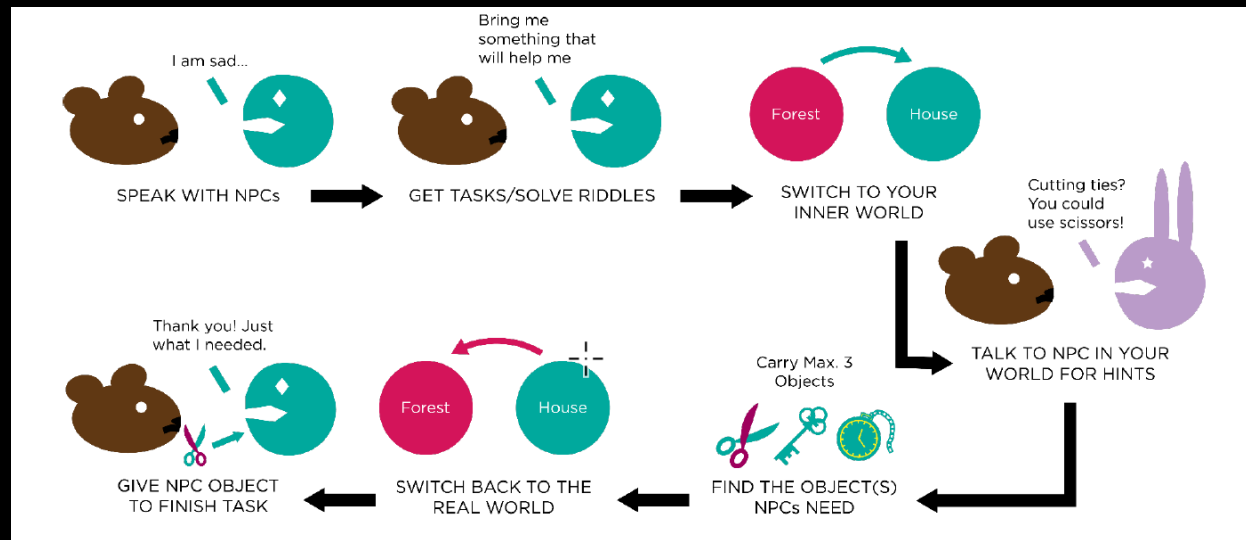


Your world is represented by a house. Outside of it, it's raining. In this house, there's two floors (two rooms). A kitchen with everyday «tools», a garret with «tools» from the past...



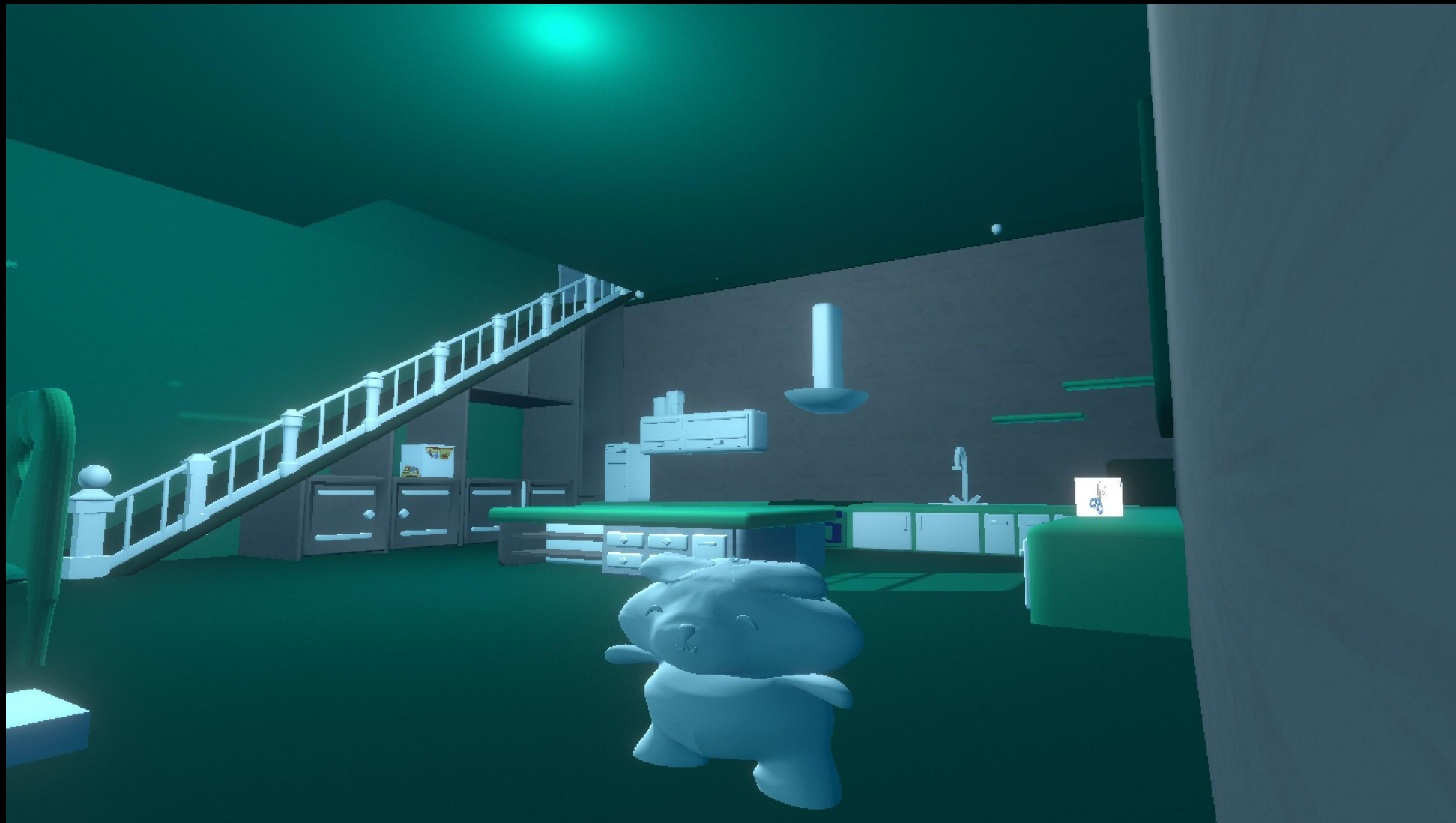
... and what remains of the center of this world





+ NODE FILE





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BISWAS

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Video on demand

VR

Adaptive music/FMOD

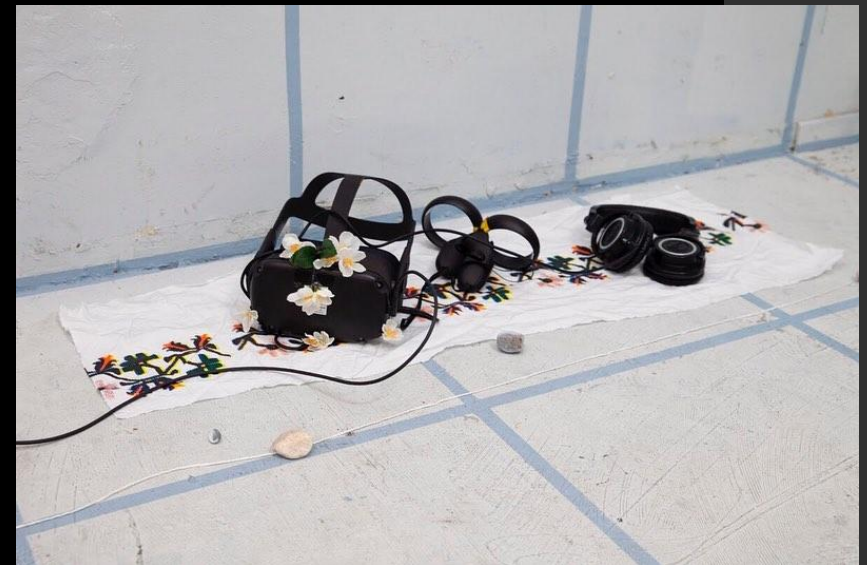






Infos, trailer :

<https://hdme.itch.io/ephemere>



Fungxiety Diary VR

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Multiplayer games

VR



TRASHICO

Trash sorting Game VR

START

<https://hdme.itch.io/trashico>





Multiplayer games

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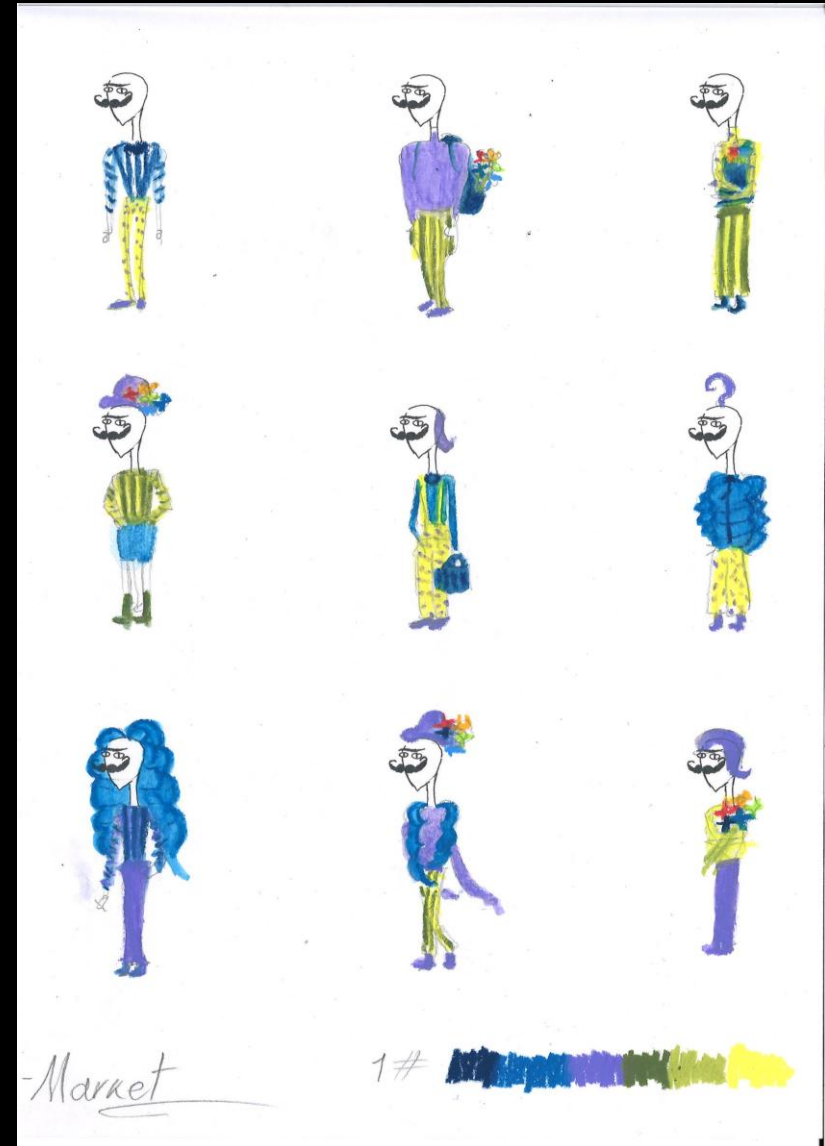
https://www.instagram.com/p/B6Y44TFHlJy/?utm_source=ig_web_copy_link



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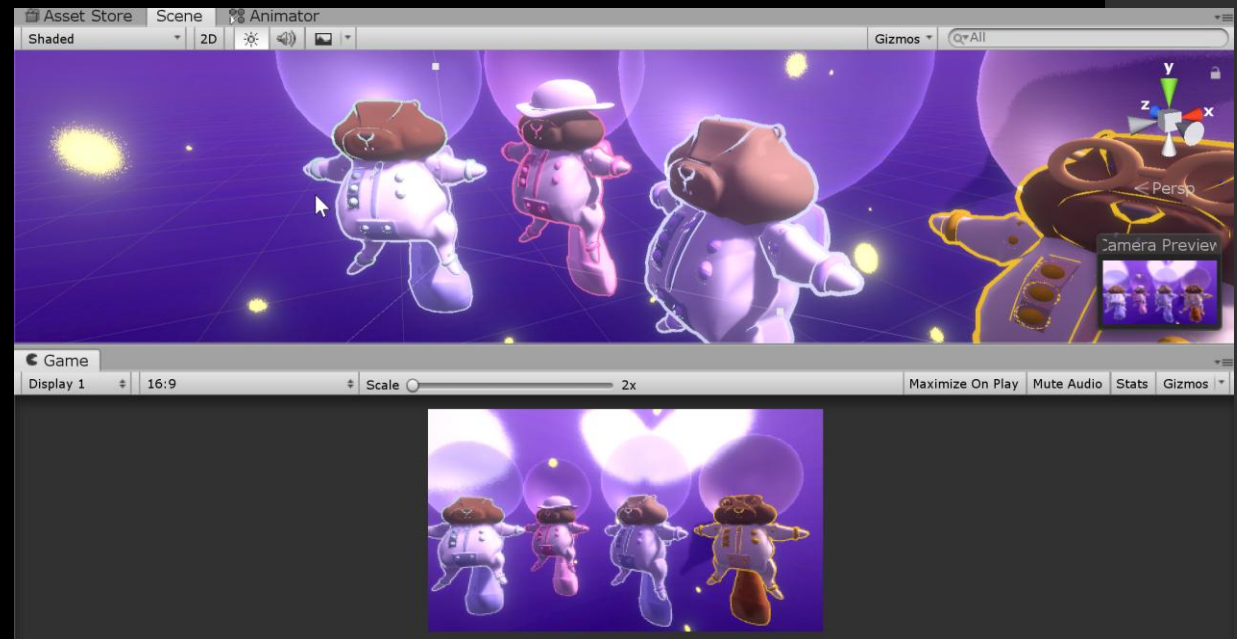
&
JAN
SCHNEIDER

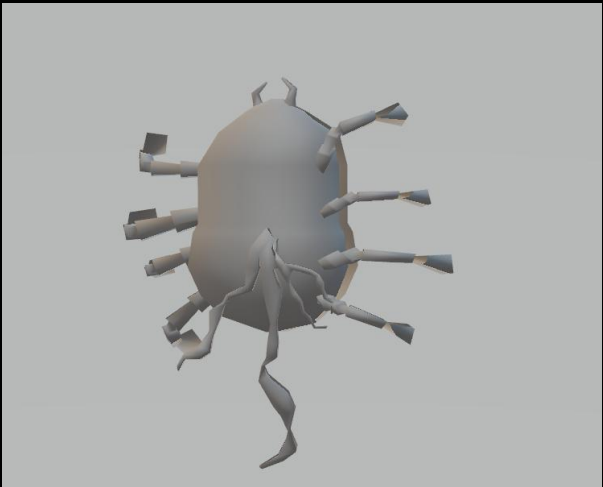
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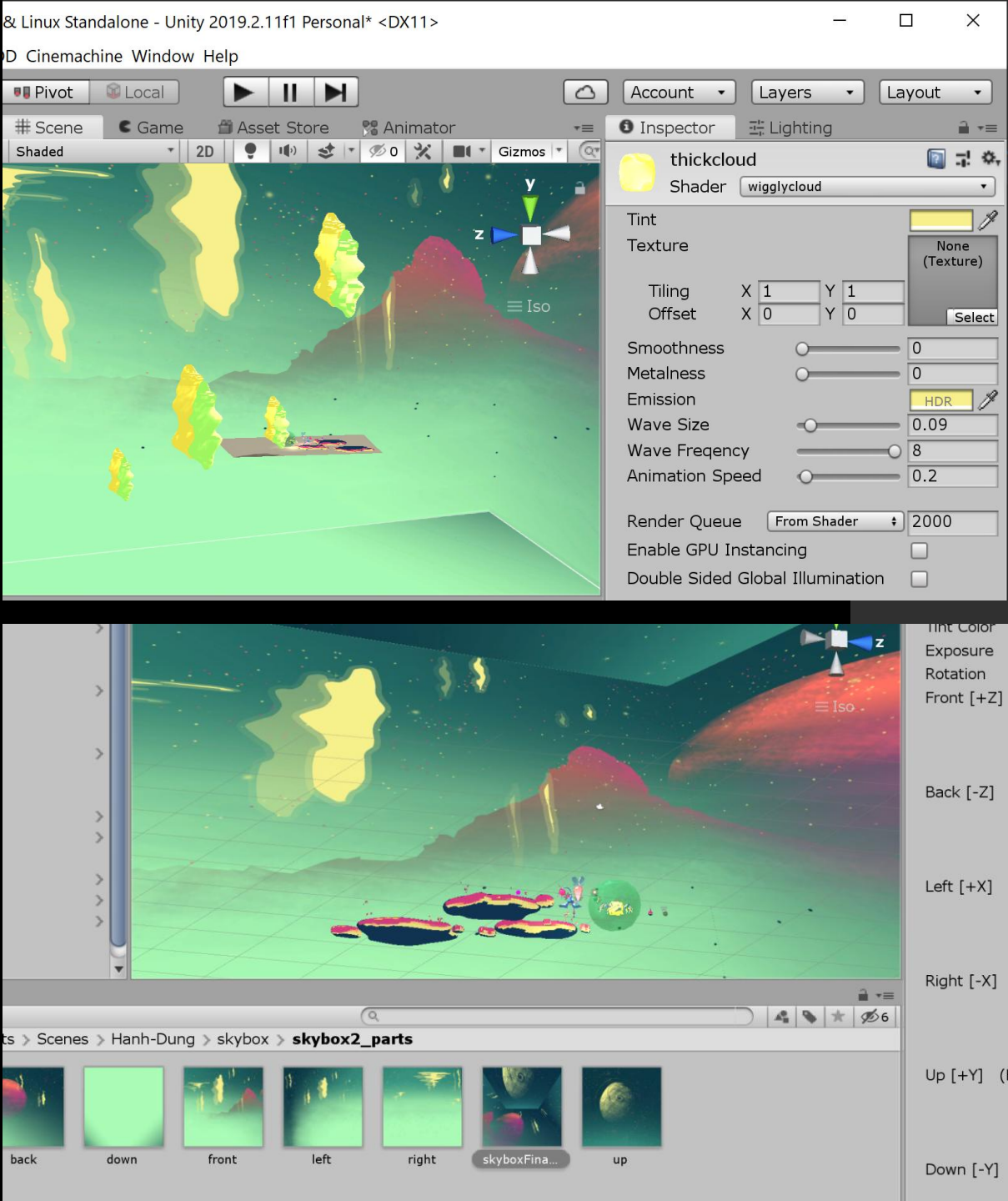
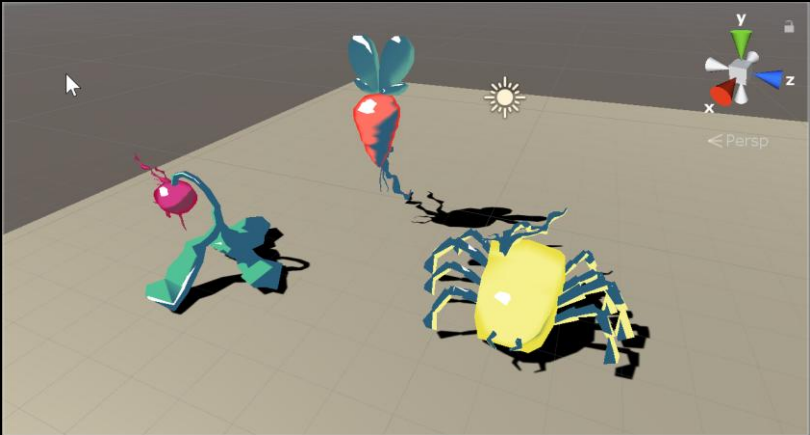
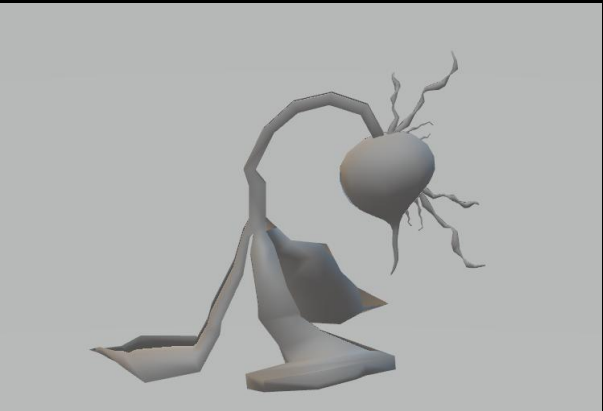


Global Game Jam 2020 (Zürich):
<https://hdme.itch.io/a-milky-way>





GameJam
2019 (ZhdK)
«Production
days»



Interaction Immersion

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Video of the installation: <https://www.youtube.com/watch?v=rQzz47n7nt4>

Infos: <https://www.colour.education/just-after-you/>



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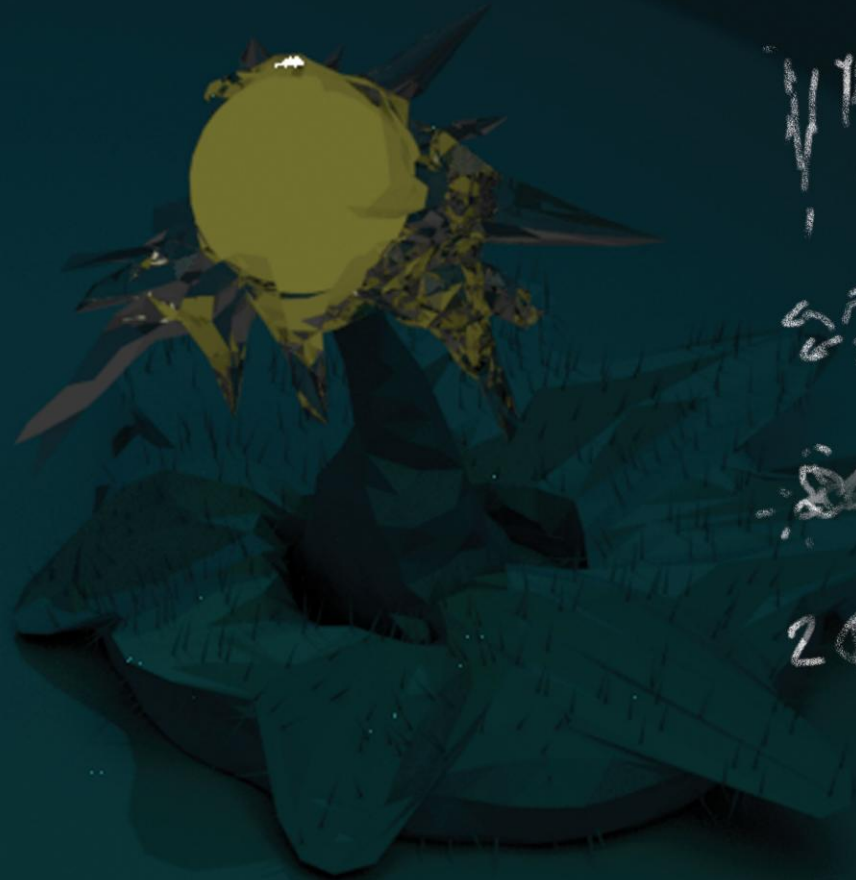
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Les Sortes

Quelques sorts elles sont et que toutes les conditions
sont réunies.

Pour que l'on rencontre quelques sorts, il faut que les
plusieurs conditions soient réunies.

Une plante :

Une plante, suivant sa variété, ne pousse que si certaines
conditions sont réunies.

Les sortes, les variétés sont presque infinies.

Certaines sont belles, certaines sont mauvaises.

Certaines sont rares et précieuses alors que d'autres sont
très parasites.

Peut-être que beaucoup se ressemblent, mais aucune n'est
identique à une autre.

En voici six, issus de mon « univers »