



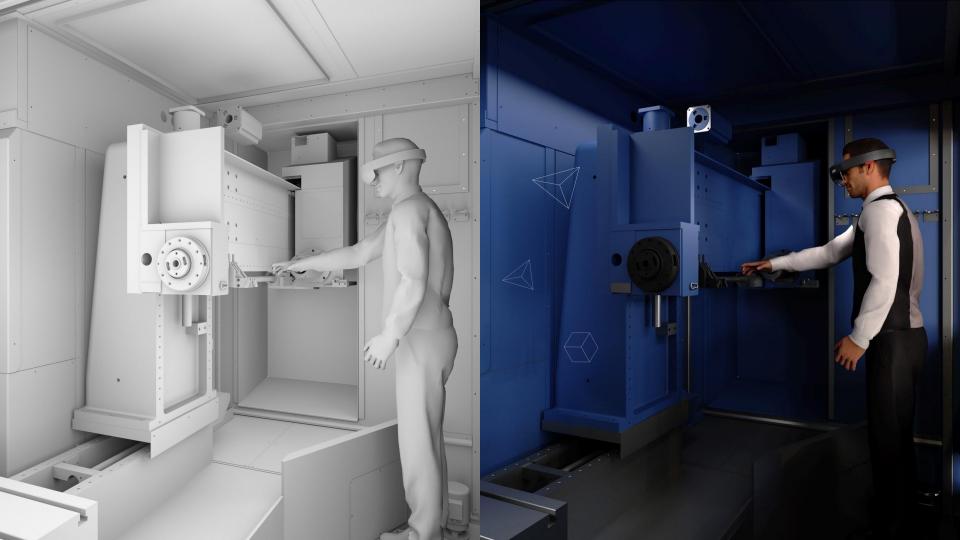
Ermafa



#### **Project:**

Main task was to create application for staff education using mechanism Ermafa by Hololens

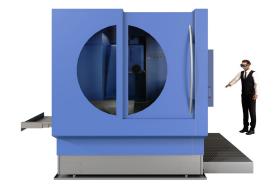
3D MODELING, LIGHTING, TEXTURING, SHADING, RENDERING, COMPOSITING, POST PROCESSING



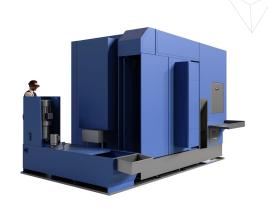




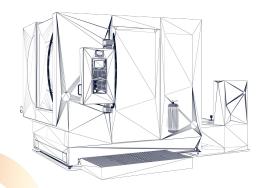




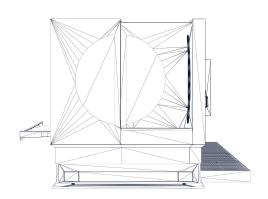
Front view



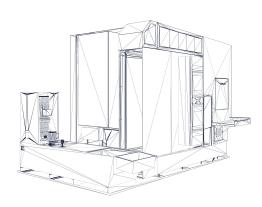
Back view



Wireframe



Wireframe



Wireframe













### **HUAWEI ROUTER**



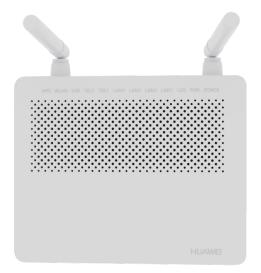
Private outsource client

#### **Project:**

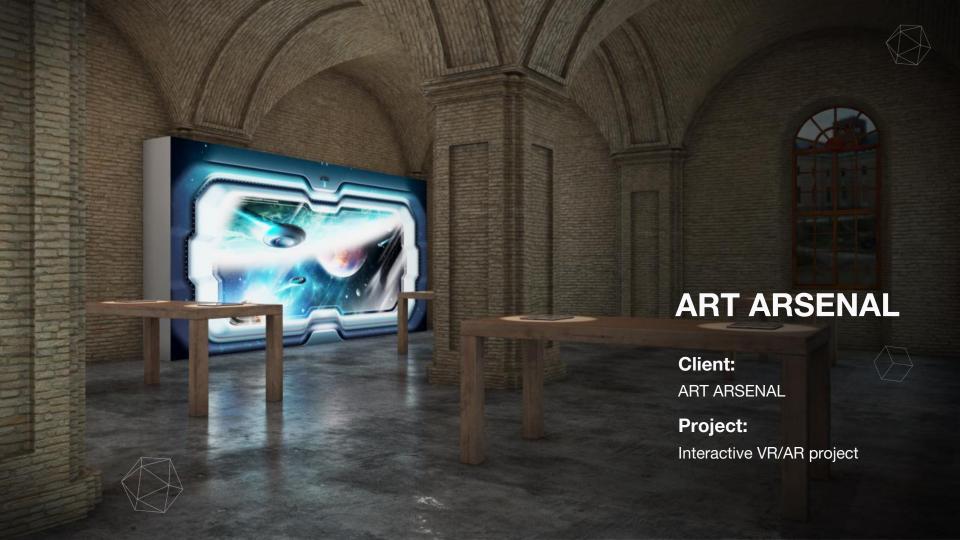
Creating 3d model devices for high quality interactive instructions

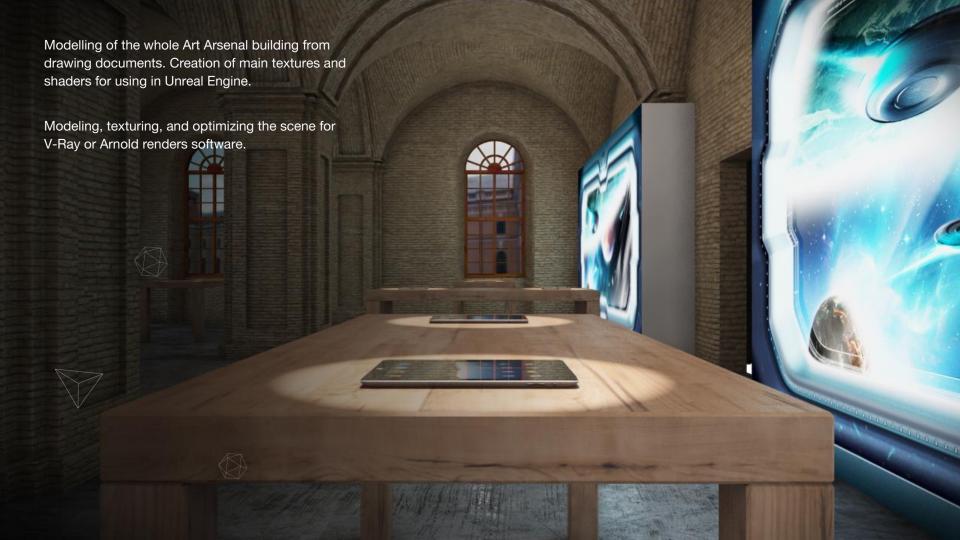
3D MODELING, LIGHTING, TEXTURING, SHADING, RENDERING, COMPOSITING, POST PROCESSING

















# **CASUAL HAND PAINTED**

Casual style 3d models for mobile games. Example.



Private game company (Canada)

#### **Project:**

Creation of different 3D low poly models assets in casual style with hand painted textures.

3D MODELING, LIGHTING, TEXTURING, SHADING, RENDERING, COMPOSITING









## **CASUAL STYLE**

#### **Client:**

Private game company (Canada).

#### **Project:**

Creation of different assets of 3D low poly models in casual style with hand painted textures.



## CANADIAN FORESTER HOUSE

#### **Client:**

Private game company (Europe)

#### **Project:**

The example of 3D model asset canadian forester house was made for casual mobile game. A picture of a similar house was taken as a reference. Then the concept was painted by our 2D artists. The whole 3D scene included the house with supporting elements and the Dog 3D model.

3D MODELING, LIGHTING, TEXTURING, SHADING, RENDERING, COMPOSITING



## **THE DOG**









## HOMELITE CHAINSAW

Example of one game weapon asset













Outsource game producing company

#### **Project:**

The main task was to create photorealistic game saw.

3D MODELING, TEXTURING, SHADING, PBR







## POLICE WATCH





POLICE - global Italian brand of fashion accessories

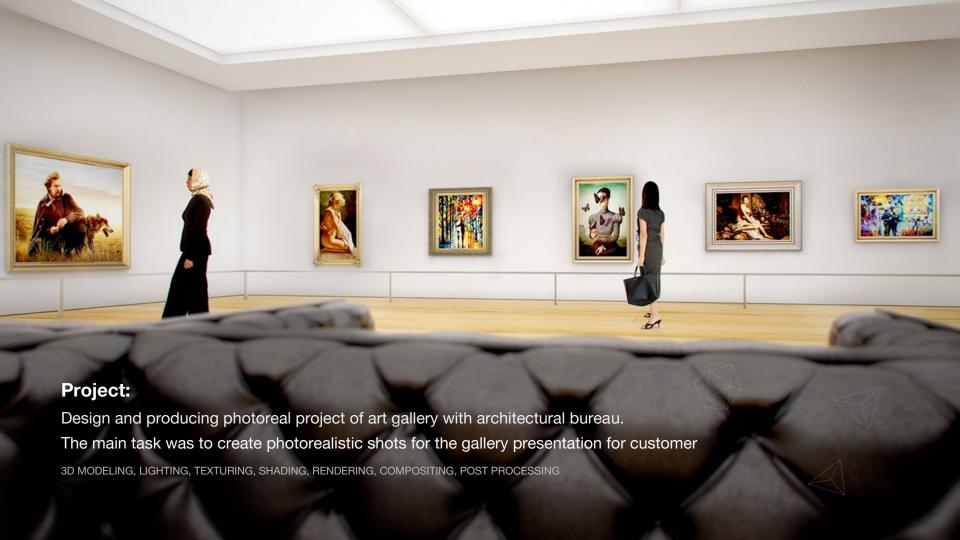
#### **Project:**

Creation of photorealistic render of police watch.

3D MODELING, LIGHTING, TEXTURING, SHADING, RENDERING, COMPOSITING









# WASHING MACHINE XR MODEL



#### **Client:**

Private outsource client

#### **Project:**

Creation PBR 3D model of washing machine for user application









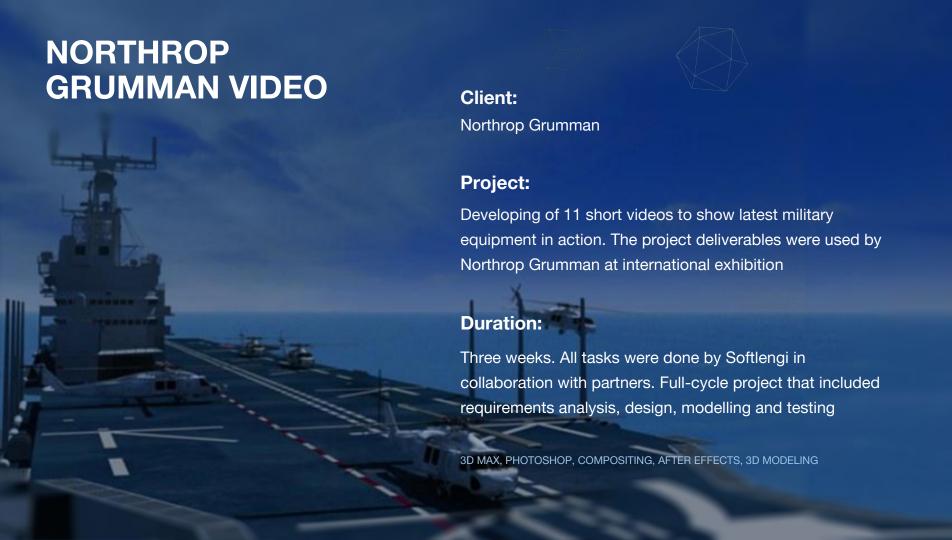


Game outsourcing company

#### **Project:**

Creation of 3D PBR robot model for game.

3D MODELING, TEXTURING, SHADING, PBR





boeing.com

#### **Project:**

Developing of series videos of exterior and interior of Boeing 787 Dreamliner passenger jet in high quality HD. The goal of the project was to demonstrate comfortable interiors of new Boeing passenger jet. Deliverables were used by Boeing at Dubai air show. This project has confirmed strong partnership relations between Softengi and Boeing

#### **Duration:**

Two month. All tasks were done by Softengi

3D MAX, V-RAY, AFTEREFFECTS, COPOSITING

### **BOEING 747-8 / FREIGHTERS VIDEO CLIPS**





#### **Customer:**

boeing.com

#### **Project:**

The project deliverables (set of video clips and flash application) were used by Boeing at the Farnborough show July 15-16 2006, UK. This project opened new thread of projects and cooperation between Softengi, EON Reality and Boeing

## **BOEING 737 DAE**

#### Client:

EON Reality/ DAE

#### **Project:**

Developing of stereo application to show luxury interior of the Boeing 737 Business Jets of Dubai Aerospace Enterprise

#### **Duration:**

Three months. All tasks were done by Softengi.
Full-cycle project that included requirements analysis, design, modelling and testing

MAYA, V-RAY, COMPOSITING







EON Reality/ Honeywell

#### **Project:**

Developing stereo application to show features of the new Honeywell aerospace equipment. The project deliverables were used by Honeywell to demonstrate features of their technologies at the Air Show

#### **Duration:**

One month. All tasks were done by Softengi in collaboration with partners (EON Reality). Full-cycle project that included requirements analysis, design, modelling and testing

3D MAX, EON STUDIO/ EON PROFESSIONAL ENVIRONMENT TOGETHER WITH HTML PART



#### **DELIVERY:**

All 3D models with source files of textures Source code Application

#### **DEVELOPMENT:**

Optimization of the geometry for real-time engine
(3ds Max - quantity of polygons was reduced in 10 times)
UV mapping, texturing, setup materials, rendering light and reflection
maps (Photoshop and 3ds max)

Animation and approval of the animations based on draft renders Coding functionality, CG shaders, complex pre-calculated reflection environment and cube-map implementation using Eon I-Catcher technology



## **PARADOX HOUSES**

#### **Client:**

Paradox Interactive

#### **Project:**

Creating models of the houses of ten different cultures for strategy game.

Full-cycle project that included requirements analysis, design, modelling and testing.

The project deliverables used by Paradox in their game. All tasks were done by Softengi.

MAYA, V-RAY, COMPOSITING





### LBX

#### **Client:**

EON Reality/ LBX

#### **Project:**

Developing stereo application to show features of the new LBX X210 excavator at annual US dealers meeting.

#### **Duration:**

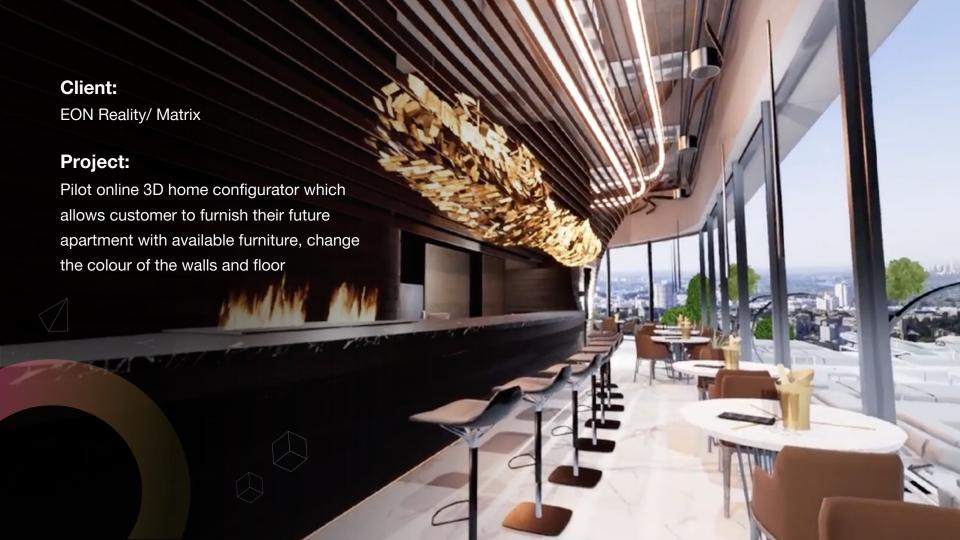
One and half of the month. All tasks were done by Softengi in collaboration with partners (EON Reality). Full-cycle project that included requirements analysis, design, modelling and testing

3D MAX, EON STUDIO/ EON PROFESSIONAL ENVIRONMENT WITH HTML PART















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