



2021-2022

DIGITAL PHOTOGRAPHY AND CGI WORKS

Carlos David Perez Romero

The Netherlands

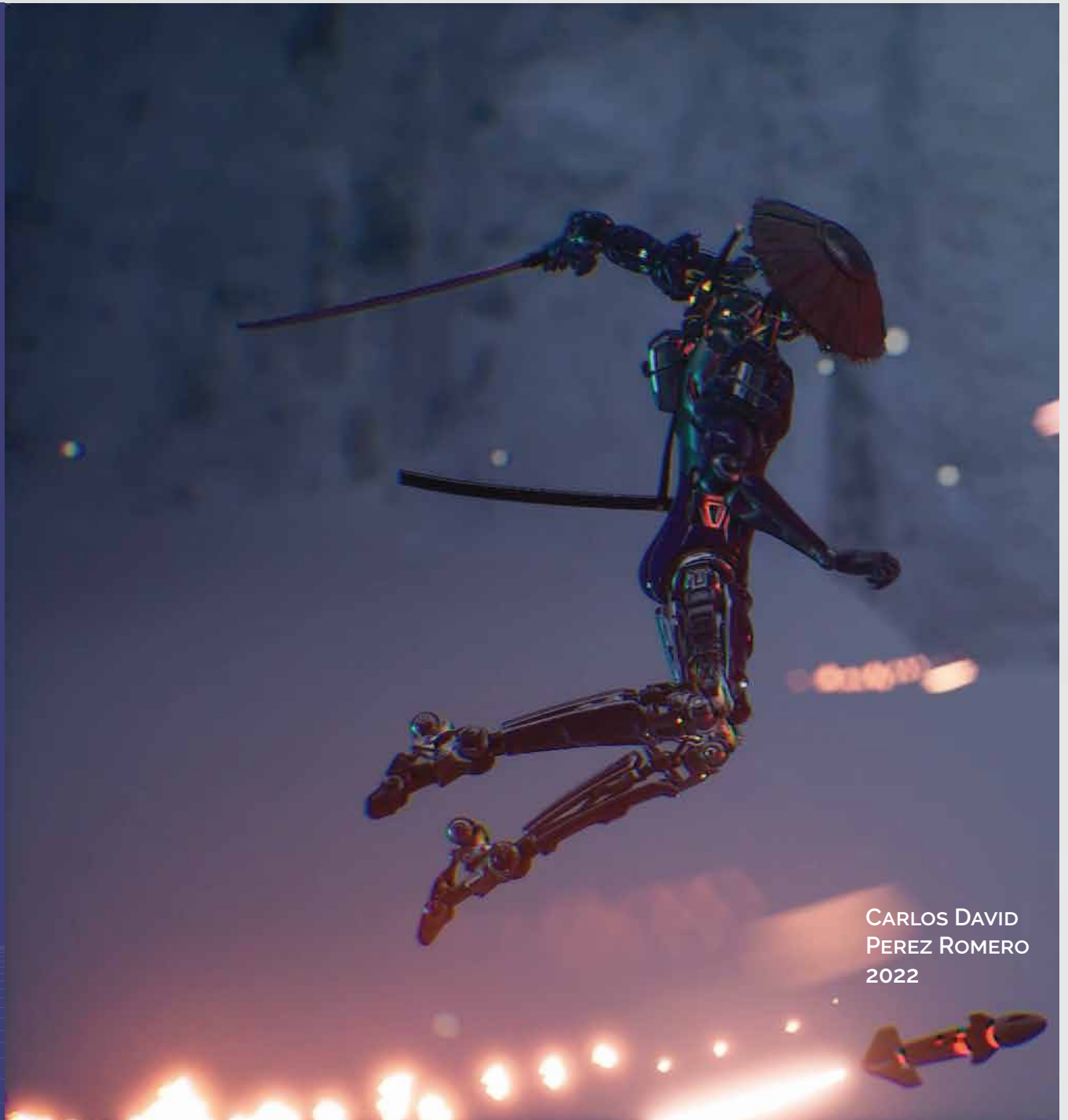
2022

Summer Of Unreal Engine 2022

INCAS Training und Projekte GmbH
Epic Authorized training center
Krefeld Germany [online]

The main idea was to present a 15-second tracking lateral shot with no cuts and minimal changes to the camera angles, focusing on a character and a creatively designed environment.

My take was an action sequence during a Civil War of AI technologies.



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Panoptice Virtual Environments

Erasmus bridge Sculptures
Panoptice
Delft, The Netherlands

As part of a new development initiative for Panoptice's VR division, there was a necessity to create completely photorealistic lighting conditions for the "Virtual Environments" application.

The Real-time CGI is generated by the Lumen system in Unreal Engine, operating entirely in real-time graphics and blending with the 360° footage shot by Panoptice in the real world. The original footage depicts a 360° view beneath the renowned Erasmus bridge. The 3D props were modeled and textured using 3D Studio Max.

The integration of real-time elements with the illumination provided by the pictures is seamlessly executed, resulting in lifelike images.



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Panoptice Virtual Environments

Main Room

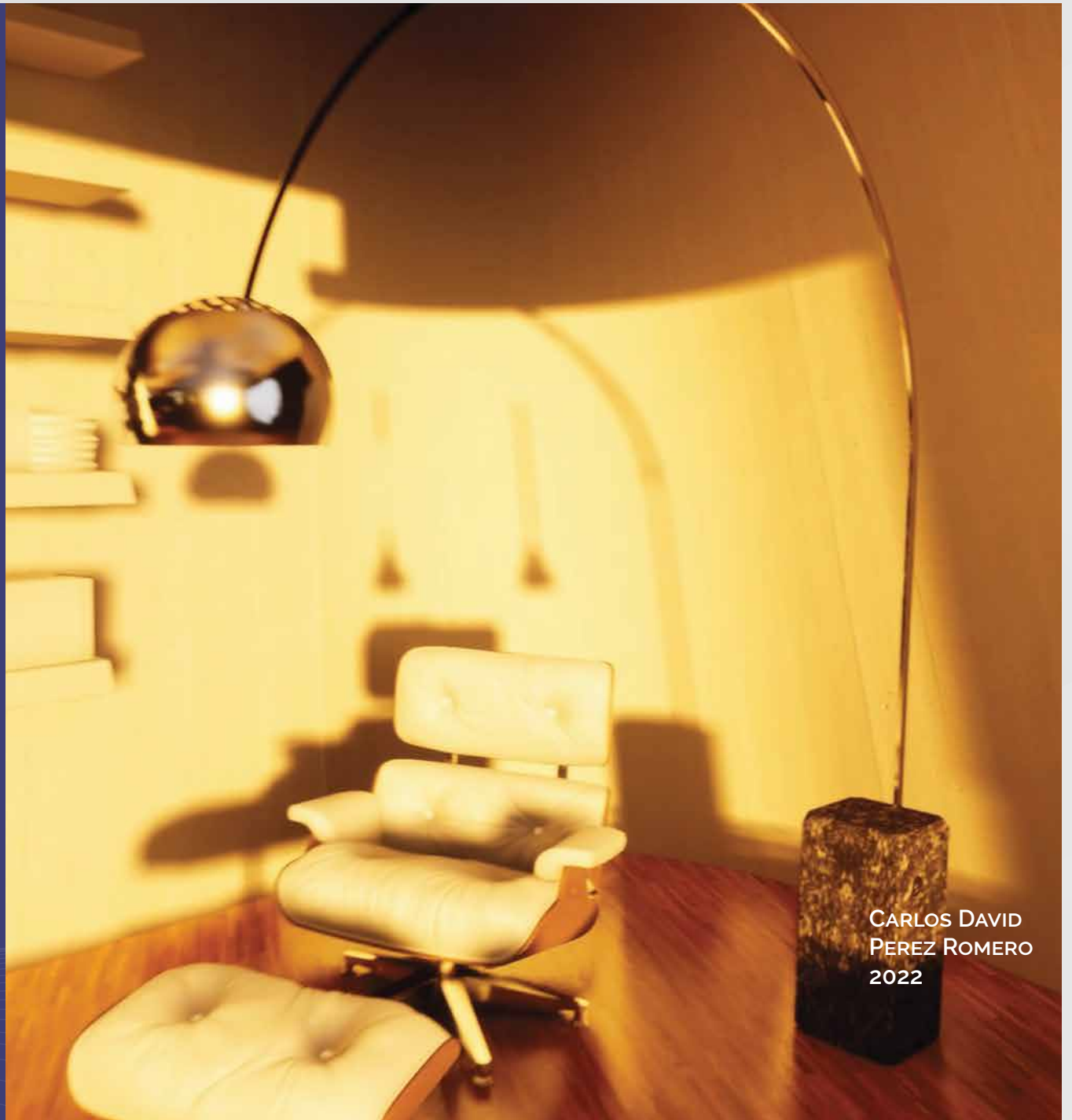
Panoptice

Delft, The Netherlands

As part of a new development initiative for Panoptice's VR division, there was a need to create completely photorealistic lighting conditions for the 'Virtual Environments' application.

'Virtual Environments' (VE) are entirely generated in real-time, allowing users to interact with 3D objects and experience immersion.

The artistic concept was to create a real-time CGI room with interactive elements. The 3D props were modeled and textured using 3D Studio Max.



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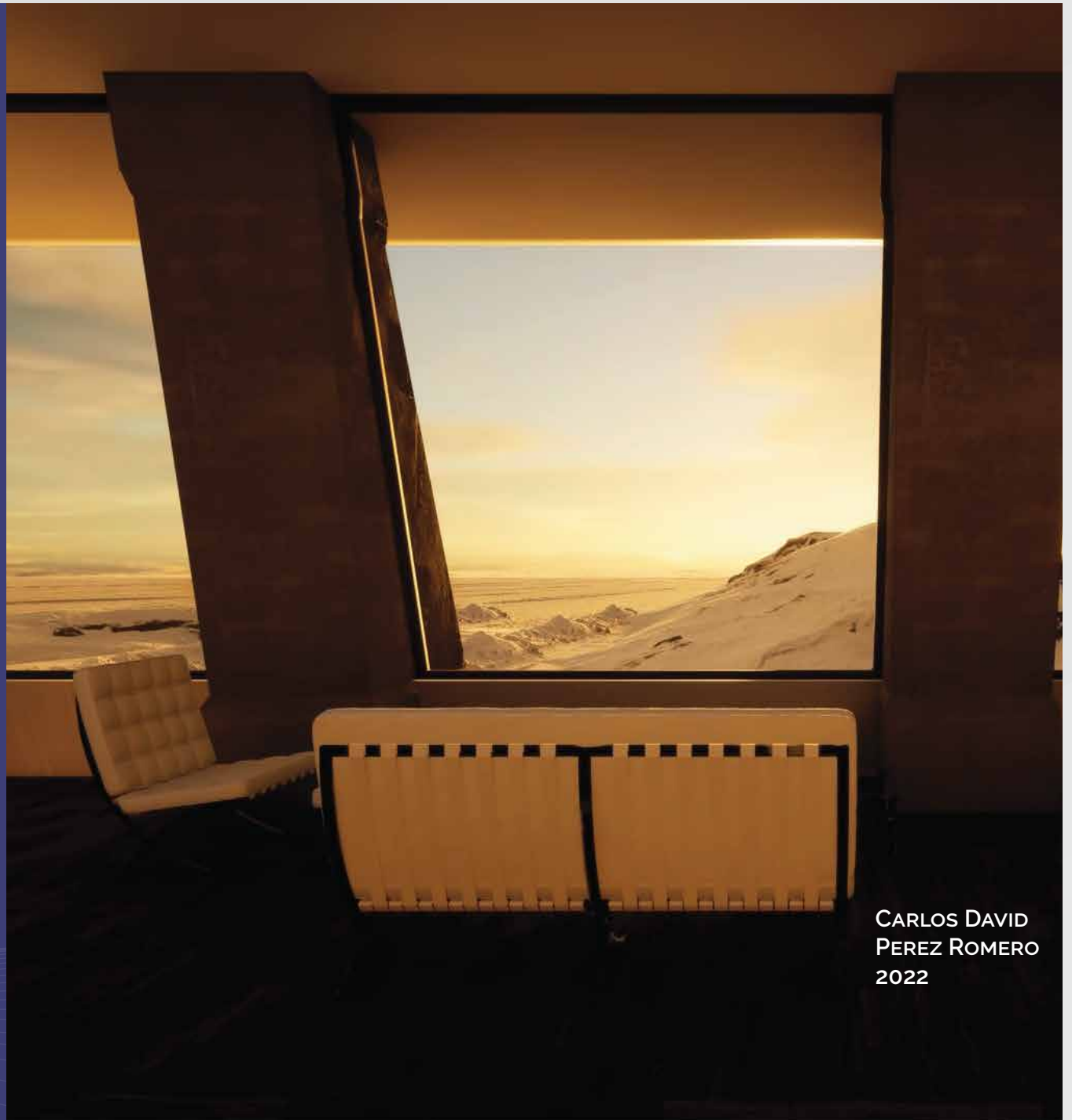
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Panoptice Virtual Environments

Main Title VR selection

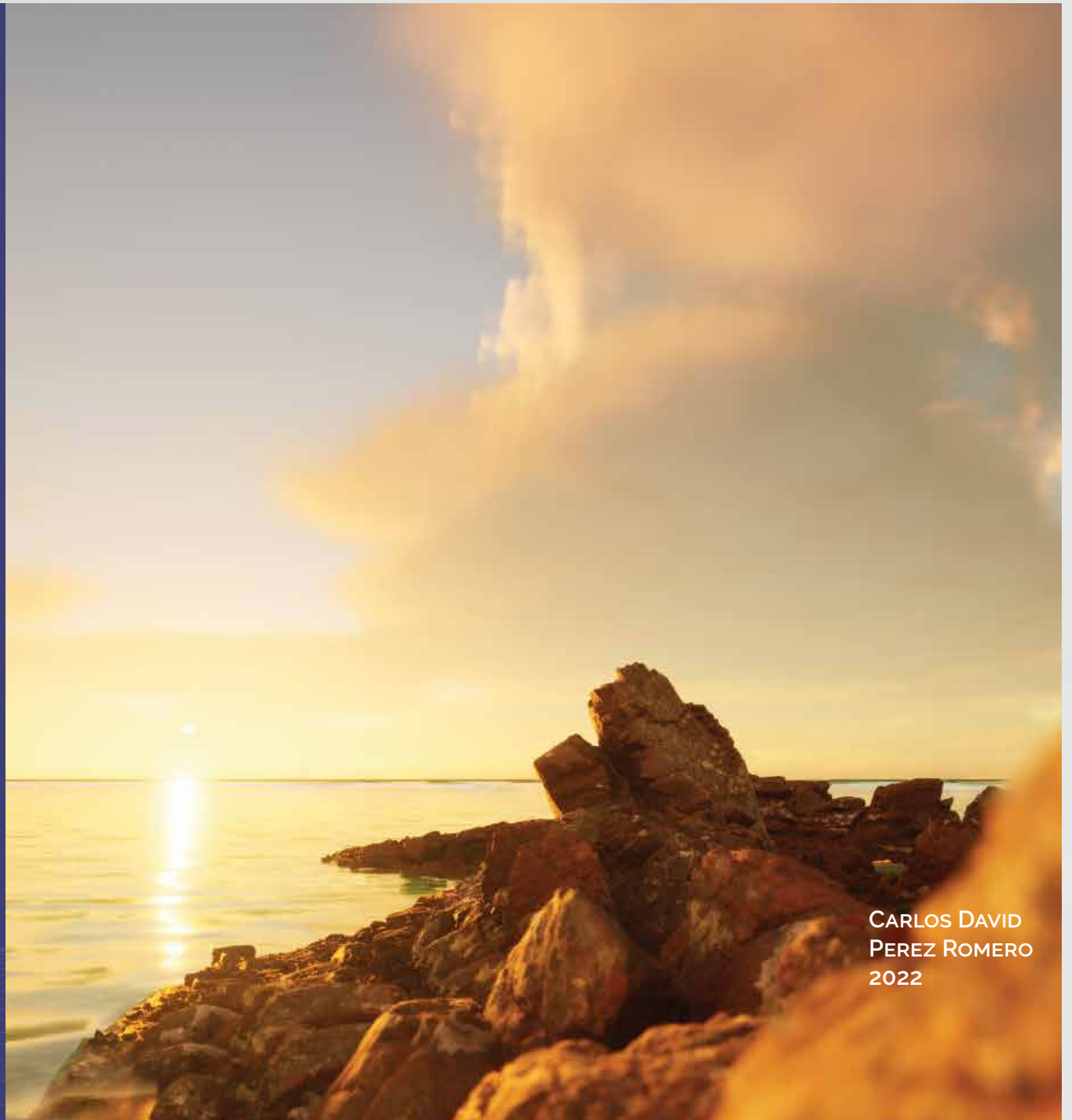
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As part of a new development for Panoptice's VR division, there was a need to create completely photorealistic lighting conditions for the 'Virtual Environments' application.

'Virtual Environments' (VE) are entirely generated in real-time, enabling users to interact with 3D objects and immerse themselves. The 3D props were modeled and textured using 3D Studio Max.

The artistic concept aimed to create a natural environment where users can interact, providing a welcoming atmosphere before entering the main room.



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Warm Apartment

CGI Room

Art3dStudio

The Hague, The Netherlands

For an architectural visualization and virtual production test, a CGI environment was created.

The scene depicts a small studio on a warm afternoon, illustrating concepts of light and space during a spring afternoon.

The main topology and texturing were created in 3ds Max, including all props. It was rendered in Vray and post-produced in After Effects.



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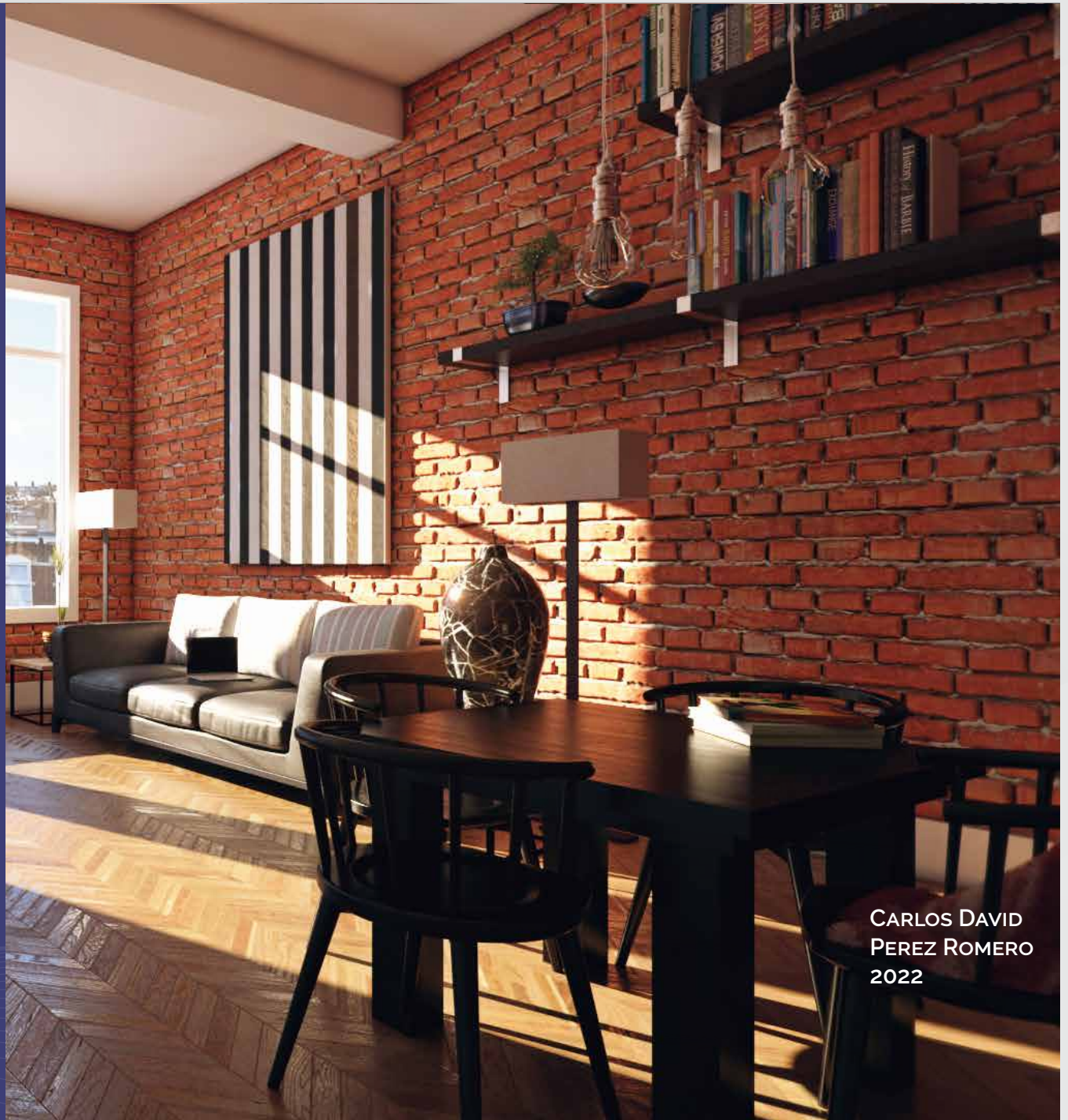
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Warm Apartment

CGI Room

Art3dStudio

The Hague, The Netherlands

CGI Environment for an architectural visualization and eventually used in virtual production test.

The room presented a small studio on a warm afternoon to show the concept over light and space in a small and warm afternoon of spring.

The main topology and texturing was made in 3dstudio max as all the props. Rendered in Vray and post produced in after effects.



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Lashing Spanner

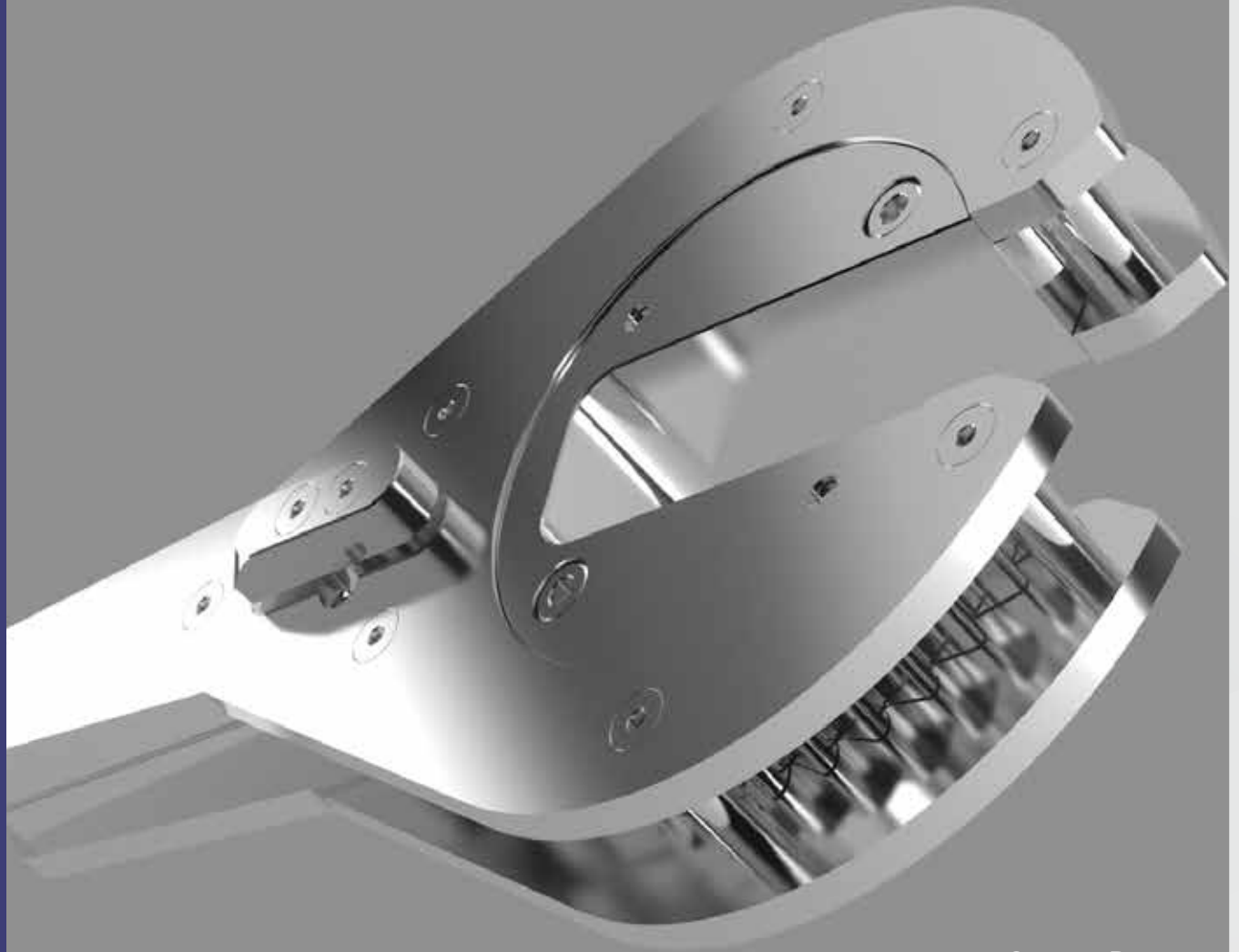
Product Shot
Lashing Logistics
New Zealand

Product shots for Lashing Logistics of their new spanner.

The prototype built by the company was actually used and tested in the field, prompting the need for a product shot session and a video showcasing the tool's features for their website.

The concept was to present the tool as a high-end object rather than simply hardware used in ports, with refined materials and without scratches, aiming to give consumers a more elegant impression.

Modeled in Solidworks and transferred to 3ds Max, rendered in Vray, and post-produced in After Effects.



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The Invisible son

Product Shot

Tey.amsterdam

The Hague, The Netherlands

"Product shots for a new book written by Tey El-Rjula.

The book's campaign started presales without an actual printed book, so the company needed product shots featuring an actual printed copy.

The concept was to create simple images that conveyed the impression of having books in stock and ready for sale.

Modeled in 3ds Max, rendered in Vray, and post-produced in Photoshop.



CARLOS DAVID PEREZ ROMERO

LANGUAGES

Spanish - Native
English - Fluent
Italian - Fluent
French - Basic

ACADEMIC BACKGROUND



2008-2009

Master Graphic Design

Florence Design Academy
Florence Italy



1999-2004

Bachelor Degree in Computer Science

Instituto Tecnológico
Superior de Xalapa
Xalapa Mexico

AREAS OF EXPERTISE

3D modeling and CGI
Photorealistic render
Realtime graphics
3d Animation
VR / AR
Virtual Production

Audio Visual Production
Post production
Motion graphics
Live Stream

IA Generated images
IA model training

Web Design
UX/UX Design
Web Development
Graphic Design
Photography
Branding
Hosting tools

SOFTWARE

Autodesk 3D Studio Max
Chaos Group Vray
Unreal Engine
Quixel MegaScans

Stable Diffusion V1.5
Midjourney

Adobe Photoshop
Adobe After Effects
Adobe Firefly
Adobe Illustrator
Adobe Premier
Adobe Lightroom

Wordpress
Elementor
OBS suite for streaming

CONTACT

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The Hague
The Netherlands

