

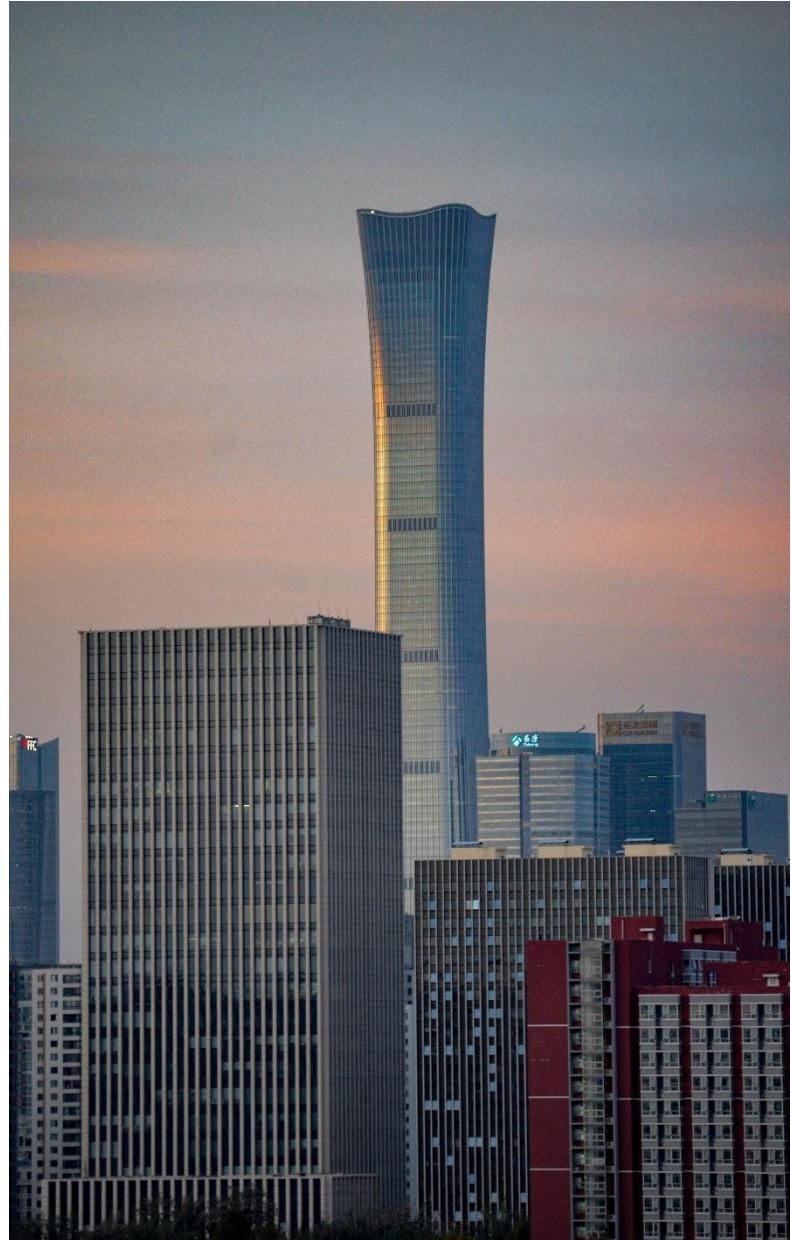


The picture was taken on campus

PORTFOLIO

王奕翔 WANG YI-HSIANG

Digital Media and Technology
Beijing University of Technology



CONTENTS

0 1

Photography

Photos & videos

0 2

3D Modeling

Hard Surface Modeling
Cartoon Character
3D Scanning

0 3

Unity games & VR

Survival Shooting Game
VR Simulation Driving Game

0 4

Animation

3D Original Animation
Animation Cases

0 5

APP Design

iOS APP Development
Website Construction

0 6

Internship Works

Product Modeling & Rendering
3D Display Animation

Photography



“The Bustle and Tranquility”

The original short film I shot records the bustling traffic and bustle of Beijing. Searching for lost details and beauty in campuses, parks, and daily life, and finding the meaning of life

Responsibility

Shooting, Composition, Post Production, Editing

Professional Technology

Front and rear focus, upscaling slow motion, delay photography, and focus change

Software

Photoshop, Adobe premiere, Adobe After Effects



Hard Surface Modeling

Software: Maya, 3ds Max, Substance 3D Painter,

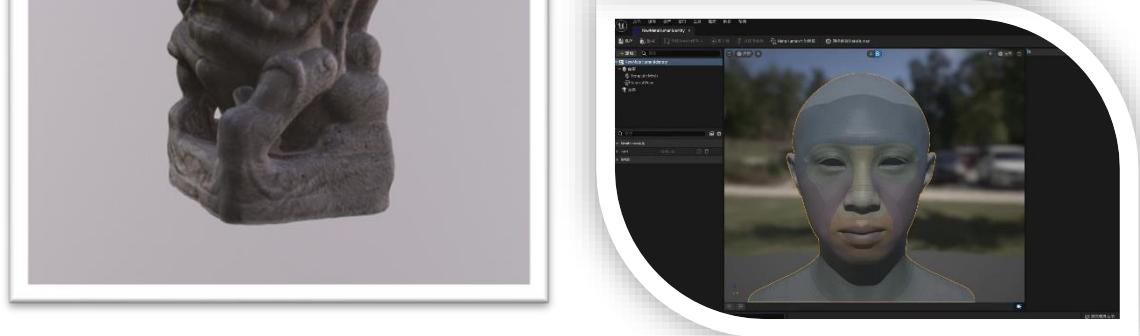
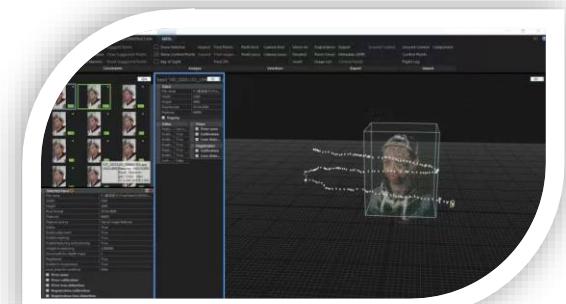
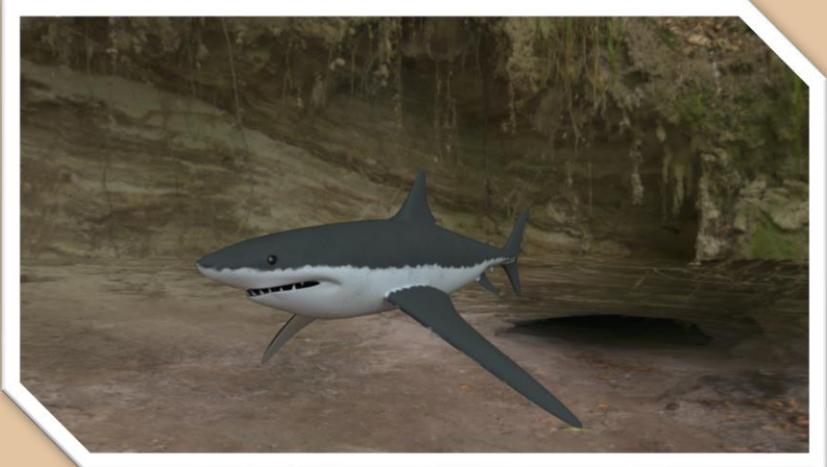


Only three
representatives
are selected
here



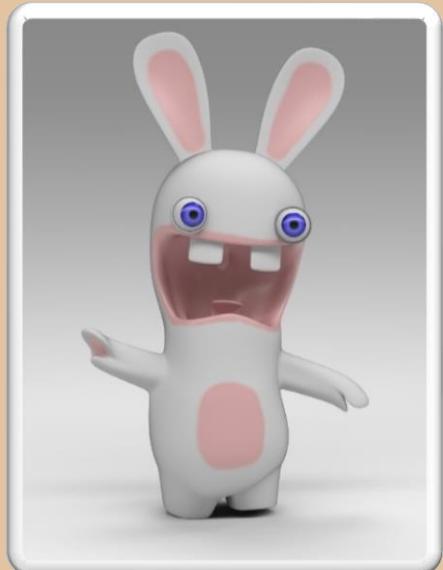
Software: Maya, Substance 3D Painter, Zbrush,
Capture Reality, Unreal Engine.

3D Scanning



Cartoon Character

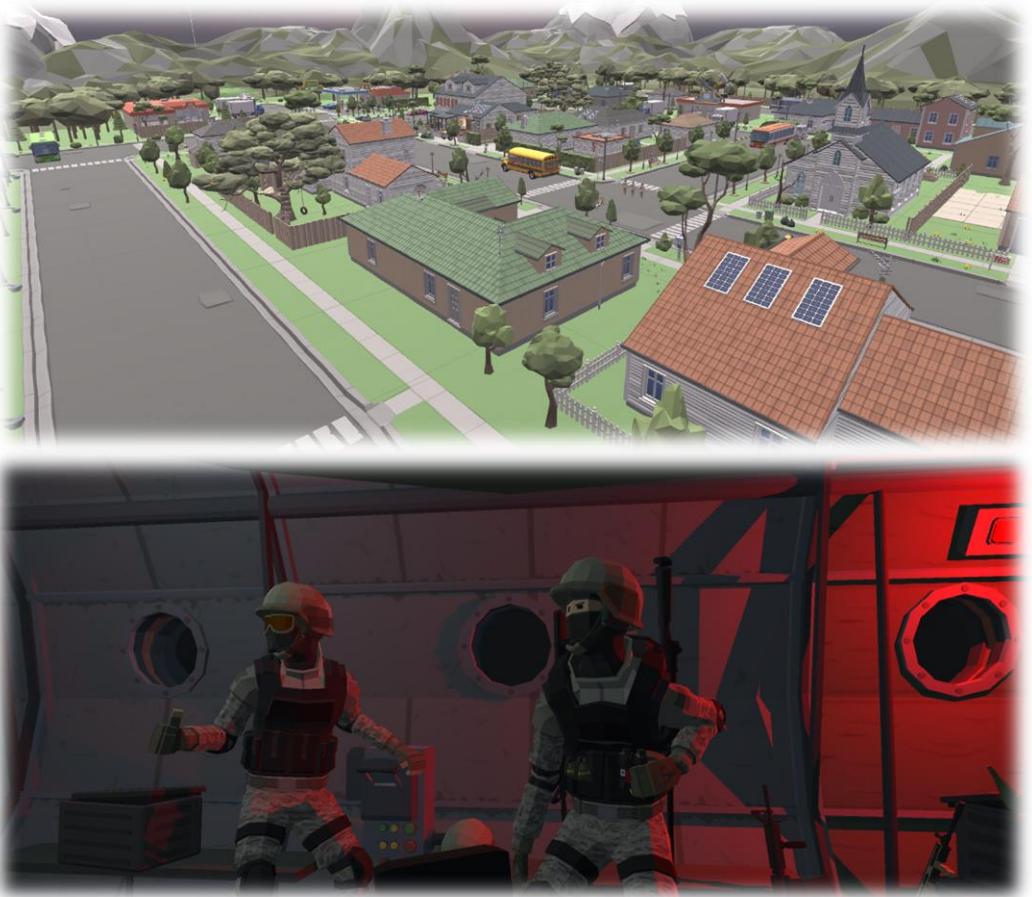
Rabbit, Shark, My Cartoon Character



Sculpture,
My
Metahuman

Unity Games

“Zombies Town”



This is a first person perspective shooter game, where players need to find a way to escape the town and avoid the pursuit of zombies in order to win

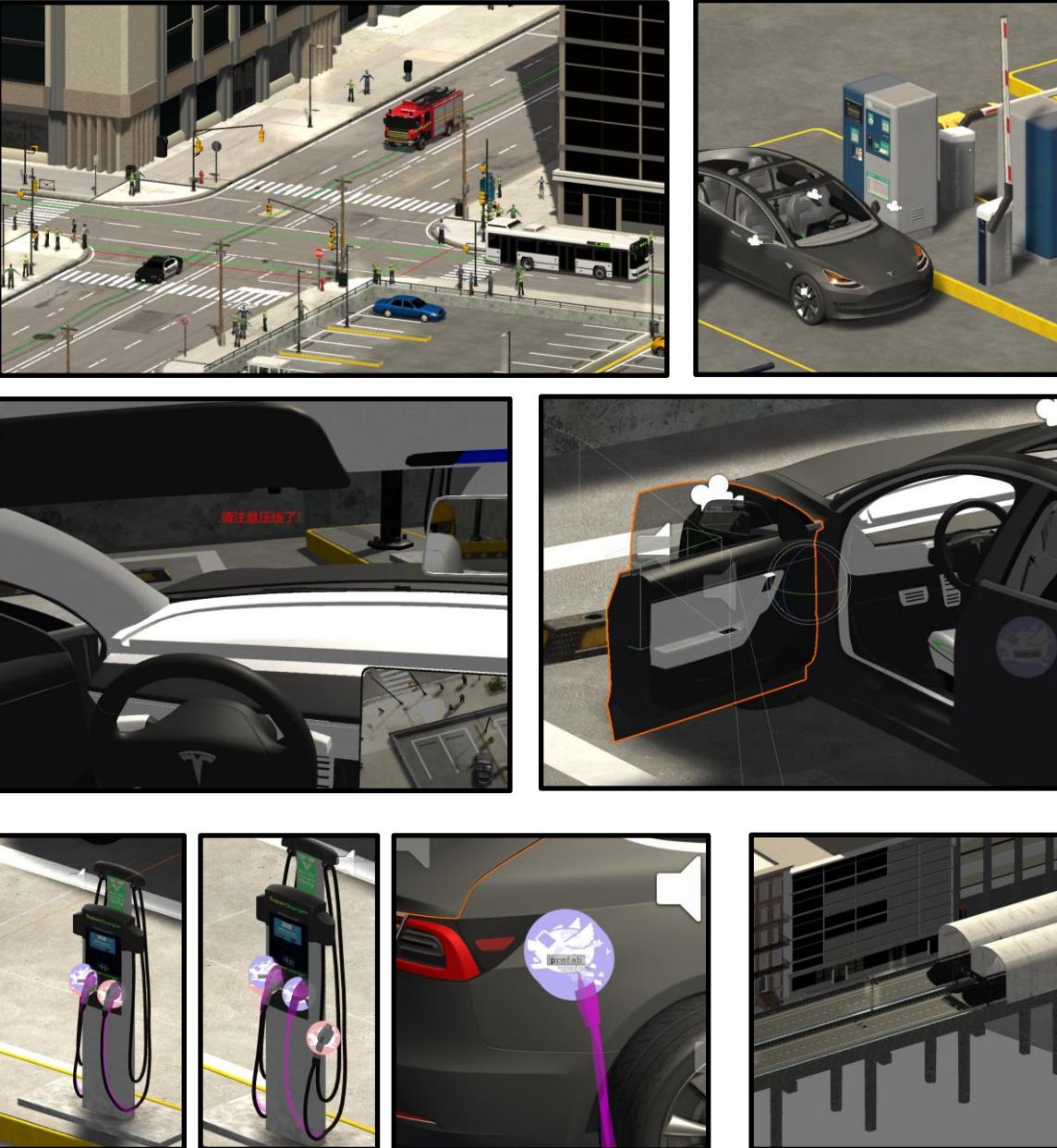
In the game, you can use rifles, knives, and grenades to attack zombies. You can use the oil tanks, gas tanks, and gas stations on the map to suppress the movement of zombies. There are many interactive objects and particle effects in the game, providing players with a better experience.



VR Car Driving and Parking Simulation



This is a VR game where players can use VR helmets and controllers to simulate driving and parking exercises, as well as play with the built-in VRTK simulation VR device. Players can freely walk in the city and also drive vehicles freely. The city includes facilities such as highways, alleys, highways, parking lots, and parking buildings. While driving vehicles on the road, there are also NPC pedestrians and vehicles, and players need to avoid them. When parking, the vehicle can be observed through the rearview mirror to see if the line is pressed, and the system will also provide voice prompts. ***This game won the Third Prize in the North China Division of the 11th National College Student Digital Media Technology Works and Creativity Competition in 2023.***



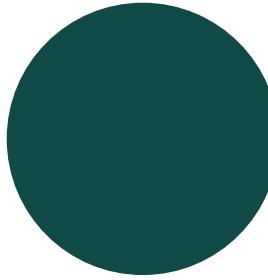
VR Car Driving and Parking Simulation



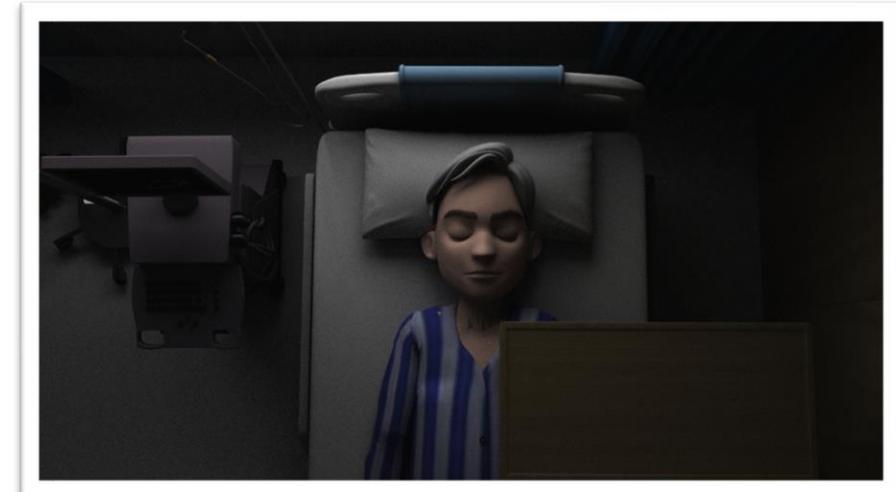
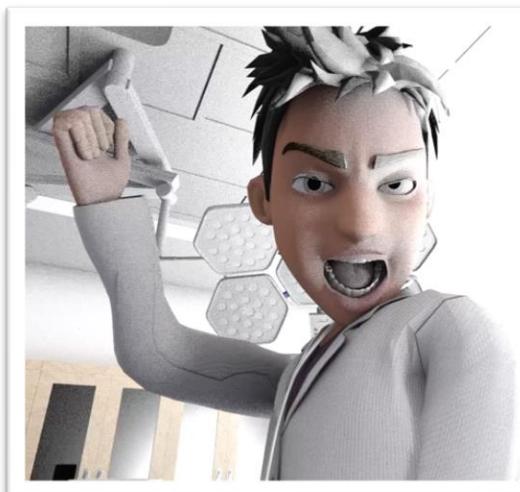
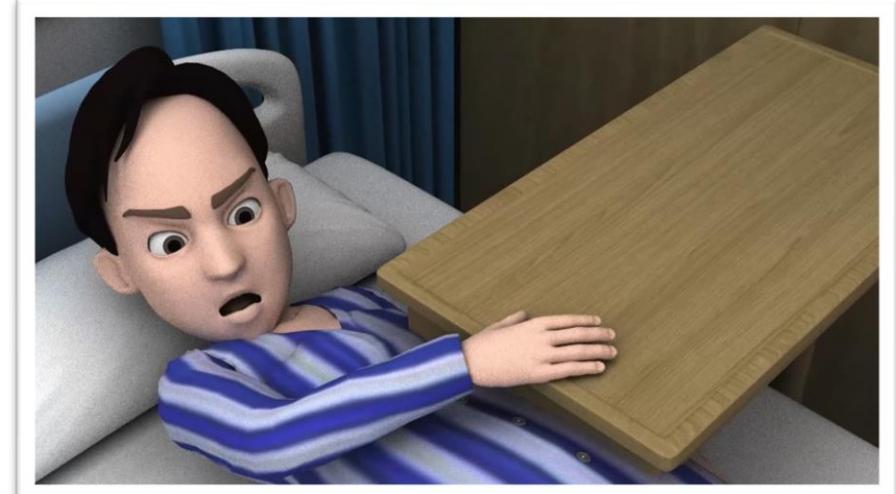
We have mature transportation system simulations and reasonable urban planning, which can allow players to experience the fun of VR driving and parking.

"Misdiagnose"

The theme, part of scenes and plot of this 3D animation were created by me. The protagonist was diagnosed as a vegetative, but his consciousness still exists and the doctor did not notice. It wasn't until decades later that he was discovered to be just a paralyzed normal person. And is this because the doctor's medical skills are not high, or is it because someone has harmed them, or even because the doctor has ulterior motives?



3D Original Animation



Animation Cases

“Racing animation”



The following are all animations created by Blender based on personal interests and self-study



The 6th World 3D Rendering Competition "Endless Engines"
The above is a clip I personally made for this competition,
which is about the police and bandit chase series.



This video has been uploaded to Wallpaper Engine and has received over 300 downloads and favorites

Animation Cases



Character rendering and appearance animation in the game "Apex Legends"

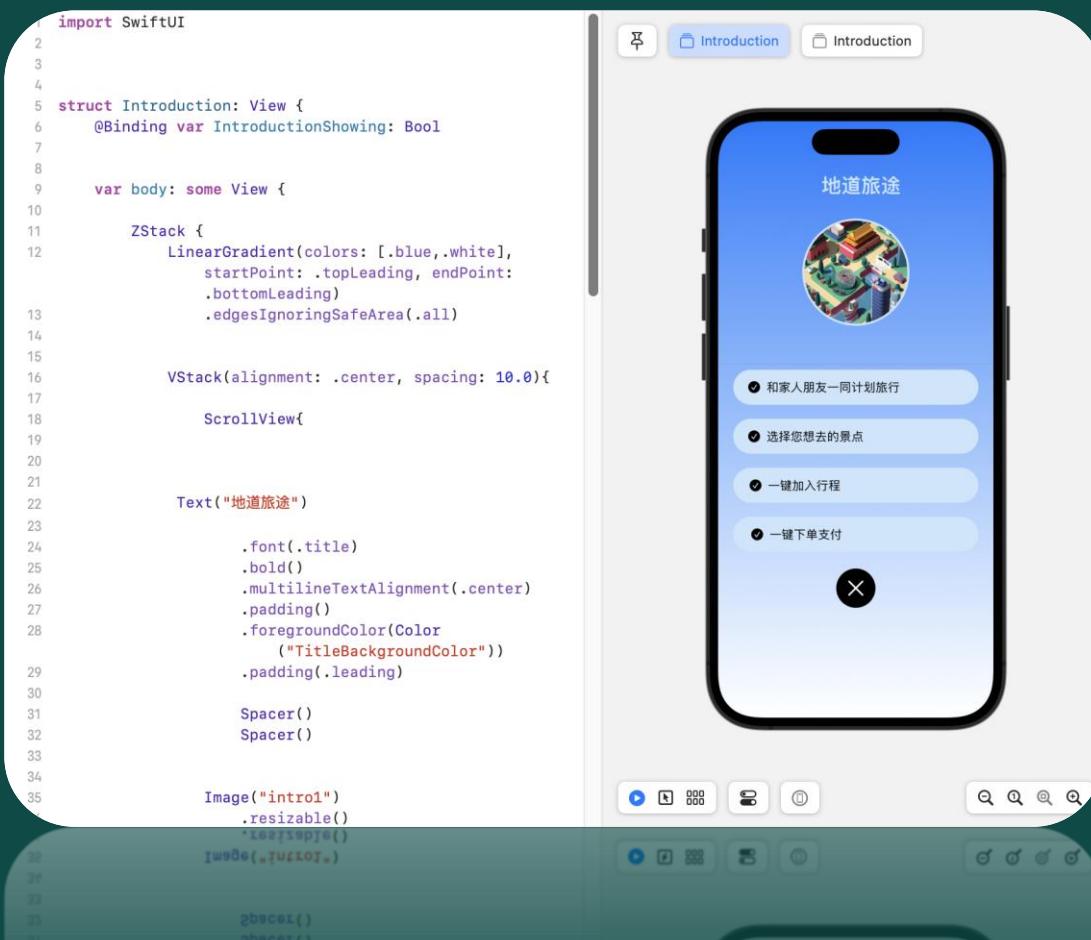
The above cases involve multiple techniques such as bone binding, special effects, smoke and light rendering, all of which are made using Blender.



iOS APP Design

"Idiomatic Journey"

This is a comprehensive application that mainly introduces Beijing cuisine, attractions, and itinerary information.

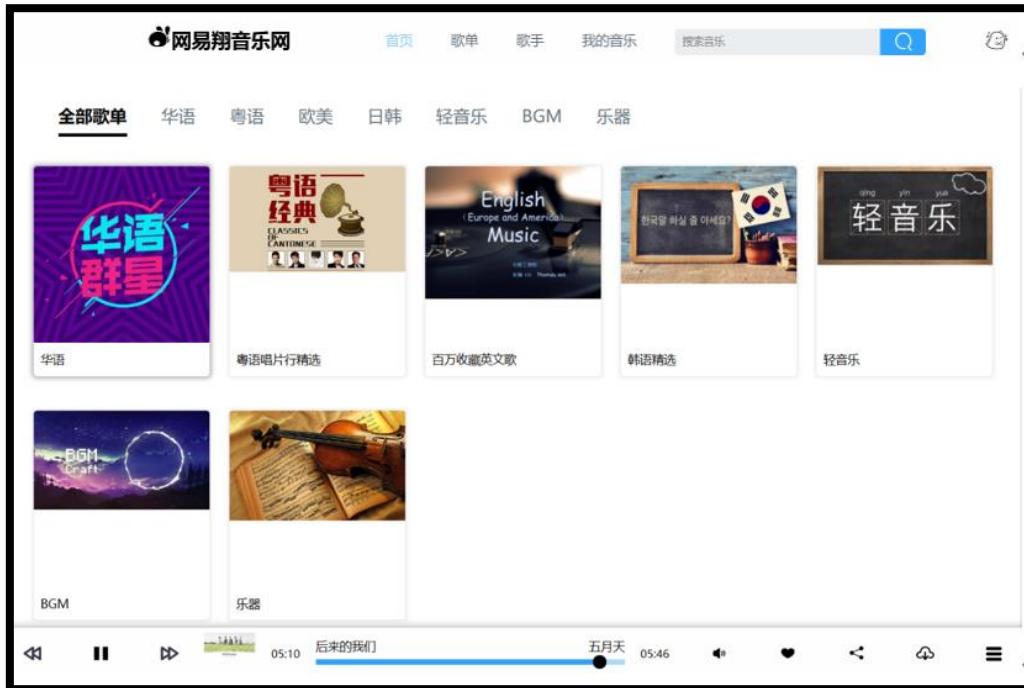


I am responsible for designing the features, style, and two pages of this application. The rest is completed by two other team members.

Website Construction

“Online Music Website”

This music website was built by me based on the tutorial, including both the front-end and back-end. It can achieve various functions such as registration, login, online listening to songs, browsing lyrics, adding favorites, commenting and scoring. User data can be automatically classified in the backend.

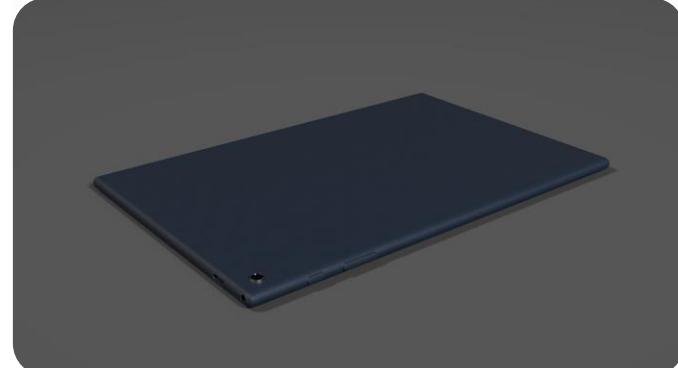


Tools: Idea 2021, Navicat mysql, Redis, Node v16.13.2, Maven 3.8.1

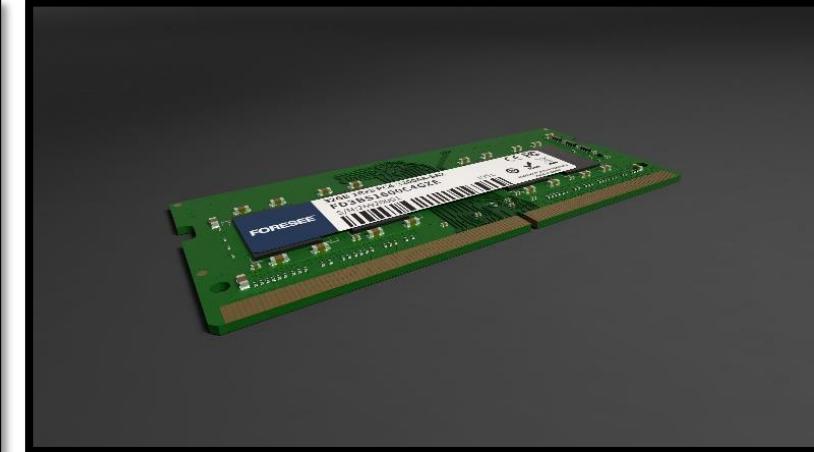
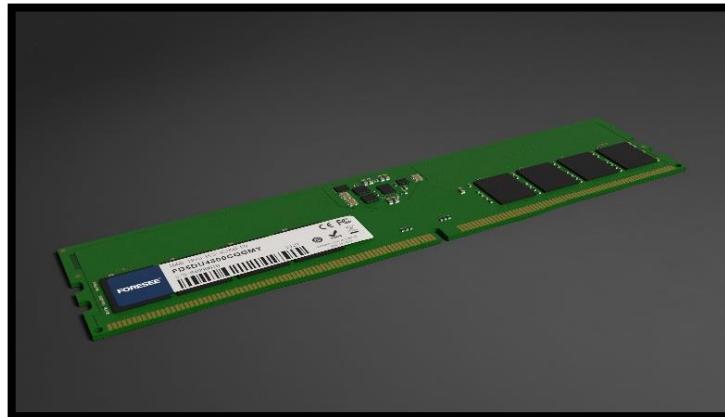
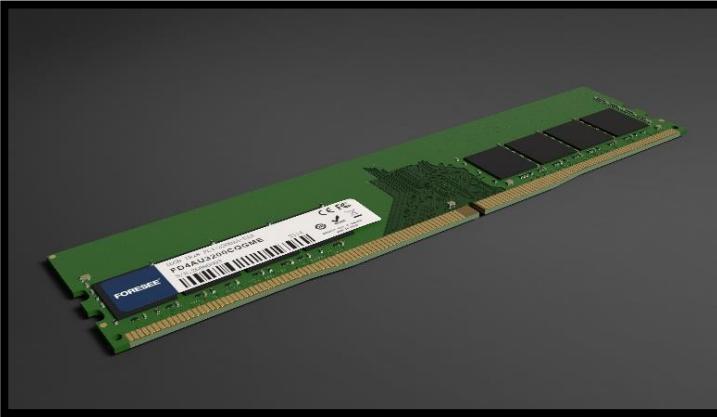
Internship Works

Shenzhen Longsys Electronics Co.,Ltd

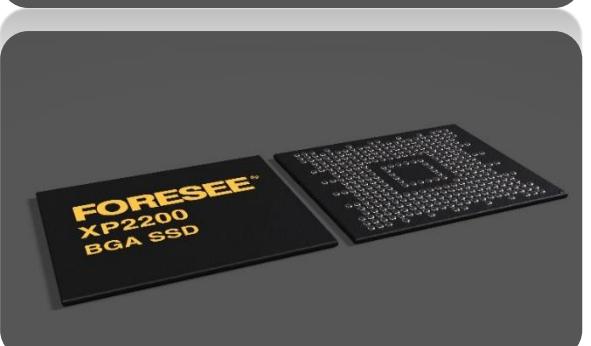
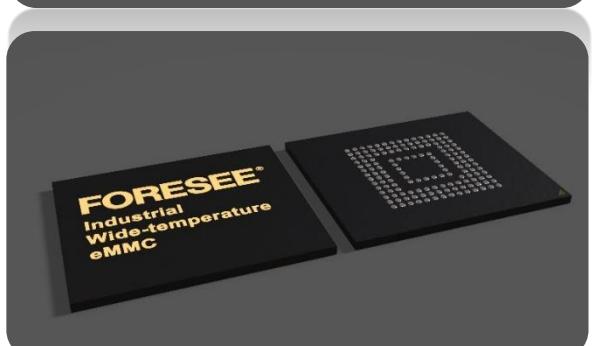
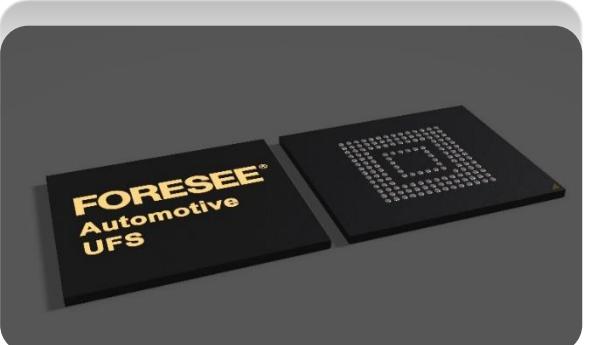
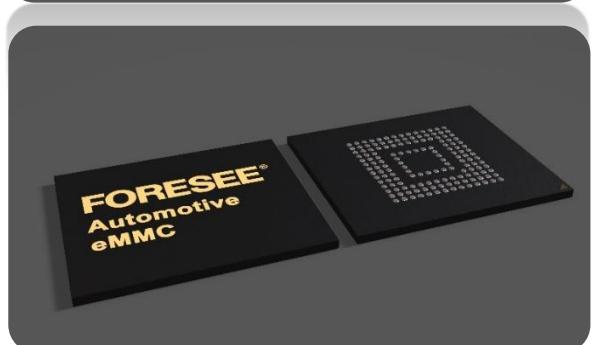
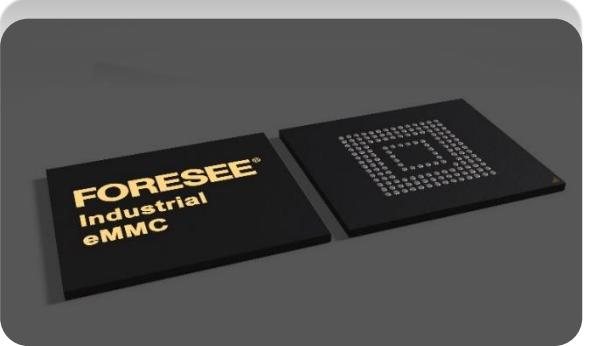
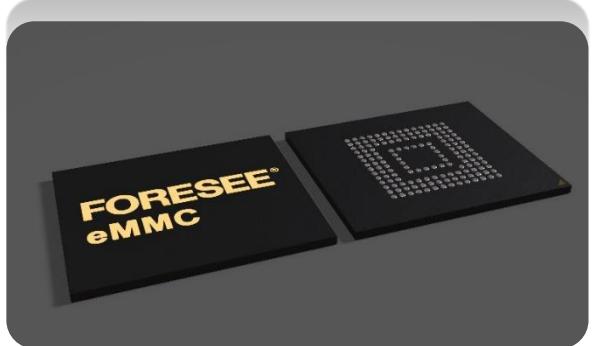
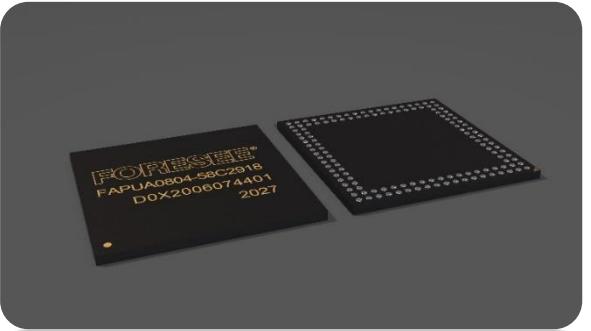
During this internship, I was mainly responsible for the production of product models and rendering work.



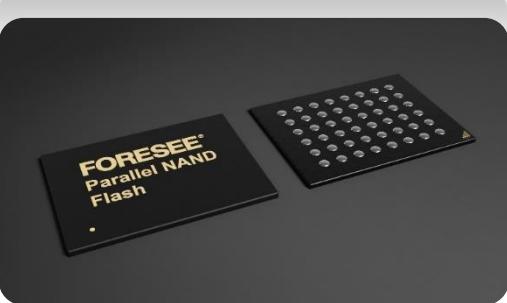
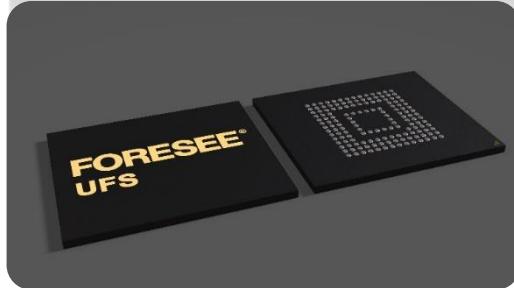
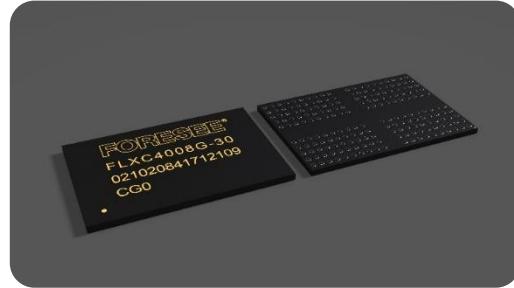
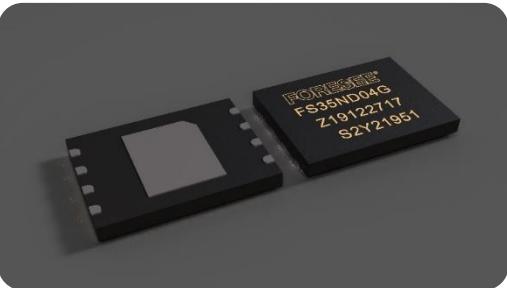
Internship Works



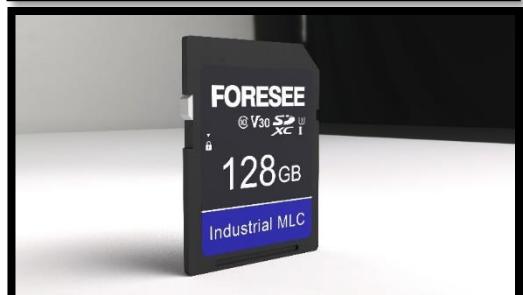
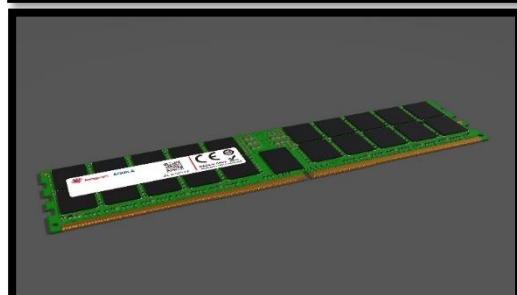
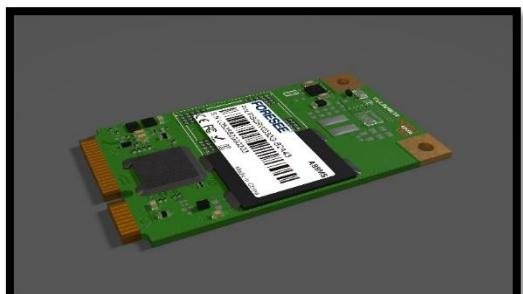
DDR4, DDR5, SSD



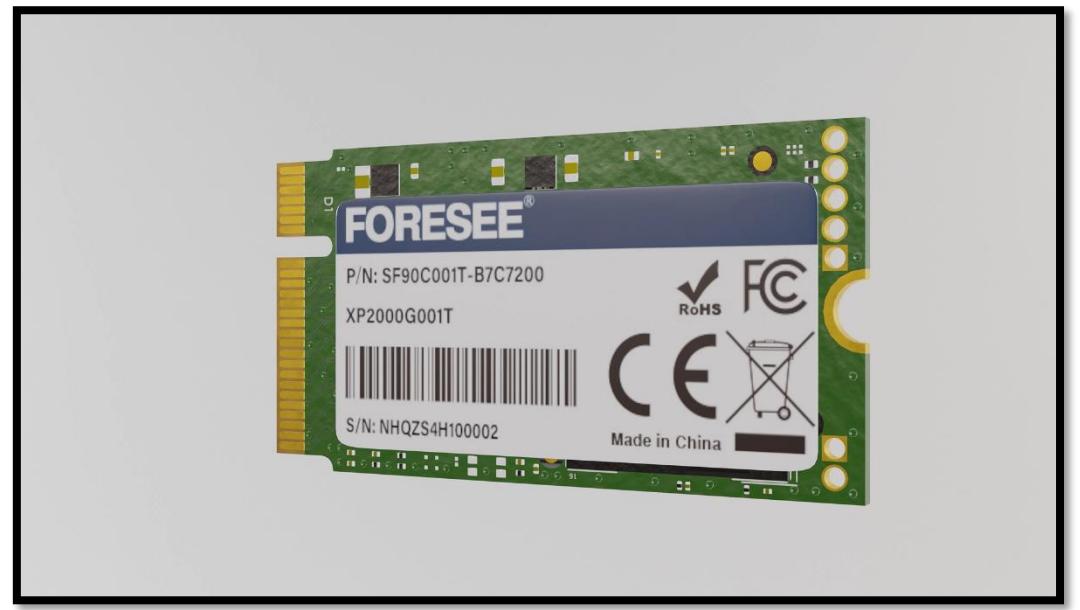
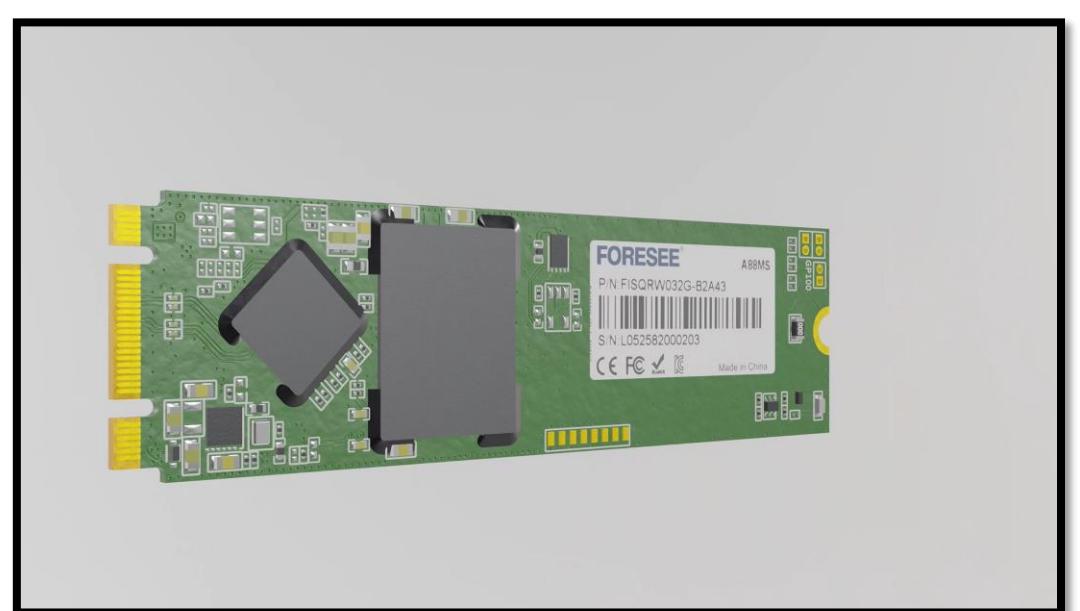
Flash Memory



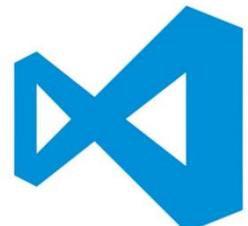
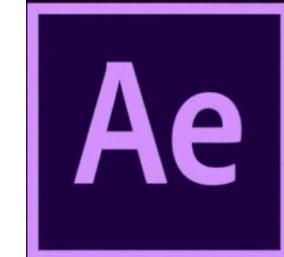
The above product renderings will be used for making posters, promotional videos, and other purposes.



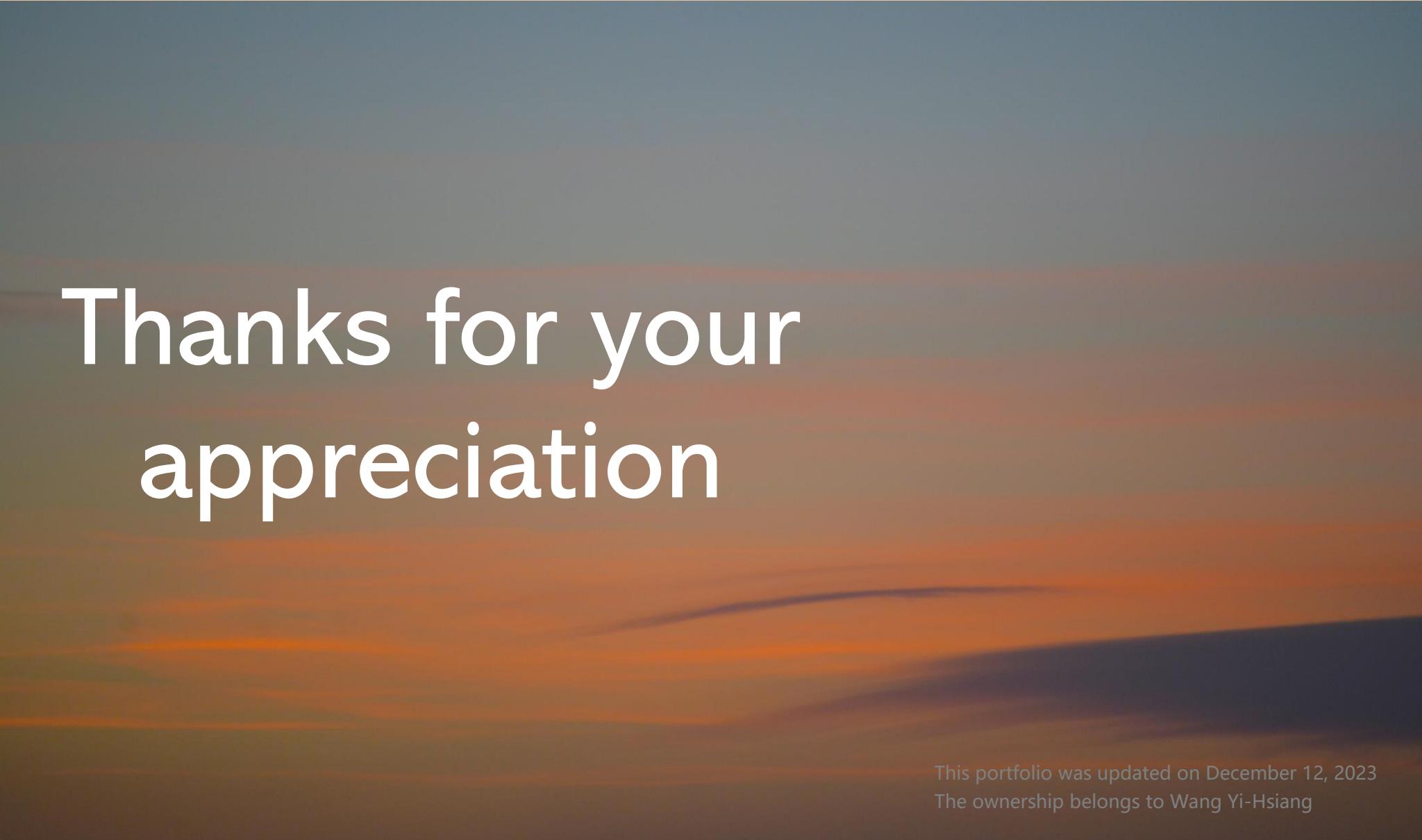
All the above products are equipped with a 360 degree display animation as shown on the right side.



Software



Portfolio

The background of the slide features a photograph of a sunset or sunrise over a body of water. The sky is filled with horizontal bands of color, transitioning from deep blue at the top to vibrant orange and yellow near the horizon. The water in the foreground reflects these colors, creating a peaceful and warm atmosphere.

Thanks for your appreciation

This portfolio was updated on December 12, 2023
The ownership belongs to Wang Yi-Hsiang