



NEIL LASRADO
3D ARTIST

RENDERGENE

WWW.RENDERGENE.COM

JBL MONITORS

PRODUCT ANIMATION



I was in search of a masterpiece to create a product animation. Stumbling upon my recently purchased JBL Professional 104-BT monitors, I realized that JBL did not really have any 3D animation for its monitors. So, I decided to create one to visualize the unique design of these monitors!

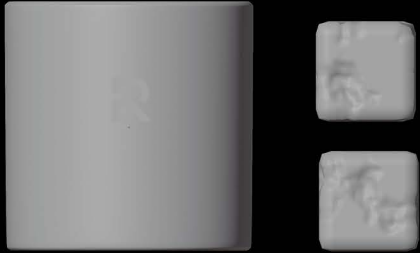
WORKFLOW

Concept Sketch
Story Boarding
3D Modelling : all objects
UV Unwrapping and Texturing
Lighting
Animation
Rendering
Composition of all scenes
Color-Grade



SPLASH

FLUID SIMULATION



In this 3D render, the orange liquid is depicted in vivid, lifelike detail, with a sense of movement. The ice cubes can be seen floating in the glass, adding a touch of realism to the scene. The overall effect is one of dynamic energy, with the orange liquid seeming to gush out of the glass in a burst of excitement.

WORKFLOW

Concept Sketch
3D Modelling : all objects
Fluid Simulation
UV Unwrapping and Texturing
Lighting
Rendering
Color-Grade



CONCEPT PHONE

PRODUCT ANIMATION



As many of us keep our phone screen facing down to avoid damage to the camera given that most phones have a camera that extrudes out of the body. this phone is designed to help keep tabs on notifications giving easy access to multiple apps using the back screen while their phone is screen first on the table.

WORKFLOW

- Concept Sketch
- Story Boarding
- 3D Modelling : all objects
- UV Unwrapping and Texturing
- Lighting
- Animation
- Rendering
- Composition of all scenes
- Color-Grade

BEYOND SPACE

SHORT-LOOP ANIMATION

The limits of space can only be defined by going beyond....thinking about a way back home!

This animation was Inspired by Interstellar and was a NFT that was sold to Patrick Lawler on Foundation. www.foundation.app

WORKFLOW

Collecting references
StoryBoarding
3D Modelling all objects except the spacesuit
Environment Development
UV Unwrapping and Texturing
Rigging
Animation
Lighting
Rendering
Composition
Color-Grade





BEYOND REALITY

SHORT-LOOP ANIMATION

Third part of the Beyond series symbolizing a state of surrealism beyond space and time.

WORKFLOW

Collecting references
StoryBoarding
3D Modelling all objects except the spacesuit
Environment Development
UV Unwrapping and Texturing
Rigging
Animation
Lighting
Rendering
Composition
Color-Grade

ANIMATION TIMELAPSE

ANIMATION.BYNEIL

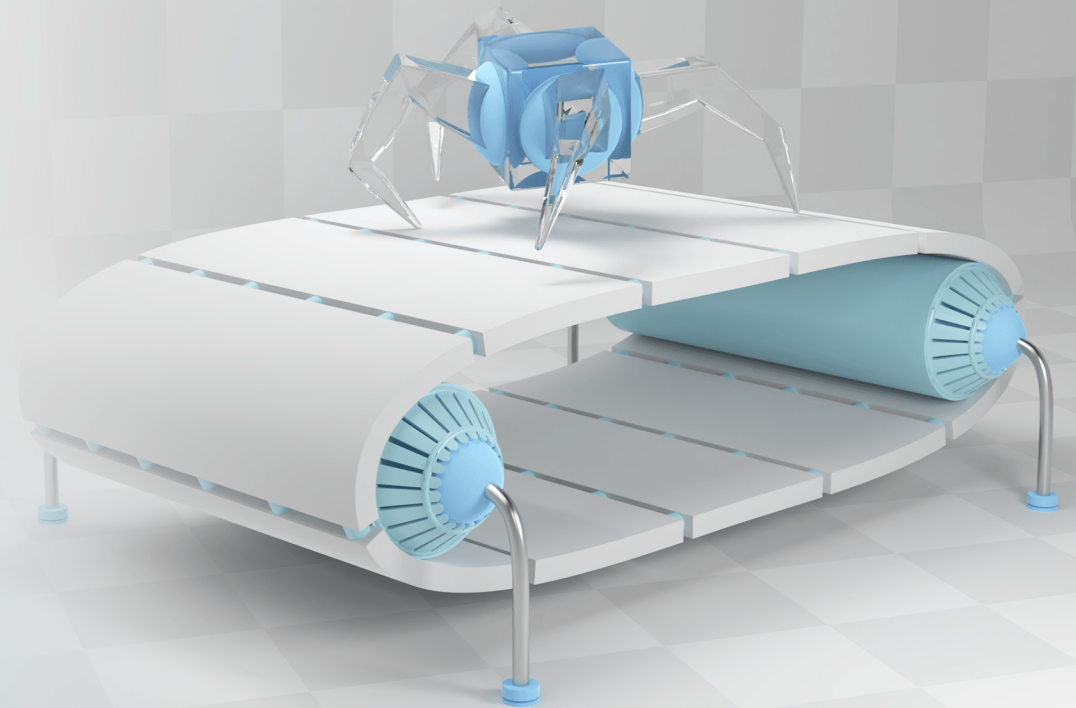
CRAWLY

SHORT ANIMATION

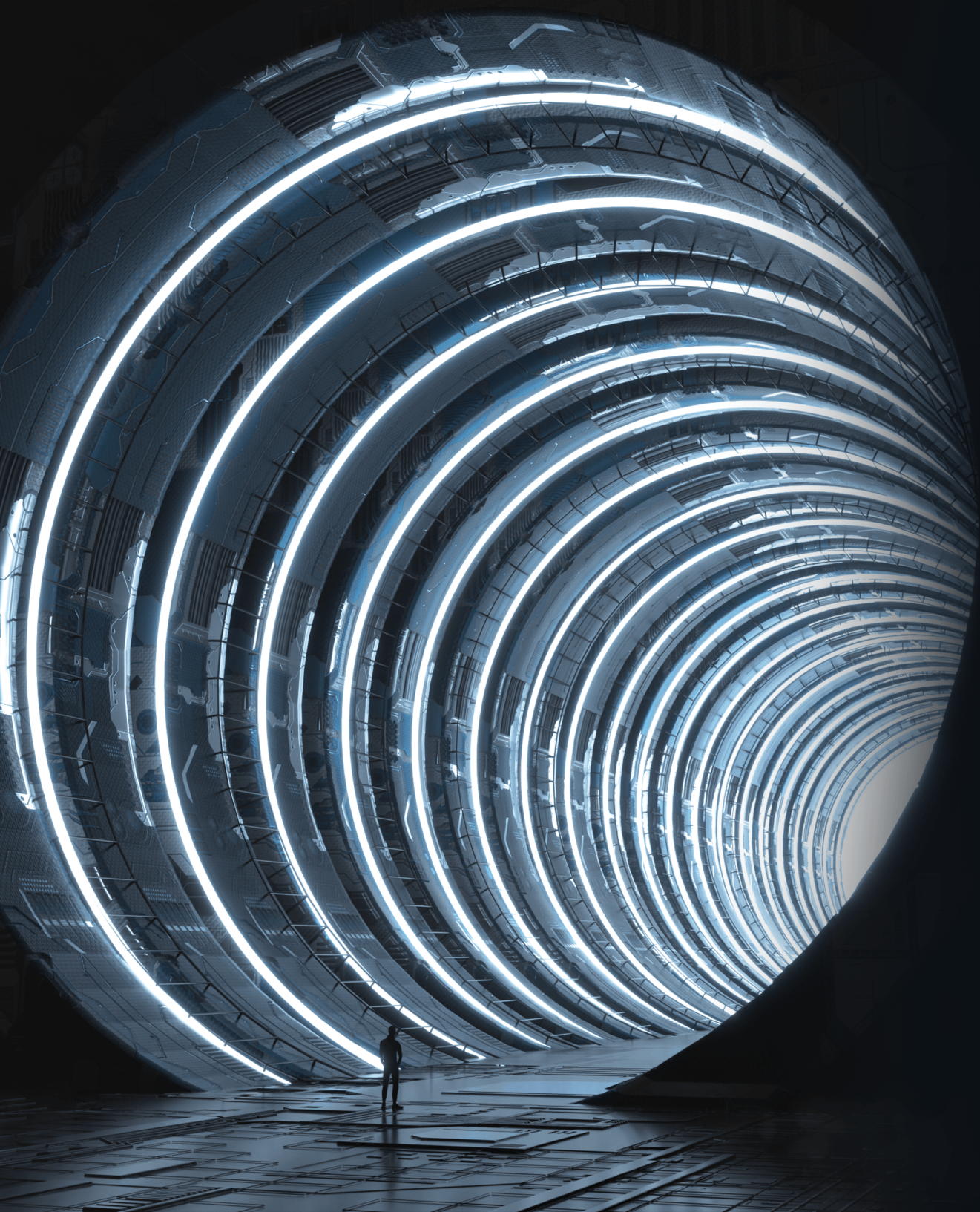
In this 3D animation, we see a cute and quirky 4-legged cubic cartoon creature running on a treadmill with a checkered background. The creature has a chunky, blocky body and its limbs are short and stubby. This playful depiction is perfect for a kids' show or a lighthearted video game.

WORKFLOW

- Collecting references
- StoryBoarding
- 3D Modelling
- UV Unwrapping and Texturing
- Rigging
- Animation
- Lighting
- Rendering
- Composition
- Color-Grade



PERSONAL PROJECT



HYPERLOOP

CONCEPT ART

The future of transportation is here! Featuring a person standing in front of an enormous circular tunnel, resembling a futuristic hyperloop transportation system. The tunnel's intricate details and sleek design captivate the viewer's imagination and transport them to a world of futuristic possibility.

WORKFLOW

- Concept Sketch
- 3D Modelling all objects
- Environment Development
- UV Unwrapping and Texturing
- Rigging
- Lighting
- Rendering
- Composition
- Color-Grade

WARMTH FROM WITHIN

VOLUMETRIC RENDER

In this 3D render, a majestic deer stands amidst a field of grass and flowers, bathed in the warm glow of an orange sunset. The deer itself seems to radiate warmth and tranquility, standing peacefully in the midst of this idyllic setting. The caption, "warmth from within," perfectly captures the sense of peaceful contentment and inner peace that this scene evokes. Overall, the 3D render is a depiction of the beauty and serenity of nature, and serves as a reminder of the warmth and joy that can be found within ourselves.

WORKFLOW

Concept Sketch
3D Modelling : all objects
UV Unwrapping and Texturing
Lighting
Rendering
Color-Grade

ANIMATION TIMELAPSE

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DESIGN.BYNEIL

PERSONAL PROJECT

WARMTH FROM WITHIN



HALLOWEEN SHORT ANIMATION

The first dance animation was created to celebrate Halloween by entertaining and encouraging people to embrace the holiday's spirit. The main character of the animation is a zombie with a sword piercing through his body, accompanied by his skeleton minions. The dance is intended to bring joy and excitement to viewers as they participate in the Halloween celebrations.

The second animation is a CGI concept behind the scenes of the first animation which was released after Halloween. Here a character with trackers points on him is working on the animation that is portrayed above giving viewers a glimpse into the process of creating an animation.

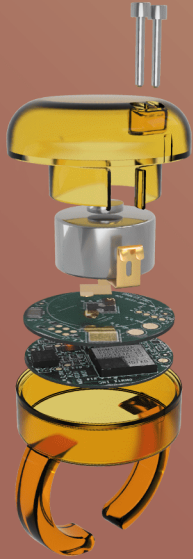
WORKFLOW

- Concept Sketch
- Story Boarding
- 3D Modelling : all objects except characters
- UV Unwrapping and Texturing
- Rigging
- Lighting
- Animation
- Rendering
- Composition of all scenes
- Color-Grade



OMNYK RING

PRODUCT ANIMATION



Product animation created for Omnyk a company that Delivers solutions for Data Driven personalizing care for patients with Cardiovascular disease.
www.omnyk.com

WORKFLOW

Analyzing the real world object
Clicking orthographic photos for reference
3D Modelling
UV Unwrapping and Texturing
Lighting
Rendering
Composition
Color-Grade



COMMERCIAL PROJECT



GROUND ZERO

SHORT ANIMATION

In this animation the atmosphere is tense and unsettling, as the soldier seems to be on high alert, ready to defend against any potential threats. The empty metro adds to the sense of isolation and danger in this post-apocalyptic world.

This animation was done to test SSGI addon for blender 2.9 that enhances shaders in eevee.

WORKFLOW

- Collecting references
- StoryBoarding
- 3D Modelling all objects except the soldier
- Environment Development
- UV Unwrapping and Texturing
- Rigging
- Animation
- Lighting
- Rendering
- Composition
- Color-Grade

ANIMATION TIMELAPSE

ANIMATION.BYNEIL

MINIMAL ARCHVIZ

INTERIOR DESIGN

A sleek and modern interior space that blends function with style. The clean lines and neutral color palette give the room a cohesive and sophisticated look, while pops of color and textural accents add depth and interest.

WORKFLOW

- Collecting references
- Concept Sketch
- 3D Modelling all objects
- Environment Development
- UV Unwrapping and Texturing
- Lighting
- Rendering
- Composition
- Color-Grade



INCEPTION

SHORT-LOOP ANIMATION

The animation showcases the power of technology to connect people and the potential for self-reference within digital media. The sleek and modern setting adds to the futuristic feel of the animation, immersing the viewer in a world where the lines between reality and virtual reality are blurred.

WORKFLOW

- Collecting references
- StoryBoarding
- 3D Modelling all objects except the character
- Environment Development
- UV Unwrapping and Texturing
- Rigging
- Animation
- Lighting
- Rendering
- Composition
- Color-Grade

ROCKET LEAGUE

GAME ASSET DESIGN

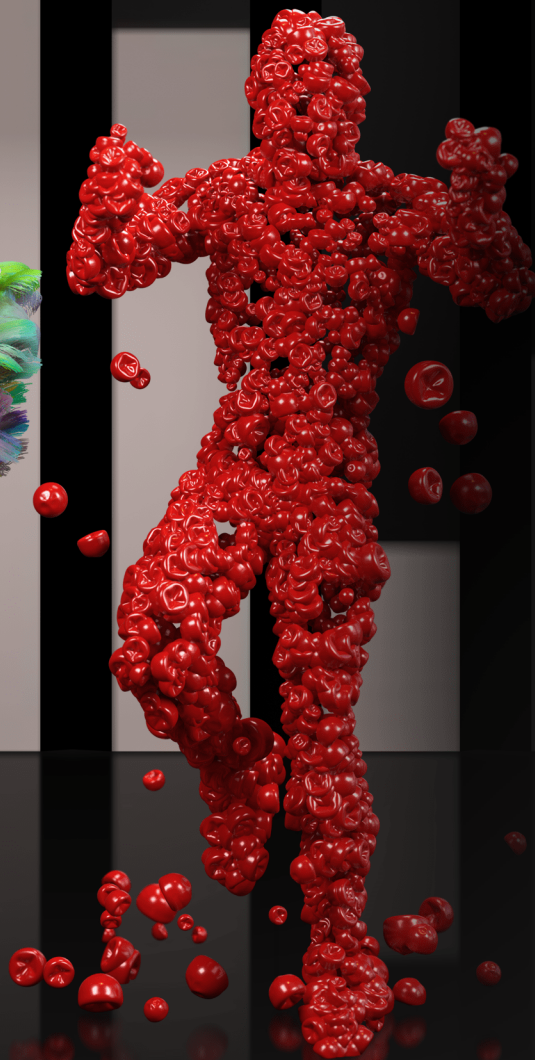


Concept Decals created for my favourite game

WORKFLOW

- Concept Sketch
- Analyzing References
- 3D Modelling : all objects
- UV Unwrapping and Texturing
- Lighting
- Rendering
- Color-Grade





VIBES

SHORT-LOOP ANIMATION

Fun, Energetic, and Abstract dancing characters inspired by Major Lazer Light it Up music video.

WORKFLOW

3D Modelling
UV Unwrapping and Texturing
Rigging
Animation using mixamo
Particle and Hair Simulations
Lighting
Rendering
Composition
Color-Grade

PROJECT ATLAS

FACIAL ANIMATION



A replication of an AI created using CGI to address multiple events on LED screens. The idea was initially inspired by Tomorrowland 2012.

Designed and gave vocal to a series of 9 animations that were created to host events such as collegefests and TEDx.

WORKFLOW

- Concept Sketch
- 3D Modelling
- UV Unwrapping and Texturing
- Lighting
- Recording the Voice over
- 3D tracking face using BlendARtrack via Lidar
- Animation
- Rendering
- Syncing Video and Audio
- Color-Grade





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SHOWREEL

