

Selected render work portfolio  
zulhariszulkarnain96@gmail.com  
+601114246893 (Malaysia)

# PORTFOLIO

**ZULHARIS ZULKARNAIN**

3D DESIGNER  
3D VISUALIZER

(Clickable)

<https://linktr.ee/zulharis>



RESUME, INSTAGRAM,  
LINKEDIN



# ZULHARIS BIN ZULKARNAIN

## 3D DESIGNER

## 3D VISUALIZER

**Email:** zulhariszulkarnain96@gmail.com  
**Mobile:** +601114246893 (Malaysia)

Through my interest and passion, I yearn to design and produce engaging and realistic visual experience for people and clients. I have a strong track record in 3d modelling, texturing and rendering. I have the ability to produce and demonstrate high quality, photorealistic 3D visual for a range of industries, including architecture, product design, and advertising.

### PERSONAL INFO

**Name:** Zulharis Bin Zulkarnain  
**E-Mail:** zulhariszulkarnain96@gmail.com  
**Phone:** +601114246893 (Malaysia)  
**Birth:** 27<sup>TH</sup> April 1996  
**Address:** A-11-02, Utopolis Suites, Jalan Kontraktor U1/14, Glenmarie, 40150, Shah Alam, Selangor, Malaysia  
**Employ:** Open for freelance position  
**Linkedin:** Zulharis Zulkarnain  
**Status:** Married

### LANGUAGE

**English:**  
 -Advance in writing, reading and listening  
**Malay:**  
 -Advance in writing, reading and listening

### INTEREST

-Interactive visual experience.  
 -3d max rendering, Corona & Vray.  
 -Masterplan development render works.  
 -Interior architecture visualization.  
 -Unreal Engine visualization.  
 -360° Visual and panorama.

### REFERENCES

**FA BR.** MOHD FADZLI BIN IBRAHIM  
 Director Of FABR STUDIO  
 +60186612089 (Malaysia)

**932** 932 DESIGNS STUDIO

## WORKING EXPERIENCE

### 2023-CURRENT: 932 Designs Group, Interior Design Studio

**Position:** 3D Designer (Autodesk 3ds max)  
**Roles:**  
 -Designed, modelled & visualized all interior asset-environment of project based on designer brief.  
 -Produced high quality real-like render images of the interior projects  
 -Performed final compositing and touchup still-render images in Photoshop.  
 -Conducted and organized client's amendments based on the designer briefings.  
 -Produced and provided 360° interactive walkthrough for client website.  
 -Organized library assets to be standardized by all staff members.  
 -Managed and train new staff members to meet high quality render standards and performance.

### 2021-2023: FABR Studio, 3D Visualization Studio

**Position:** 3D Visualizer (Autodesk 3ds max)  
**Roles:**  
 -Design and modelled all object, assets & environment of project based on client brief.  
 -Produced high quality still-render images & video animation.  
 -Produced and provided 360° interactive walkthrough for client website.  
 -Performed final compositing and touchup still-render images in Photoshop.  
 -Conducted and organized client's amendments.  
 -Managed project timeline and organize team.

### 2019-2021: NEUfomation Architect , Architect Design Firm

**Position:** Design and drafter (Intern: 6 months)  
**Roles:**  
 -Produced and draft drawings using Autodesk AutoCad.  
 -Designed housing, office building and office interior.  
 -Produced and design board competition for tendering.

### 2016-2017: MSN Homes, Housing Developer company

**Position:** Assistant Site Supervisor (Intern: 6 months)  
**Roles:** Supervised construction process of 2 site projects, preliminary

## SKILLS & TECHNICAL EXPERTISE

### 3D Modeling & Texturing

-Expert; 3ds max. Producing high-detail renders of masterplan, exterior & interior environment, furnishing.  
 -Advance; using ForestPack (3ds Max plugin) to scatter vegetation & landscaping the environment  
 -Advance; 3d modeling using Sketchup and Revit.  
 -Advance; Texturing model and environment (Corona) and creating detailed textures using Adobe Photoshop.

### 3D Animation & Editing

-Advance; Creating video animation to showcase the masterplan, exterior and-or interior (3dsMax walkthrough)  
 -Advance; animation using Lumion.  
 -Intermediate; compositing and editing shots/frames in Adobe Premier Pro and Davinci Resolve.

### 3D Rendering (Corona)

-Advance; producing realistic lighting using Corona & HDRI  
 -Advance; compose engaging camera view and detailed closeups using in 3dsMax (Corona)  
 -Advance; structuring and detailing camera composition.  
 -Intermediate; producing ISO metric view and housing unit selection lines.

### Presentation & Image Compositing

-Advance; creating presentation decking using Powerpoint and Adobe Indesign  
 -Advance; post processing image by creating highlights, moods, engage subject/scenery of scene. (Photoshop)  
 -Advance; integrating people cutout for activities and matching the image scene.  
 -Advance; re-touch and upscale (2k,4k,8k) image using Topaz Gigapixel.

### 360 Visualization (Interactive Walkthrough)

-Intermediate; Producing 360° walkthrough using Panotour and Pano2Vr.  
 -Basic; imbedding 360° walkthrough to web format. (HTML5)



# MASTERPLAN / AERIAL

## VISUALIZATION

### **Selected Masterplan / Aerial works:**

- Merino II, Denmark
- HTC Park, Denmark
- Slangerup, Denmark
- Kvartaler IV, Denmark
- Torvepoten, Denmark



## **MERINO II,** **DENMARK**

### **PROJECT DETAIL:**

Merino Kvartalet, a low-rise condominium township that is located near the seashores

### **WORK CONTRIBUTION:**

- Teamwork effort.
- Environment modelling, house unit modelling & assets placement.
- Accurate detailing of housing and environment.
- Conversion work from Revit to 3dsMax
- Vegetation scattering.
- Camera work.
- Texturing & lighting.
- Photoshop compositing & touchup.
- 2D & 3D human asset placement into the environment.
- Conducting client's amendment.



## **HTC Park,** **DENMARK**

### **PROJECT DETAIL:**

HTC PARK, largest public park in denmarck that also have the longest skate park in the world. Located at Copenhagen, Denmark.

### **WORK CONTRIBUTION:**

- Teamwork effort.
- Environment modelling, house unit modelling & assets placement.
- Accurate detailing of housing and environment.
- Conversion work from Revit to 3dsMax
- Vegetation scattering.
- Camera work.
- Texturing & lighting.
- Photoshop composting & touchup.
- 2D & 3D human asset placement into the environment.
- Conducting client's amendment.



## **SLANGERUP,** **DENMARK**

**PROJECT DETAIL:**  
One storey housing unit township  
at Slangerup, Denmark.

**WORK CONTRIBUTION:**

- Teamwork effort.
- Environment modelling, house  
unit modelling & assets place-  
ment.
- Vegetation scattering.
- Camera work.
- Texturing & lighting.
- Photoshop compositing & tou-  
chup.
- Conducting client's amendment.



**KVARTALET VI,**  
**DENMARK**

**PROJECT DETAIL:**  
Kvartalet VI, low-rise condominium township  
located Copenhagen, Denmark.

**WORK CONTRIBUTION:**  
-Teamwork effort.  
-Environment modelling, house unit modelling & assets placement.  
-Vegetation scattering.  
-Camera work.  
-Texturing & lighting.  
-Photoshop compositing & touchup.  
-2D & 3D human asset placement into the environment.  
-Conducting client's amendment.



## **TORVEPOTEN** **DENMARK**

**PROJECT DETAIL:**  
Masterplan project with several semi-highrise condominium at Copenhagen, Denmark.

**WORK CONTRIBUTION:**

- Teamwork effort.
- Environment modelling, house unit modelling & assets placement.
- Accurate detailing of housing and environment.
- Conversion work from Revit to 3dsMax.
- Vegetation scattering.
- Camera work.
- Texturing & lighting.
- Photoshop compositing & touch-up.
- 2D & 3D human asset place-



# EXTERIOR / EYE LEVEL

## VISUALIZATION

### **Selected Exterior / Eye Level works:**

- Nanyang Technological University, Singapore
- Singapore Land Tower, Singapore
- Merino II, Denmark
- SORO & Sonderkobbel, Denmark
- Boltensgard, Denmark
- Belmont, Singapore
- Country Villas Resort, Malaysia
- Jalan Timur HSE, Malaysia
- Boltensgard Cafe, Denmark



**NANYANG TECHNOLOGICAL UNIVERSITY,  
SINGAPORE**

**PROJECT DETAIL:**

Renovation frontage work for Nanyang Technological University building frontage with day and night visual.



**WORK CONTRIBUTION:**

- Partial teamwork effort. Mostly Individual work
- Environment modelling, building and unit modelling & assets placement.
- Accurate detailing of surrounding environment.
- Conversion work from Sketchup to 3dsMax.
- Vegetation scattering.
- Camera work.
- Texturing & lighting.
- Photoshop compositing & touchup.
- 3D human asset placement into the environment.
- Conducting designer & client's amendment.



SINGAPORE LAND TOWER

## Singapore Land Tower SINGAPORE

### PROJECT DETAIL:

Plaza Hub Entrance design proposal work for Singapore Land Tower.

### WORK CONTRIBUTION:

- Mostly Individual work
- Environment modelling, building and unit modelling & assets placement.
- Accurate detailing of surrounding environment.
- Conversion work from Sketchup to 3dsMax.
- Vegetation scattering.
- Camera work.
- Texturing & lighting.
- Volume fog work
- Photoshop compositing & touchup.
- 3D human asset placement into the environment.
- Conducting designer & client's amendment.





## **MERINO II,** **DENMARK**

### **PROJECT DETAIL:**

Merino Kvartalet, a low-rise condominium township that is located near the seashores

### **WORK CONTRIBUTION:**

- Teamwork effort.
- Environment modelling, house unit modelling & assets placement.
- Accurate detailing of housing and environment.
- Conversion work from Revit to 3dsMax.
- Vegetation scattering.
- Camera work.
- Texturing & lighting.
- Photoshop compositing & touchup.
- 2D & 3D human asset placement into the environment.
- Conducting client's amendment.



## **SORO & SONDERKOBBEL** DENMARK

### **PROJECT DETAIL:**

One storey housing unit township with multiple unit type at Sonderkobbel, Denmark

### **WORK CONTRIBUTION:**

- Teamwork effort.
- Environment modelling, house unit modelling & assets placement.
- Accurate detailing of housing and environment.
- Conversion work from Revit to 3ds-Max.
- Vegetation scattering.
- Camera work.
- Texturing & lighting.
- Photoshop compositing & touchup.
- 2D human asset placement into the environment.
- Conducting client's amendment.



## **BOLTENSGARD DENMARK**

### **PROJECT DETAIL:**

Market & Pub street hub for the Boltensgard City.

### **WORK CONTRIBUTION:**

- Teamwork effort.
- Environment modelling, house unit modelling & assets placement.
- Accurate detailing of housing and environment.
- Vegetation scattering.
- Camera work.
- Texturing & lighting.
- Photoshop compositing & touchup.
- 2D human asset placement into the environment.
- Conducting client's amendment.







**BELMONT  
SINGAPORE**

**PROJECT DETAIL:**

2 storey Billionaire mansion with swimming pool in Singapore.

**WORK CONTRIBUTION:**

- Mostly Individual work
- Environment modelling, building and unit modelling & assets placement.
- Conversion work from Sketchup to 3dsMax.
- Vegetation scattering.
- Camera work.
- Texturing & lighting.
- Photoshop composting & touchup.
- Conducting designer & client's amendment.



## **COUNTRY VILLAS RESORT** **MALAYSIA**

### **PROJECT DETAIL:**

Design proposal of Bungalow and Semi-D unit types of Country Villa Resort in Melaka, Malaysia.

### **WORK CONTRIBUTION:**

- Teamwork effort.
- Environment modelling, house unit modelling & assets placement.
- Accurate detailing of housing and environment.
- Conversion work from Autocad to 3dsMax.
- Vegetation scattering.
- Camera work.
- Texturing & lighting.
- Photoshop composting & touchup.
- Conducting client's amendment.









## **JALAN TIMUR HSE** **MALAYSIA**

### **PROJECT DETAIL:**

Design proposal of bungalow unit type for Architect in Malaysia.

### **WORK CONTRIBUTION:**

- Individual effort work
- Environment modelling, house unit modelling & assets placement.
- Accurate detailing of housing and environment.
- Conversion work from Autocad to 3dsMax.
- Vegetation scattering.
- Camera work.
- Texturing & lighting.
- Photoshop composting & touchup.
- Conducting client's amendment.





**BOLTENSGARD**  
**DENMARK**

**PROJECT DETAIL:**

Cafe design proposal for market and pub hub of Boltensgard City, Denmark.

**WORK CONTRIBUTION:**

- Teamwork effort.
- Environment modelling, house unit modelling & assets placement.
- Accurate detailing of housing and environment.
- Vegetation scattering.
- Camera work.
- Texturing & lighting.
- Photoshop compositing & touchup.
- 2D human asset placement into the environment.
- Conducting client's amendment.



# INTERIOR & CLOSE-UP

## VISUALIZATION

### **Selected Interior & Close-Up works:**

- Unity Showroom, Singapore
- Tiny Dots x Bochechas Singapore
- Sundkrogsgade, Denmark
- Lighthouse Beboerhus, Denmark
- Media Circle, Singapore
- Bagsvaerd, Denmark
- Loyang, Singapore
- WOLO, Malaysia
- Seascape, Singapore
- Belmont, Singapore
- Avenir 35-05, Singapore
- Liv@Mb, Singapore



**UNITY SHOWROOM**  
**SINGAPORE**

**PROJECT DETAIL:**

Developer sales gallery showroom design proposal.

**WORK CONTRIBUTION:**

- Mostly Individual work
- Environment modelling, building and unit modelling & assets placement.
- Custom furniture modelling.
- Conversion work from Autocad plan to 3dsMax.
- Vegetation scattering.
- Camera work.
- Texturing & lighting.
- 3D human asset placement into the environment.



## **HOLLAND LINK SALES GALLERY** **DENMARK**

### **PROJECT DETAIL:**

Developer sales gallery showroom design proposal.

### **WORK CONTRIBUTION:**

- Teamwork effort.
- Environment modelling, interior design modeling
- Conversion work from AutoCad plan to 3dsMax.
- Custom furniture modelling.
- Camera work.
- Texturing & lighting.
- Photoshop composting & touchup.
- 2D human asset placement into the environment.
- Conducting client's amendment.





bochechas x TINY DOTS WONDER



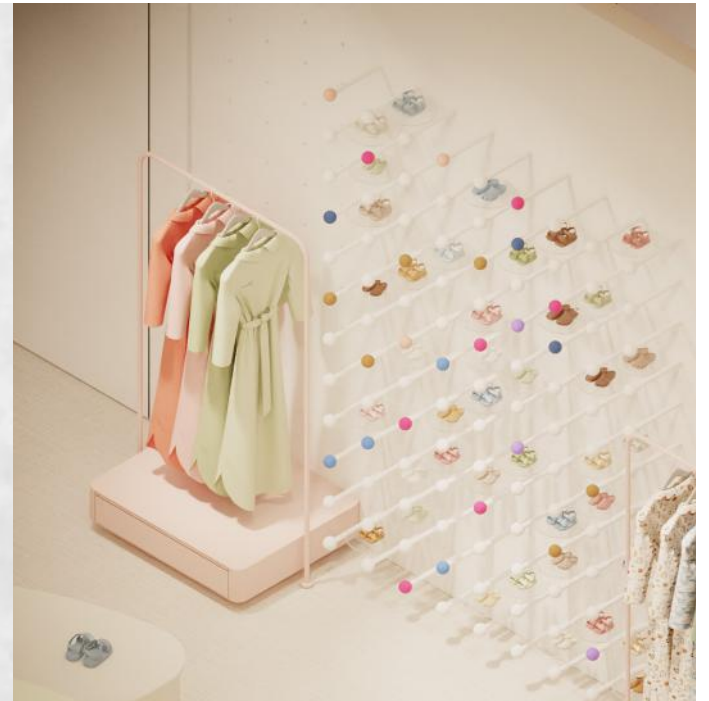
**TINY DOTS X BOCHECHAS**  
**SINGAPORE**

**PROJECT DETAIL:**

Shopping mall store design proposal for Tiny Dots with collaboration with Bochechas in Singapore

**WORK CONTRIBUTION:**

- Mostly Individual work
- Environment modelling, furnishing modelling & assets placement.
- Conversion work from Autocad to 3dsMax.
- Camera work.
- Texturing & lighting.
- Conducting designer & client's amendment.



## **SUNDKROGSGADE** DENMARK

### **PROJECT DETAIL:**

Ground floor open public restaurant for office building in Denmark

### **WORK CONTRIBUTION:**

- Teamwork effort.
- Environment modelling, furnishing modelling & assets placement.
- Conversion work from Autocad to 3dsMax.
- Camera work.
- Texturing & lighting.
- Photoshop compositing & touchup.
- 2D human asset placement into the environment.
- Conducting client's amendment.





## **LIGHTHOUSE BEBOERHUS** **DENMARK**

### **PROJECT DETAIL:**

Cafe with kayak and diving gear rental store.

### **WORK CONTRIBUTION:**

- Teamwork effort.
- Environment modelling, furnishing modelling & assets placement.
- Conversion work from Revit to 3dsMax.
- Camera work.
- Texturing & lighting.
- Photoshop compositing & touchup.
- 2D human asset placement into the environment.
- Conducting client's amendment.

## **DONG AN LU TOWER 4 & 5 LOBBY** **CHINA**

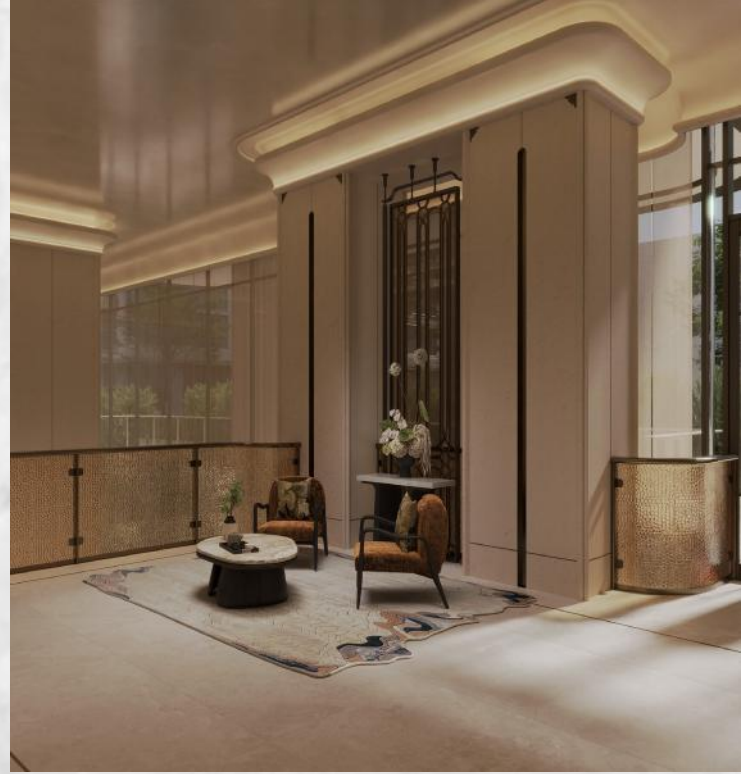
### **PROJECT DETAIL:**

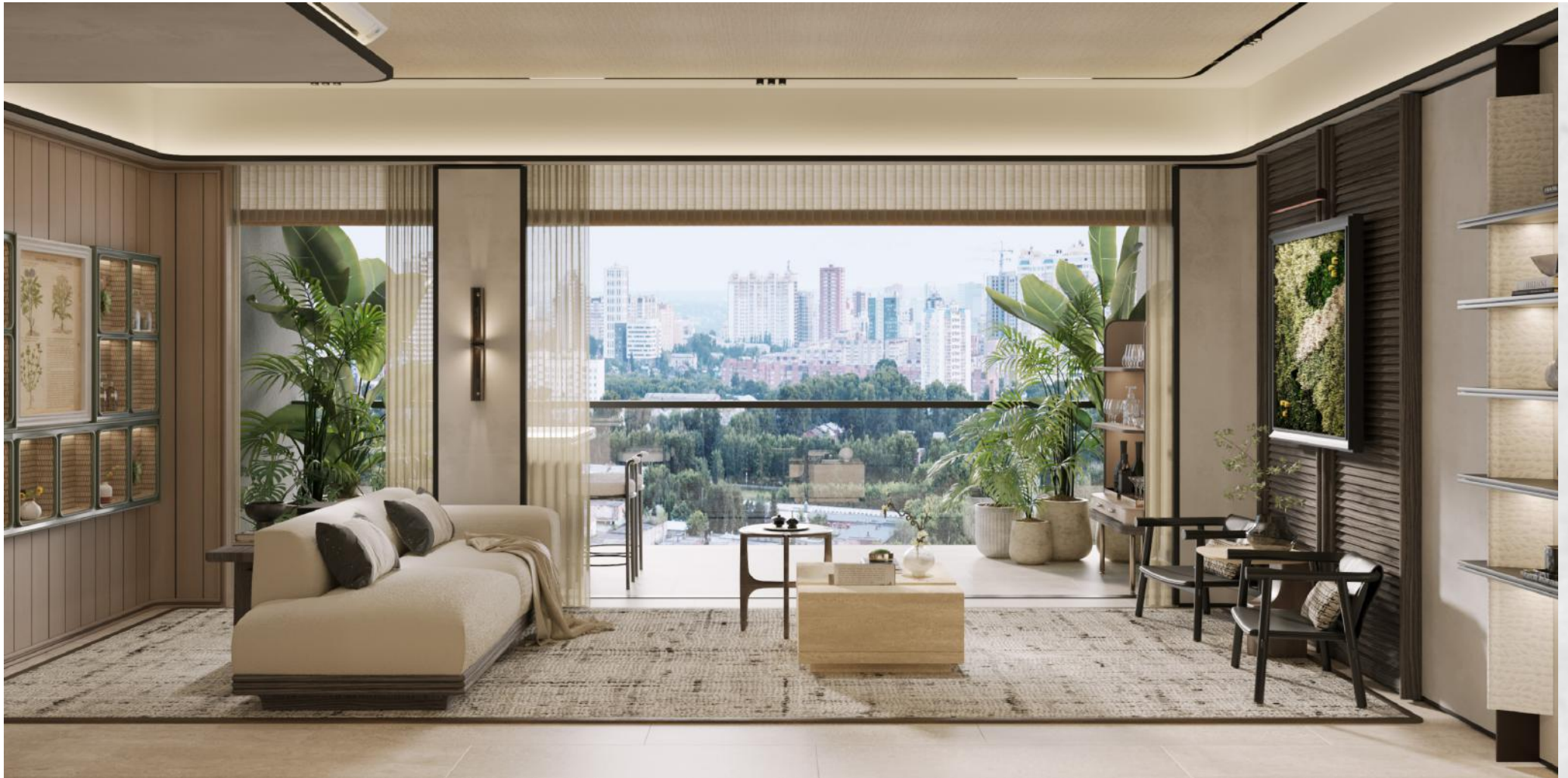
Entrance lobby design work for China luxury condominium tower 4 and tower 5

### **WORK CONTRIBUTION:**

- Teamwork effort
- Environment modelling, interior building modelling & assets placement.
- Conversion work from Autocad and Sketchup to 3dsMax.
- Camera work.
- Texturing & lighting.
- Photoshop compositing & touchup.
- Conducting designer & client's amendment.







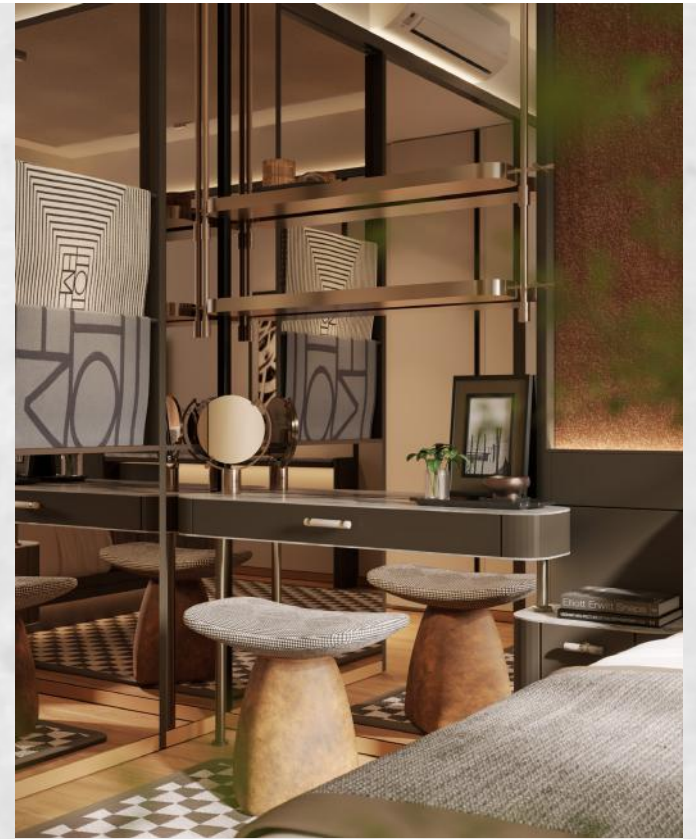
**MEDIA CIRCLE, LIVING**  
**SINGAPORE**

**PROJECT DETAIL:**  
Design work for Singapore developer's 3  
bedroom show units.

**WORK CONTRIBUTION:**

- Mainly Individual work
- Environment modelling, building and unit modelling & assets placement.
- Custom furniture modelling.
- Conversion work from Autocad to 3dsMax.
- Camera work.
- Texturing & lighting.
- Conducting designer & client's amendment.





## **MEDIA CIRCLE, MASTERBEDROOM** **SINGAPORE**

### **PROJECT DETAIL:**

Design work for Singapore developer's 3 bedroom show units.

### **WORK CONTRIBUTION:**

- Mainly Individual work
- Environment modelling, building and unit modelling & assets placement.
- Custom furniture modelling.
- Conversion work from Autocad to 3dsMax.
- Camera work.
- Texturing & lighting.





## **MEDIA CIRCLE, KIDS BED-ROOM** **SINGAPORE**

### **PROJECT DETAIL:**

Design work for Singapore developer's 3 bedroom show units.

### **WORK CONTRIBUTION:**

- Mainly Individual work
- Environment modelling, building and unit modelling & assets placement.
- Conversion work from Autocad to 3dsMax.
- Camera work.
- Texturing & lighting.
- Conducting designer & client's amendment.





**BAGSVAERD**  
DENMARK

**PROJECT DETAIL:**

Low rise condominium project for Denmark developer at Bagsvaerd.

**WORK CONTRIBUTION:**

- Teamwork effort.
- Environment modelling, furnishing modelling & assets placement.
- Conversion work from Autocad to 3dsMax
- Camera work.
- Texturing & lighting.
- Photoshop composting & touchup.
- 2D human asset placement into the environment.
- Conducting client's amendment.





## **LOYANG SINGAPORE**

### **PROJECT DETAIL:**

Interior design work for 3 bedroom unit with beach sea view.

### **WORK CONTRIBUTION:**

- Mainly Individual work
- Environment modelling, building and unit modelling & assets placement.
- Conversion work from Autocad to 3dsMax
- Camera work.
- Texturing & lighting.
- Conducting designer & client's amendment.



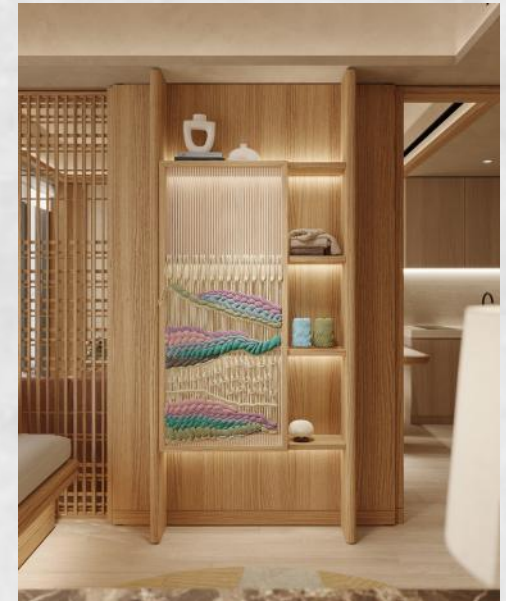
## **WOLO, TYPE S MALAYSIA**

### **PROJECT DETAIL:**

Design work for WOLO developer show units of luxury highrise condominium at Mont Kiara, Kuala Lumpur, Malaysia.

### **WORK CONTRIBUTION:**

- Mainly Individual work
- Environment modelling, building and unit modelling & assets placement.
- Custom furniture modelling.
- Conversion work from Autocad to 3dsMax
- Camera work.
- Texturing & lighting.



**WOLO, TYPE  
HOTEL  
MALAYSIA**

**PROJECT DETAIL:**  
Design work for WOLO developer show units of luxury highrise condominium at Mont Kiara, Kuala Lumpur, Malaysia.

**WORK CONTRIBUTION:**  
-Mainly Individual work  
-Environment modelling, building and unit modelling & assets placement.  
-Custom furniture modelling.  
-Conversion work from Autocad to 3dsMax  
-Camera work.  
-Texturing & lighting.  
-Conducting designer & client's amendment.



## **SEASCAPE SINGAPORE**

### **PROJECT DETAIL:**

Interior design work for large 3 bedroom unit with beach sea view at Singapore.

### **WORK CONTRIBUTION:**

- Mostly Individual work
- Environment modelling, building and unit modelling & assets placement.
- Conversion work from Autocad to 3dsMax.
- Vegetation scattering.
- Camera work.
- Texturing & lighting.
- Conducting designer & client's amendment.







**BELMONT**  
**SINGAPORE**

**PROJECT DETAIL:**  
2 storey Billionaire mansion with  
swimming pool in Singapore.



**WORK CONTRIBUTION:**

- Mostly Individual work
- Environment modelling, building and unit modelling & assets placement.
- Conversion work from Sketchup to 3dsMax.
- Vegetation scattering.
- Camera work.
- Texturing & lighting.
- Photoshop composting & touchup.
- Conducting designer & client's amendment.





## **AVENIR 35-05** **SINGAPORE**

### **PROJECT DETAIL:**

Design work for 2 bedroom highrise condominium unit in Singapore.

### **WORK CONTRIBUTION:**

- Mostly Individual work
- Environment modelling, building and unit modelling & assets placement.
- Custom furniture modelling.
- Conversion work from Autocad to 3dsMax.
- Camera work.
- Texturing & lighting.
- Photoshop compositing & touchup.
- Conducting designer & client's amendment.







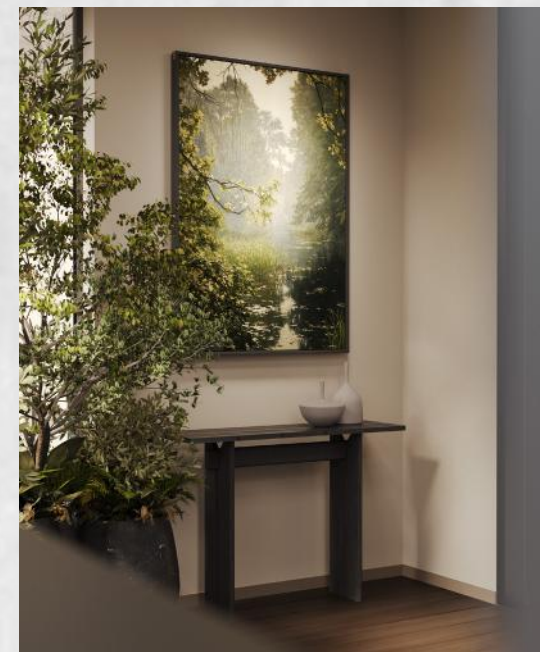
**LIV@MB**  
**SINGAPORE**

**PROJECT DETAIL:**

Design work for 4 bedroom highrise condominium unit in Singapore.

**WORK CONTRIBUTION:**

- Mainly Individual work
- Environment modelling, building and unit modelling & assets placement.
- Custom furniture modelling.
- Conversion work from Autocad to 3dsMax.
- Camera work.
- Texturing & lighting.
- Photoshop compositing & touchup.
- Conducting designer & client's amendment.





## **WOLO PENTHOUSE** **SINGAPORE**

### **PROJECT DETAIL:**

Design work for WOLO developer penthouse show-units of luxury highrise condominium at Kuala Lumpur, Malaysia.

### **WORK CONTRIBUTION:**

- Mainly Individual work
- Environment modelling, building and unit modelling & assets placement.
- Custom furniture modelling.
- Conversion work from Autocad to 3dsMax.
- Camera work.
- Texturing & lighting.
- Photoshop compositing & touchup.
- Conducting designer & client's amendment.







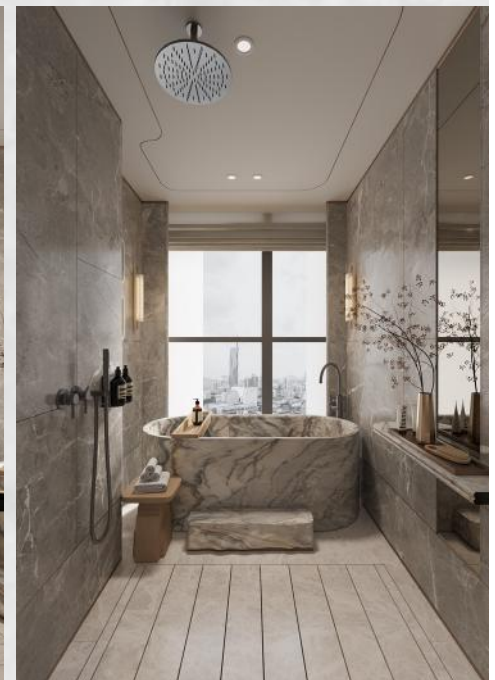
## **WOLO PENTHOUSE** **SINGAPORE**

### **PROJECT DETAIL:**

Design work for WOLO developer penthouse show-units of luxury highrise condominium at Kuala Lumpur, Malaysia.

### **WORK CONTRIBUTION:**

- Mainly Individual work
- Environment modelling, building and unit modelling & assets placement.
- Custom furniture modelling.
- Conversion work from Autocad to 3dsMax.
- Camera work.
- Texturing & lighting.
- Photoshop composting & touchup.
- Conducting designer & client's amendment.







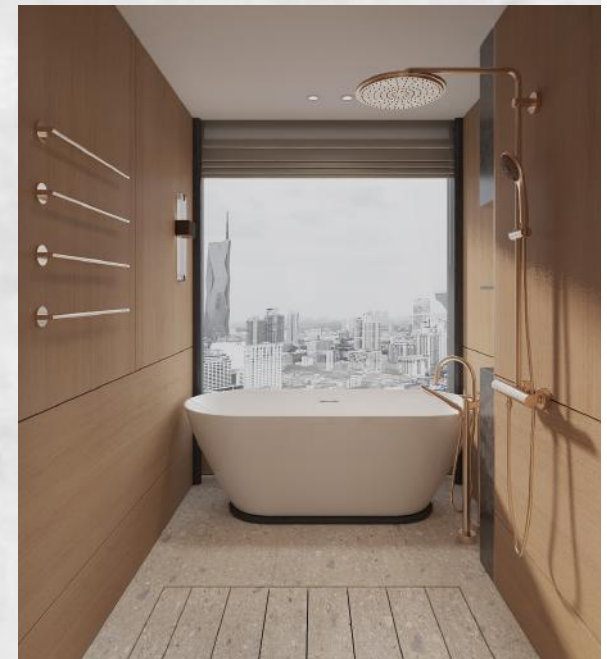
## **WOLO PENTHOUSE SINGAPORE**

### **PROJECT DETAIL:**

Design work for WOLO developer penthouse showunits of luxury highrise condominium at Kuala Lumpur, Malaysia.

### **WORK CONTRIBUTION:**

- Mainly Individual work
- Environment modelling, building and unit modelling & assets placement.
- Custom furniture modelling.
- Conversion work from Autocad to 3dsMax.
- Camera work.
- Texturing & lighting.
- Photoshop composting & touchup.
- Conducting designer & client's amendment.



# PLAN & SECTION

## VISUALIZATION

### **Selected Isometric works:**

- Nanyang Technological University, Singapore
- Unity Showroom, Singapore
- Media Circle, Singapore



## **NANYANG TECHNOLOGICAL UNIVERSITY,** **SINGAPORE**

### **PROJECT DETAIL:**

Renovation frontage work for Nanyang Technological University building frontage with day and night visual.



### **WORK CONTRIBUTION:**

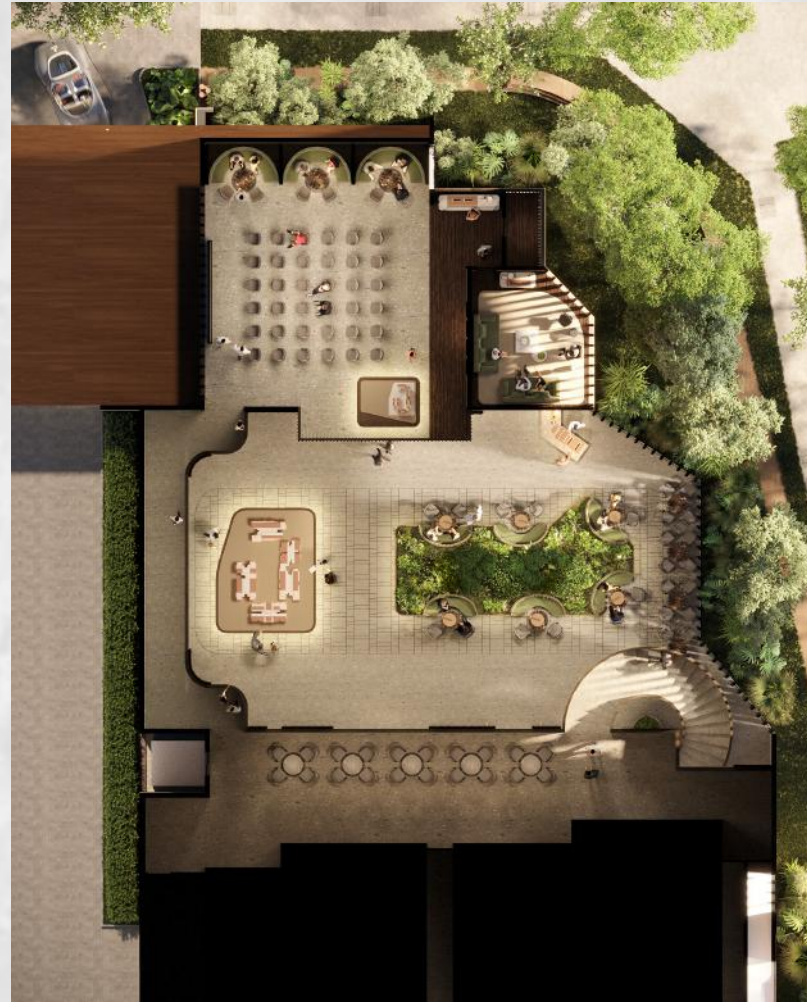
- Partial teamwork effort. Mostly Individual work
- Environment modelling, building and unit modelling & assets placement.
- Accurate detailing of surrounding environment.
- Conversion work from Sketchup to 3dsMax.
- Vegetation scattering.
- Section slicing camera work.
- Texturing & lighting.
- Photoshop compositing & touchup.
- 3D human asset placement into the environment.
- Conducting designer & client's amendment.



**UNITY SHOWROOM**  
**SINGAPORE**

**PROJECT DETAIL:**

Developer sales gallery showroom design proposal.



**WORK CONTRIBUTION:**

- Mostly Individual work
- Environment modelling, building and unit modelling & assets placement.
- Custom furniture modelling.
- Conversion work from Autocad plan to 3dsMax.
- Vegetation scattering.
- Camera work.
- Texturing & lighting.
- 3D human asset placement into the environment.
- Conducting designer & client's amendment.

## **MEDIA CIRCLE** **SINGAPORE**

### **PROJECT DETAIL:**

Design work for Singapore developer's show units.

### **WORK CONTRIBUTION:**

- Mainly Individual work
- Environment modelling, building and unit modelling & assets placement.
- Conversion work from Autocad to 3dsMax.
- Camera work.
- Texturing & lighting.
- Conducting designer & client's amendment.



# ISOMETRIC VISUALIZATION

## **Selected Isometric works:**

- Triumphyben, Denmark
- Kvitsgard, Denmark

# **TRIUMPHYBEN** DENMARK

## **PROJECT DETAIL:**

Low-rise condominium township

## **WORK CONTRIBUTION:**

- Teamwork effort.
- Environment modelling, building modelling & assets placement.
- Conversion work from Revit to 3dsMax
- Isometric camera work.
- Texturing & lighting.
- Illustrator composting & touchup.





**KVITSGARD**  
**DENMARK**

**PROJECT DETAIL:**

One and two storey housing unit township  
at Kvitsgard, Denmark.

**WORK CONTRIBUTION:**

- Teamwork effort.
- Environment modelling, building modelling & assets placement.
- Conversion work from Autocad to 3dsMax
- Vegetation scattering.
- Isometric camera work.
- Texturing & lighting.
- Illustrator compositing & touchup.
- Conducting client's amendment.

# PRODUCT & MATERIAL

## VISUALIZATION

### **Selected Product & Material works:**

- Dencon- Recycle Bin, Denmark
- Bad & Fliser- Ceramic Tiles, Denmark



**DENCON- RECYCLE BIN**  
**DENMARK**

**PROJECT DETAIL:**  
Recycle bin and other FFE product design showcase for DENCON.

**WORK CONTRIBUTION:**

- Teamwork effort.
- Environment modelling, product modelling & assets placement.
- Conversion work from Sketchup to 3dsMax
- Vegetation scattering.
- Closeup camera work.
- Texturing & lighting.
- Photoshop compositing & touchup.
- Conducting client's amendment.

## **BAD & FLISER- CERAMIC TILES** **DENMARK**

### **PROJECT DETAIL:**

Custom ceramic tile products showcase for Bad & Fliser.

### **WORK CONTRIBUTION:**

- Teamwork effort.
- Environment modelling, product modelling & assets placement.
- Texturing & lighting.
- Closeup camera work.
- Photoshop compositing & touchup.
- Conducting client's amendment.



# ANIMATION VIDEO

## VISUALIZATION

### **Selected Animation Video works:**

- Kvartalet IV, Denmark
- Merino II, Denmark



## **KVARTALET IV** **DENMARK**

### **PROJECT DETAIL:**

Kvartalet VI, low-rise condominium township located Copenhagen, Denmark.

### **WORK CONTRIBUTION:**

- Teamwork effort.
- Environment modelling, unit modelling & assets placement.
- Vegetation scattering.
- Transition camera work.
- Texturing & lighting sequence frame timeline.
- Editing video sequence
- Conducting client's amendment.

### **CLICKABLE LINK & QR CODE:**

[https://drive.google.com/file/d/1VjRps06QJXF-83PF4iuwfB2PyCXC3K-Ubx/view?usp=share\\_link](https://drive.google.com/file/d/1VjRps06QJXF-83PF4iuwfB2PyCXC3K-Ubx/view?usp=share_link)



## **MERINO II** **DENMARK**

### **PROJECT DETAIL:**

Merino Kvartalet, a low-rise condominium township that is located near the seashores.

### **WORK CONTRIBUTION:**

- Teamwork effort.
- Environment modelling, house unit modelling & assets placement.
- Accurate detailing of housing and environment.
- Conversion work from Revit to 3dsMax
- Vegetation scattering.
- Camera work.
- Texturing & lighting.
- Photoshop composting & touchup.
- 2D & 3D human asset placement into the environment.
- Conducting client's amendment.

### **CLICKABLE LINK & QR CODE:**

[https://drive.google.com/file/d/1BMjE4I8KUK-cf0qeNsxshTBRjoGY-NRjUt/view?usp=drive\\_link](https://drive.google.com/file/d/1BMjE4I8KUK-cf0qeNsxshTBRjoGY-NRjUt/view?usp=drive_link)



# 360 VIRTUAL TOUR

## VISUALIZATION

### **Selected 360 Virtual Tour works:**

-Taman Serasi, Singapore

932



## **TAMAN SERASI** **SINGAPORE**

### **PROJECT DETAIL:**

Design work for 3 bedroom apartment unit in Singapore.

### **WORK CONTRIBUTION:**

- Teamwork effort.
- Environment modelling, unit modelling & assets placement.
- Vegetation scattering.
- 360° camera work.
- Texturing & lighting.
- Creating and programming the 360 virtual tour

### **CLICKABLE LINK & QR CODE:**

<https://s3.ap-southeast-2.amazonaws.com/zulhariss3bucket/TAMAN%20SERASI/index.html>



(Clickable)

<https://linktr.ee/zulharis>



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LINKEDIN