# portfolio

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# About me

### School

I was born in 1977 in Zagreb. I graduated from the Secondary Technical Building School and the Senior Building in Zagreb.

### Work

I have been working for product design and technical documentation for twenty years.
Since 2003 I have used SketchUp (version 3) for modelling fireplaces and grills in Hoyan, and visualizing interior and exterior through collaboration with architects in the Trogled, a design and marketing craft owned by my wife - http://trogled.hr/

The final look of an image is achieved by rendering in rendering software like Thea, VRay  Enscape or Unreal engine, and if needed editing in Adobe Photoshop.

# Workflow

- Cleaning of CAD sketches or a hand-drawn design
- Creating 3D models in SketchUp
- Import of 3D models from3Dwarehouse or other databases.
- Texturing in SketchUp.
- Rendering.

Upon receiving sketches or drafts, I will import all the elements in SketchUp.
Next step is to make a detailed 3D model/scene on a loaded background.
All 3D models needed in the scene as the equipment is either modelled by me or find in a readymade repository on 3Dwarehouse website or purchased online.
As the next step, I will populate the scene.
Then comes texturising of all models in SketchUp scene and creating rendering materials.
Next step is to render a scene using Thea Render, VRay, Enscape or Unreal for rendering.
Upon rendering is editing all images as needed in Photoshop.

Presentations are made using SketchUp Layout or PowerPoint.

# LAST WOLF

Creating a terrace model in SketchUp.
Added tables and chairs from the 3dwarehouse portal.
Textured in SketchUp and rendered in Thea Render.

LAST WOLF

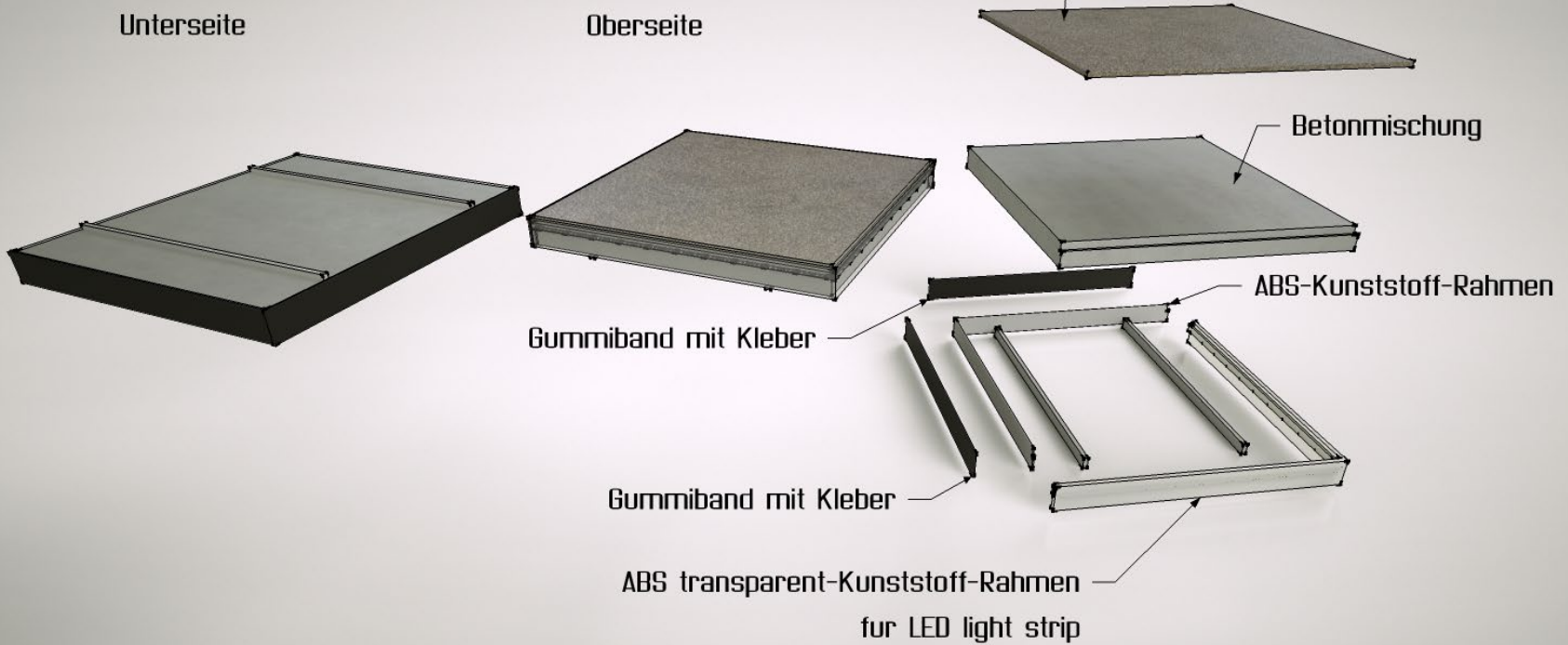Verschleißflächen 60x60 cm

Unterseite

Oberseite

Betonmischung

ABS-Kunststoff-Rahmen

Gummiband mit Kleber

Gummiband mit Kleber

ABS transparent-Kunststoff-Rahmen

fur LED light strip

LAST WOLF

# Hotel PLITVICE

Finishing the 3D model started by the architect. Made a model of the space around the hotel. Textured in SketchUp and rendered in Thea Render. Finishing in Photoshop.

Hotel PLITVICE

# Hotel PLITVICE

# Hotel PLITVICE
## Room example

Finishing the 3D model started by the architect. Designed interior models and placing the models I own in my own base. Textured in SketchUp and rendered in Thea Render. Finishing in Photoshop.
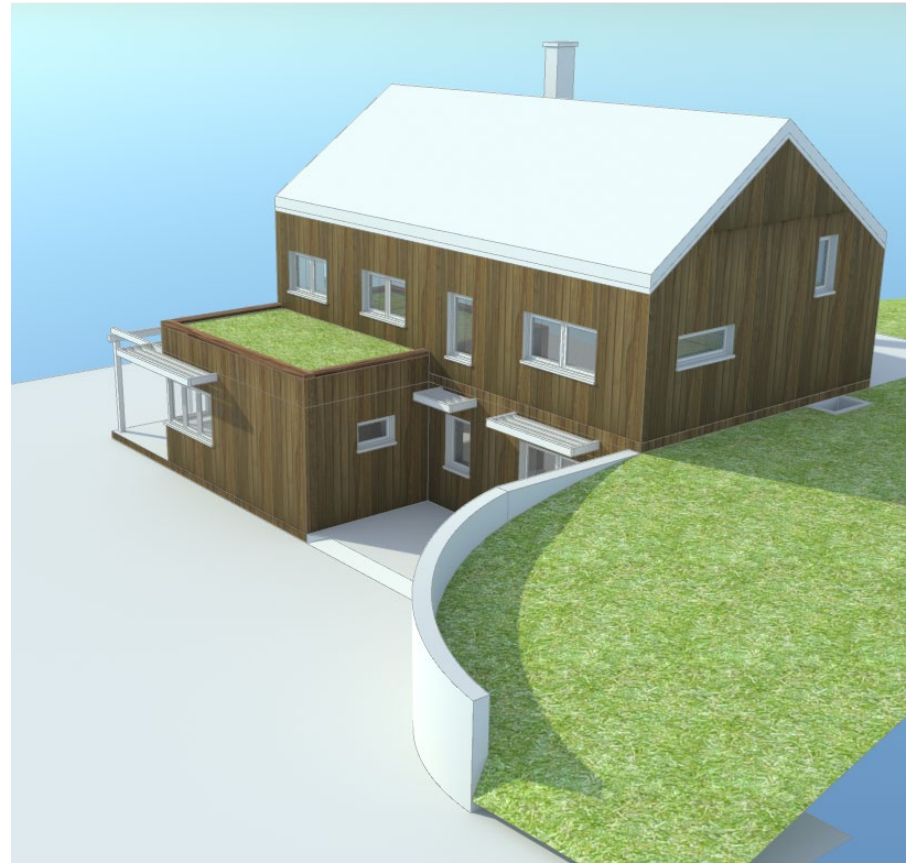
# Hotel PLITVICE

# Resort SB
## Bungalow and houses

Modeled according to architect's instructions and 2D CAD drawings
Modeled and tested as solid for 3D printing. Textured in SketchUp and rendered in Thea Render.

Resort SB

Resort SB

# Adaptation of the apartment

Modeled according to the architect's instructions for adaptation purposes.
Modeled in SketchUp and filled with ready-to-use models.
Textured in SketchUp and rendered in Thea Render.

Adaptation of the apartment
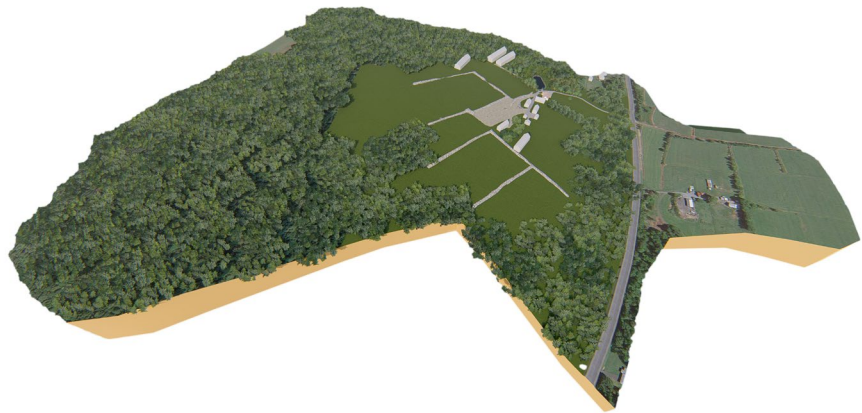
# Vineyard space

Modeled according to the architect's instructions for Investor presentation purposes.
Modeled in SketchUp and filled with ready-to-use models.
Textured in SketchUp and rendered in Lumion.

Vineyard space

Vineyard space

Vineyard space

# Apartment renovation

Modeled according to the architect's instructions for idea presentation purposes.
Modeled in SketchUp and filled with ready-to-use models.
Textured in SketchUp and rendered in Enscape.

Apartment renovation

Apartment renovation

# Residential building

Modeled according to the architect's drawings and sketches for permit from conservation department.

Modeled in SketchUp and filled with ready-to-use models.
Textured in SketchUp and rendered in Enscape.

Residential building

Residential building

# Landscape design

Modeled according to the architect's drawings and sketches for client presnetation.

Modeled in SketchUp and filled with ready-to-use models.
Textured in SketchUp and rendered in Lumion.

Landscape design

Landscape design

Landscape design

# Winter Garden

Modeled according to the architect's sketches for client presentation.

Modeled in SketchUp and filled with ready-to-use models.
Textured in SketchUp and rendered in Enscape.
Postproduction done in Photoshop.

Winter Garden

# POS design



Modeled according to the client sketches and designer graphics.

Modeled and Textured in SketchUp.
Rendering in Thea render.
Postproduction done in Photoshop.
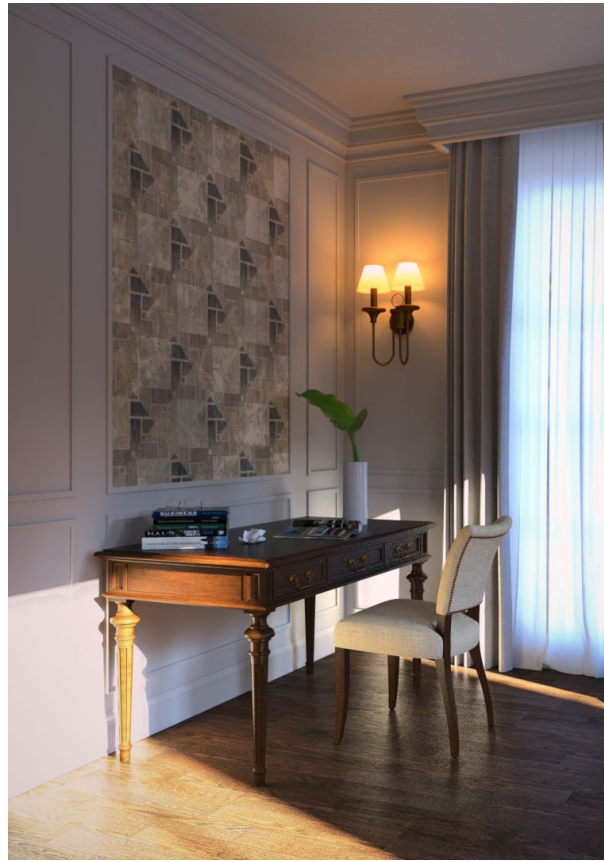
POS design

# Bottle design

Modeled according to customer's instructions for the contest.
Modeled in SketchUp.
Textured in SketchUp and rendered in Thea Render.

# Howerboard

Modeled according to customer's instructions for the contest.
Scene for promo material.
Modeled in SketchUp.
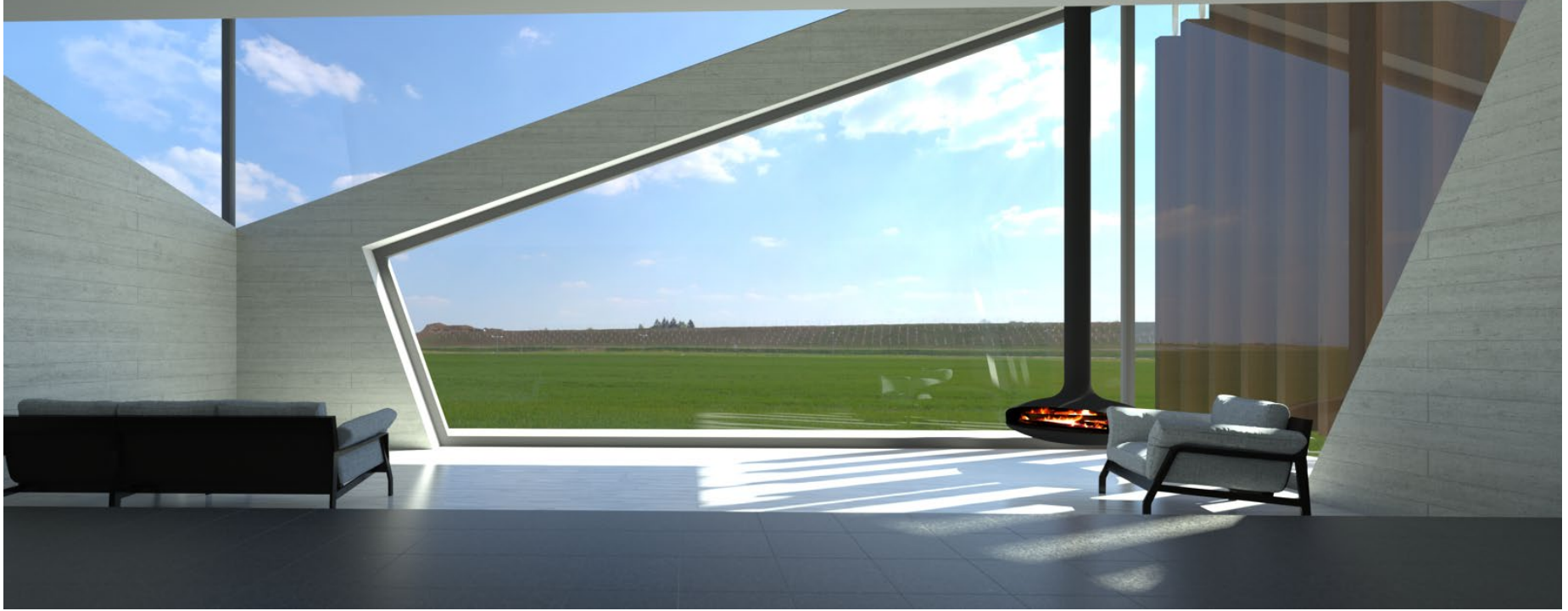Textured in and rendered in Thea Render.

Examples of rendering

Examples of rendering

Examples of rendering

Examples of rendering

Examples of rendering

Examples of rendering

Examples of rendering

Contact
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