

A close-up, high-contrast photograph of a creature's face, likely a lizard or reptile, with large, detailed eyes and textured skin. The lighting is dramatic, highlighting the texture of the skin and the intensity of the gaze.

Portfolio

Cedric Giovanni IMOMA

www.darkcodecompany.com

www.behance.net/cedricgiovanni

SERVICES

1.0 3D DESIGN

2.0 VIDEO PRODUCTION

3.0 GAME DEVELOPMENT

3D Design



READING SPACE

3D modeling

Period : July 2023

ABOUT THE PROJECT

By providing realistic, immersive visualizations, 3D environmental modeling brings a new approach to interior architecture. It allows architects and designers to express their creativity. Customers can virtually explore their future space, testing layout, colors and materials before construction even begins. This facilitates decision-making, reduces the risk of errors and guarantees optimum customer satisfaction.





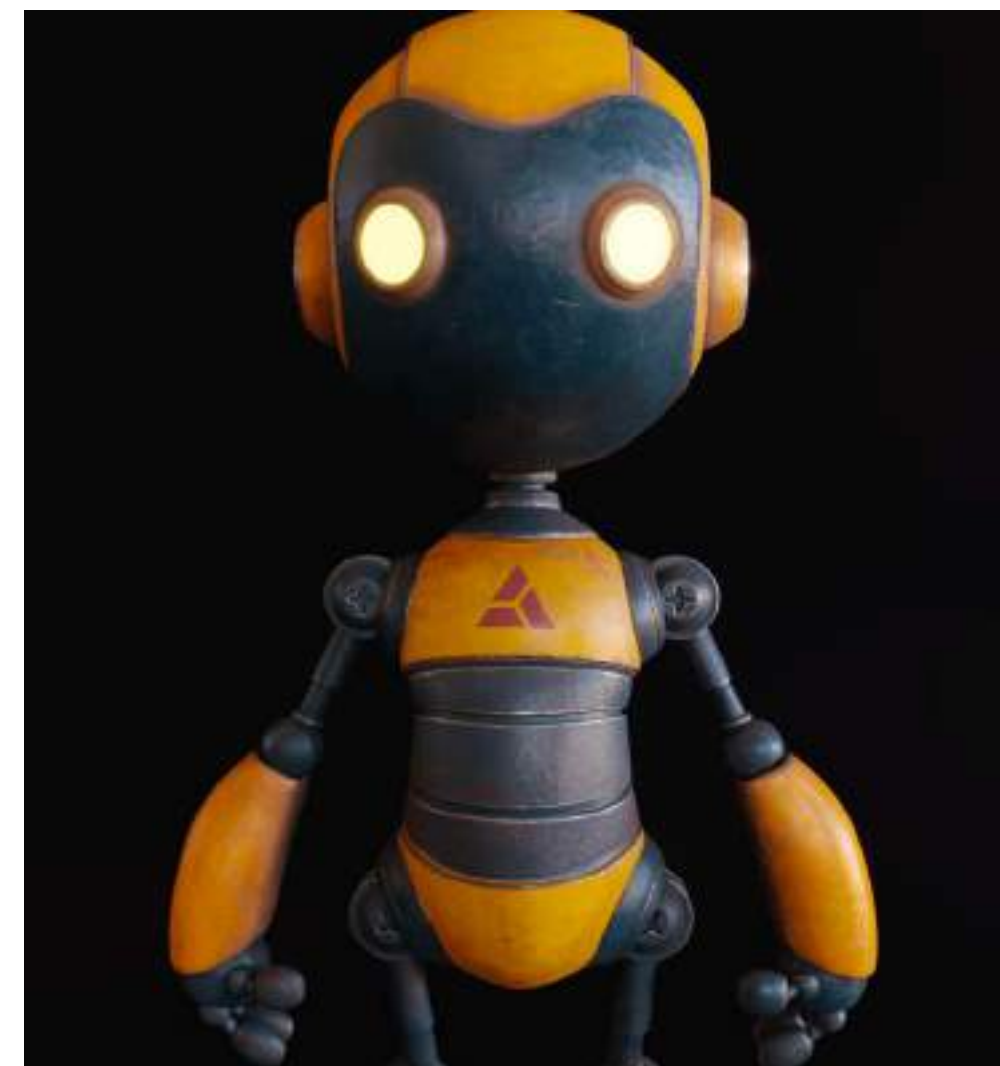
CUTE ROBOT

3D modeling

Period: Feb 2023

ABOUT THE PROJECT

The 3D modeling and rendering of a cute robot with Blender combines creativity and technical skill. This project explores the conception of a character with an endearing design, playing on rounded shapes, metallic textures and expressive expressions. Thanks to Blender's advanced tools, the robot comes to life with realistic materials and careful lighting, offering an immersive final rendering. This work highlights the importance of detail and optimization of resources for use in animation, video games or illustrations.





INTERIOR DESIGN | LIVING ROOM

3D modeling

Period: Feb 2023

ABOUT THE PROJECT

3D modeling and photorealistic rendering of a living room blending vintage and modernity with Blender offer a captivating visual immersion. This project showcases a harmonious space where the charm of retro furniture blends with contemporary elements. Thanks to meticulous work on textures, realistic lighting and materials, every detail comes to life, from subtle reflections on surfaces to the play of natural shadows. This rendering highlights the balance between aesthetics and functionality, offering a precise vision for interior architecture and decoration.





INTERIOR DESIGN | BEDROOM

3D modeling

Period: Feb 2023

À PROPOS DU PROJET

3D modeling offers much more than stunning images; it opens up new possibilities for real estate professionals, interior designers and the hospitality industry.

It lets you present your real estate concepts by bringing virtual environments to life, offering an immersive experience for your customers. It's this quality that can transform the way your business is perceived and appreciated.

What's more, it becomes the ideal service for enhancing your presentations, impressing your customers and bringing your ideas to life.





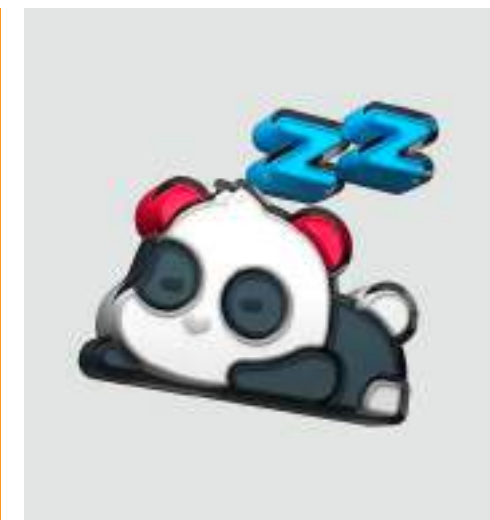
NFT | CUTE PINS/ICONS

3D modeling

Period: May 2023

ABOUT THE PROJECT

3D pin modeling for cute, collectible NFTs with Blender combines playful design and artistic precision. The project features adorable, colorful pins inspired by kawaii and pop culture. Thanks to meticulous work on materials, metallic reflections and embossed details, each pin has an attractive, unique look. Designed to be digital collectors' items, these NFTs offer a touch of creativity and exclusivity, perfect for enriching a virtual gallery or Web3 project.



Video Production



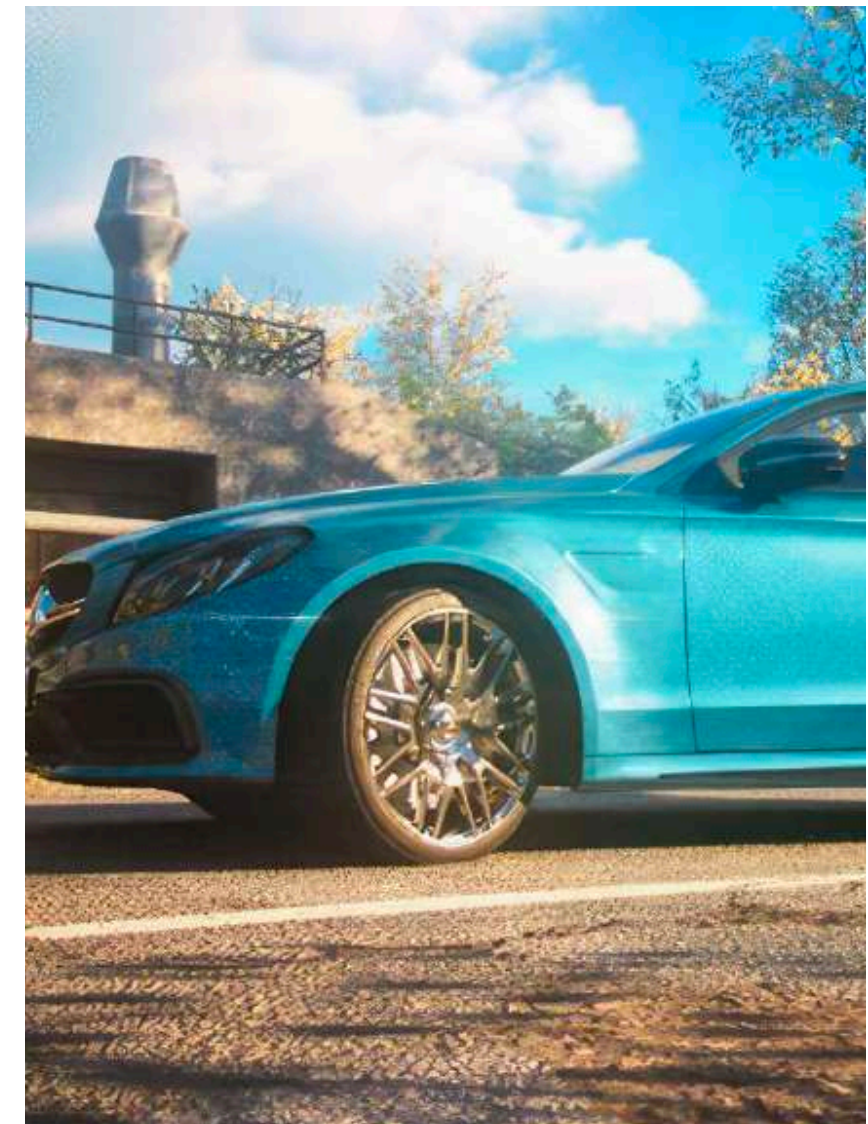
PROJECT MERCEDES BENZ AG

Video Production

Period : May 2024

ABOUT THE PROJECT

I had the pleasure of working on a creative film project. We used Unreal Engine to create 3D environments, and Blender and Nuke to fine-tune every detail in post-production.





BECK'S

Video Production
Period : June 2024

ABOUT THE PROJECT

This is an unofficial 3D modeling project for the famous Beck's beer brand.





ALIEN .RE

Video Production

Period : August 2024

ABOUT THE PROJECT

I had the pleasure of working on a film creation project. We used Unreal Engine to create 3D environments, Houdini for dynamic crowd simulations, and Nuke to fine-tune every detail in post-production.





ALIEN .RE

Video Production

Period : August 2024

ABOUT THE PROJECT

I had the opportunity to contribute to a creative film project, crafting a photorealistic natural scene using Unreal Engine. The 3D environments were meticulously designed, while Blender and Nuke were used to refine every detail in post-production, ensuring a visually stunning and immersive final result.



Game development



SWIPE | ANDROID APP

Video Production
Period : March 2024

ABOUT THE PROJECT

The development of an Android app for shoe configuration offers users a seamless and interactive customization experience. This project enables customers to personalize their footwear by selecting colors, materials, and design elements in real time. With an intuitive interface and a 3D preview powered by advanced rendering techniques, users can visualize their creations before purchase. This app enhances customer engagement, streamlines the shopping process, and brings a new level of personalization to the footwear industry



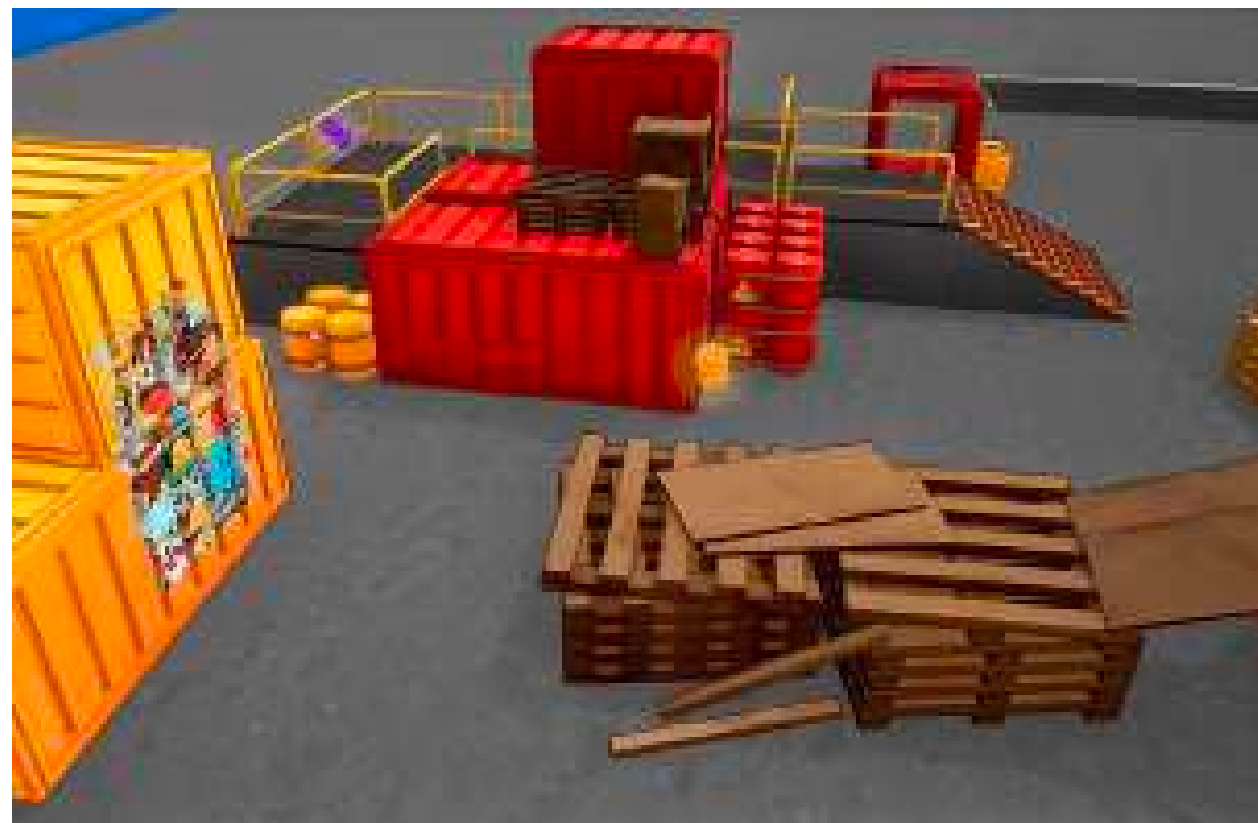


TOP DOWN SHOOTER PROJECT

Video Production
Period : April 2024

ABOUT THE PROJECT

Developed with Unreal Engine, this game is a vibrant and action-packed top-down shooter with cute and colorful visuals. Designed for fast-paced fun, it features adorable characters, dynamic gameplay, and engaging combat mechanics. The stylized environments and playful animations enhance the experience, making it accessible to all players. With smooth controls and exciting challenges, this project showcases the power of Unreal Engine in creating visually charming yet thrilling gameplay.



THANK YOU