

**3D Generalist - Product Design
Portfolio 2023**

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I'm Mattia Giraldo and I work as 3D Generalist in Wow Textura. I studied Visual Arts and Design at IUAV University and then I wanted to specialized in CGI, thanks to my interest for the video and vfx world. So I started to work for a small studio where I had the opportunity to do a lot of things, try a variety of softwares and challenged myself and my skills.

My interest is focus on advertising, I love to make videos where to play with the products, in a way to capture the observer attention, using motion, lights, materials and sound.

I work with Autodesk softwares such as Maya and 3Ds Max, using Arnold and Corona Render. For texture sometimes I use Substance Painter or Photoshop, it depends. I learnt to use plug-in like Ty-Flow, Phoenix Fd, Bridge, Forest Pack but that's not enough for me, because I want more.

So I started to study Houdini fx, this software allows me to do a lot of things like simulation or motion design without the use of plug-in.

Following you can find some of the work I did in more than three years in Wow Textura, it's just a small part, but I hope it's interesting.

I want to thank you since now to dedicate your time for me, hoping to let something good to look at, or inspiring,

Mattia.

 **Vistosi**[®]





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In this project for vetreria Vistosi based in Venice, my duty was to realize some render and video about a part of their products. Working alongside with the client. I take care to the chandelier composition, the video storyboards and then, once approved this first steps, with 3Ds Max and Corona Render I worked to the video animation, materials, environment, lights and in the end the final render. For the still render I take care to the post-production in Photoshop too.

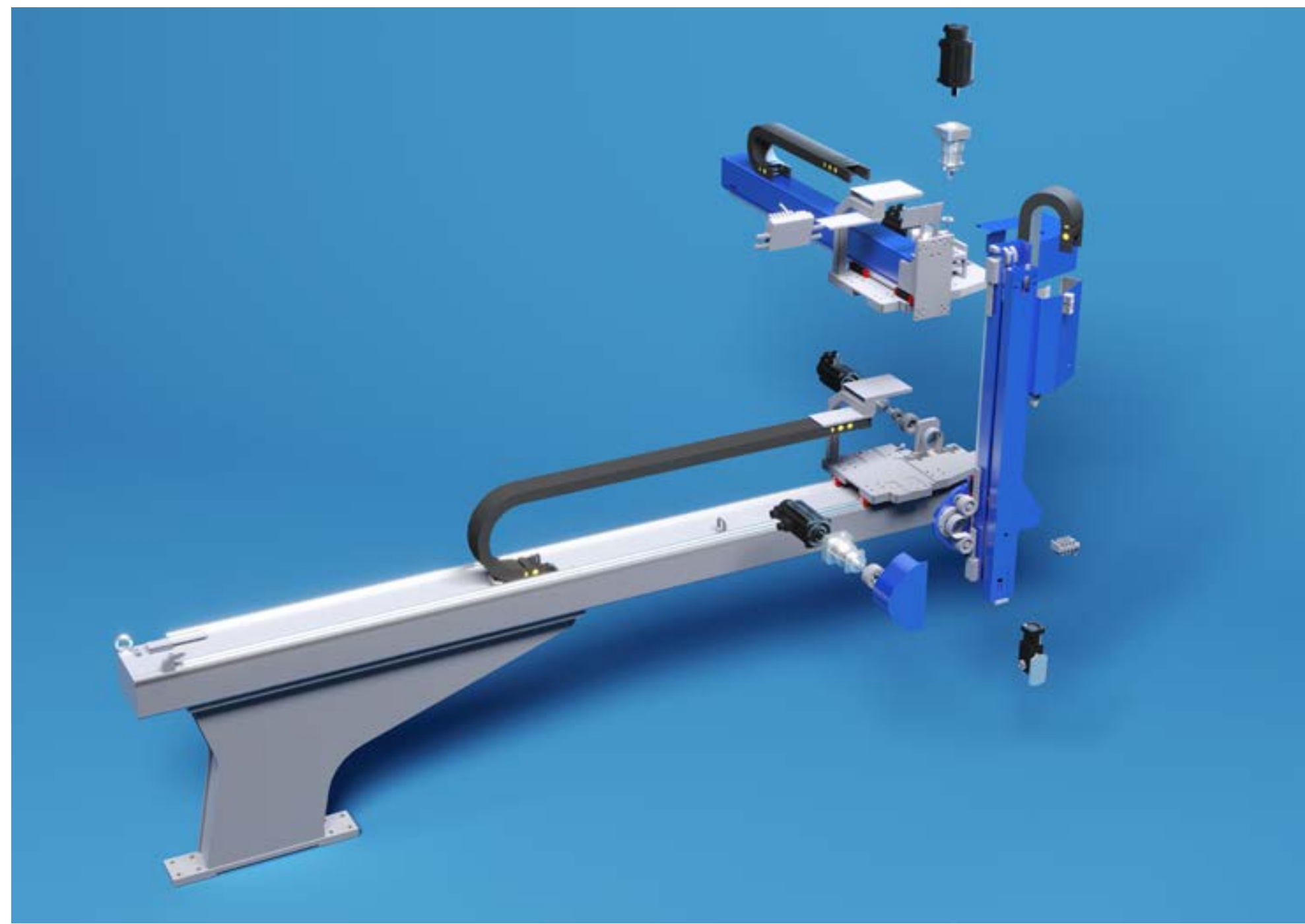
We realized, with the collaboration of Atelier Oi, the virtual museum, where you can find all the material I worked on at the following link:

<https://vistosi.it/vistosivirtualmuseum/index.htm?media-index=2>

BI BOMA



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This project has been made for Boma s.r.l.

I realized a variety of different things, like wallpaper for the trade fair stand, render images for flyer and instruction manual and then a video to present their product to the public. I worked using 3Ds Max, Corona render, Bridge to create the environment with the support of Forset Pack, TyFlow and Phoenix fd for the rock explosion simulation.

In the end I worked to the pos-production for images and video using Photoshop and AfterEffects.

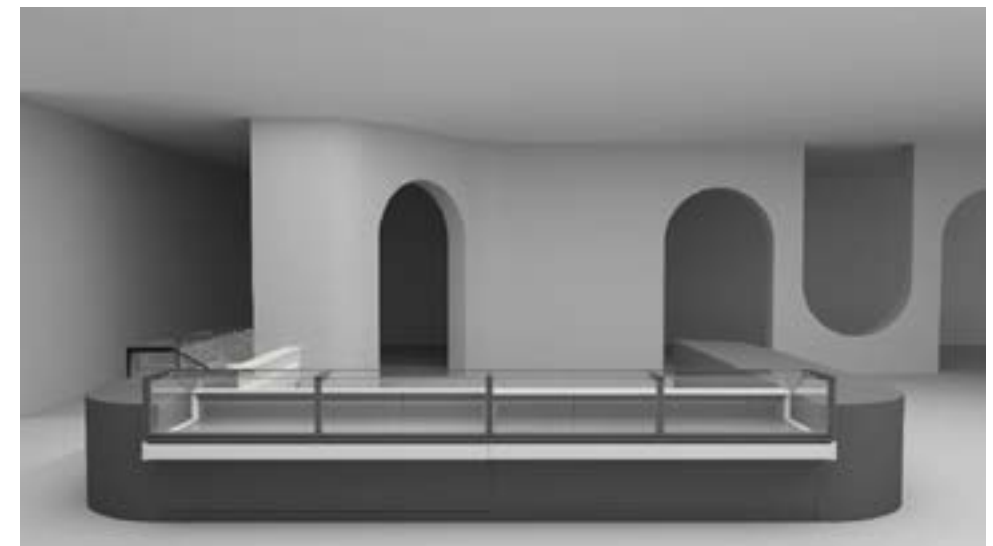
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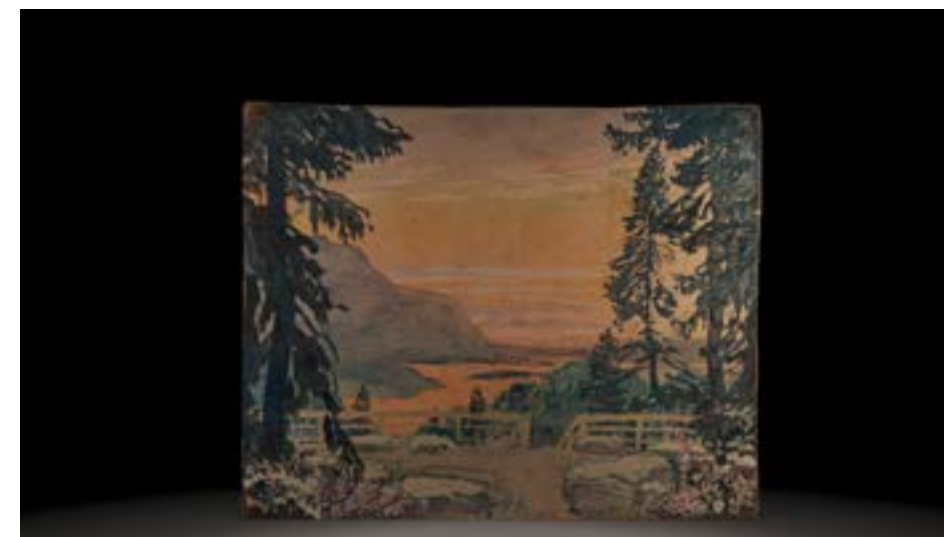
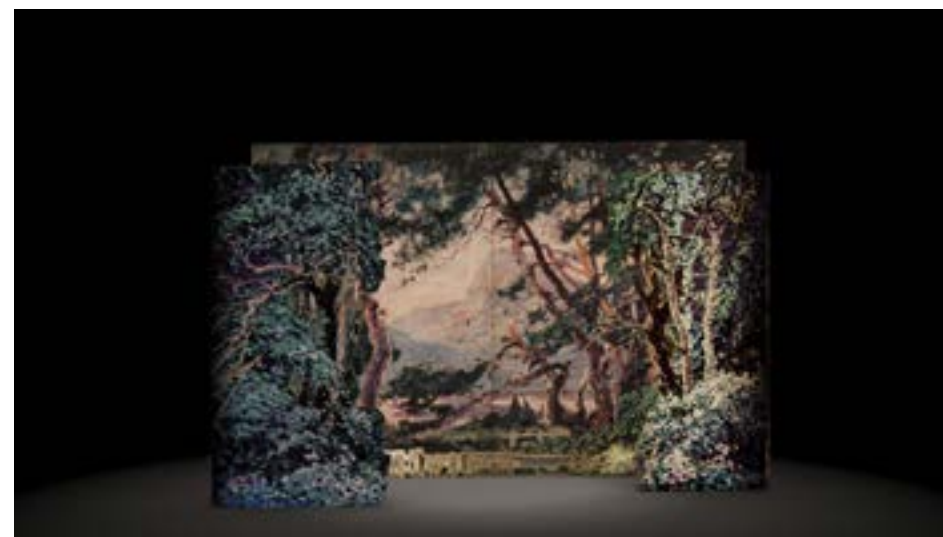
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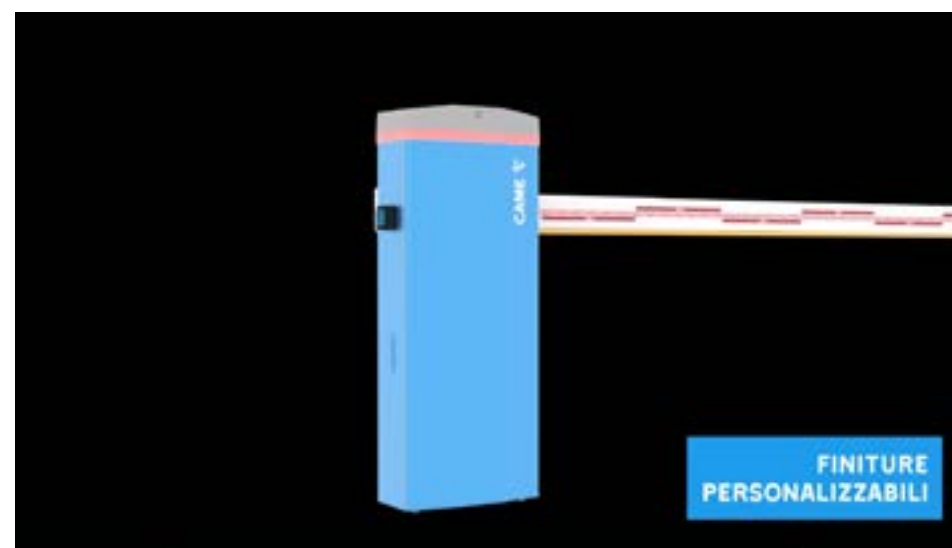
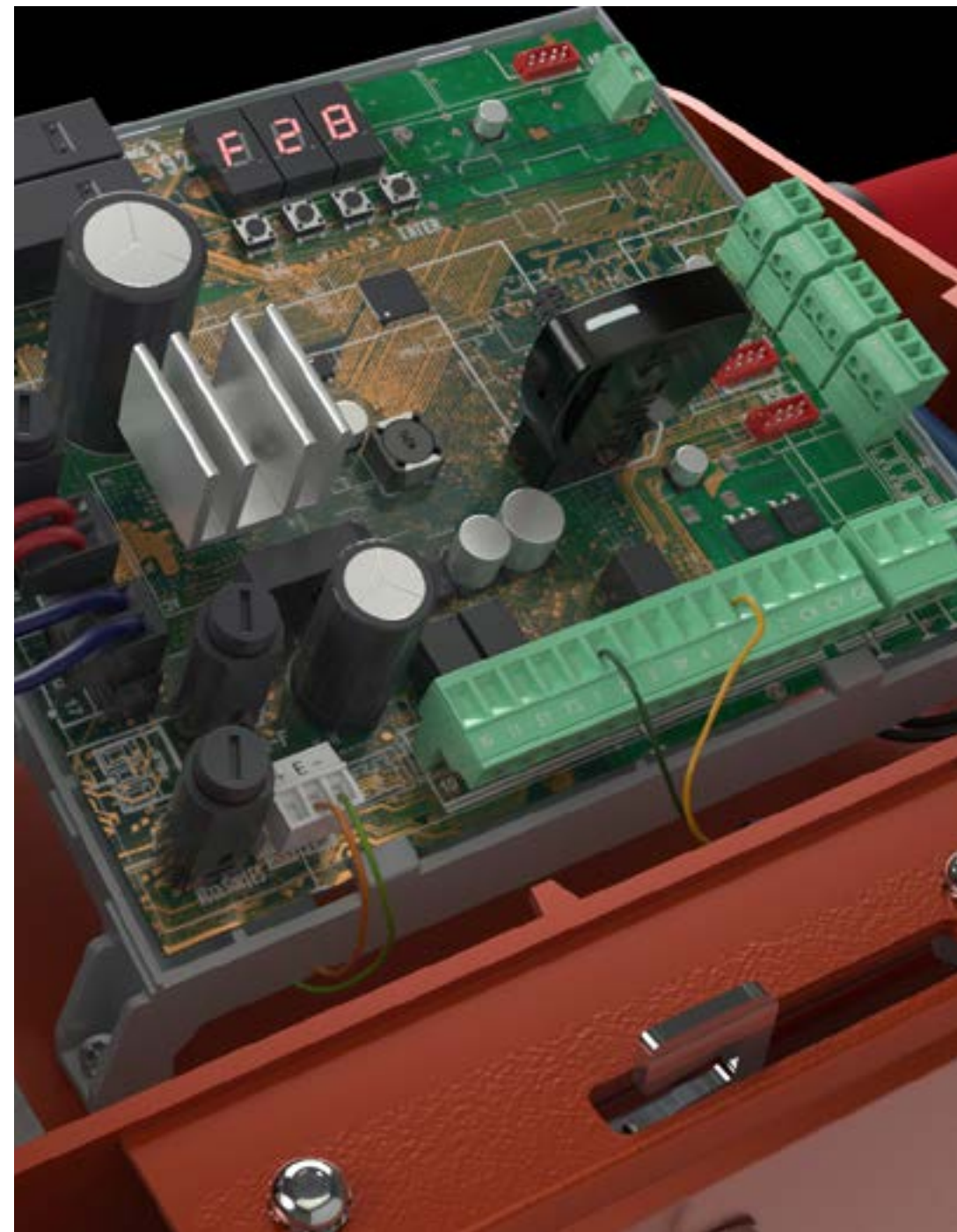
This project for Criocabin, a factory that produce refrigerated counter, has been made usign different tools. I worked to animation and compositing/post-production. To animate the fridge I used Maya, where ther's more control for animation. Once did that, the animation has been imported inside 3Ds Max where I worked to lighting and rendering. Then the videos has been post-produced in AfterEffect for color-corretion and some fx.





This is a series of theatrical wings for Duse Museum in Asolo (Tv). In this project I create the wings starting from the images, then adapt them inside the 3Ds Max scenes, animate camera, lights and wings if necessary until to have a good result. The final output are a series of short videos now projected inside Asolo Museum.

CAME





This is a part of a variety series of video that has been made for Came, used to present their products. The videos has a cartoon style, everything has been made in Maya, where I worked to the environment, vehicles rig, animation, materials and lights. For the render has been used Arnold Render. I took part to the videos post-production in AfterEffects.

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This is a series of personal projects which I worked inside the studio to help them to promote our activities. I've been free to create what I wanted getting the opportunity to free my mind. For this render I used 3Ds Max, Corona Render, Phoenix fd for the water simulation and particle simulation, TyFlow and Photoshop for the post-production.