

BRYAN TANNOVENTO MELEDY

3D Artist - CV + Portofolio





Bryan Tannovento Meledy

3D Artist

I'm an IT student currently studying at President University. I consider myself a creative person and I'm open to any critics and feedbacks to my work for further improvements. I like to do 3D modeling a lot, especially characters. I love 3D animations and CGI, which is what motivates me into becoming a 3D artist. I'm mostly self-taught and it is my hobby and would probably become my passion and future career. I use Blender as my main 3D software and I've been using it for almost 2 years. I've got a good understanding on 3D modeling and the 3D world in general.

Contact

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Email

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Address

Jln. Katalia 3 No. 20, Taman Lembah Hijau, Lippo Cikarang

Education

2019

High School Graduate
SMAK Anglo Bekasi

2020

Undergraduate - Informatics
President University

Expertise

- 3D Modeling
- 3D Texturing
- Rigging
- Lighting
- 3D Animation
- 3D Design

Language

English

Indonesian

Experience

March 2021 - September 2021

President University

Introduction and Assignments - 3D Computer Graphics and Animation

Introduction to the world of digital 3D arts and learning the key basis of Blender 3D software, its use cases, 3D modeling and animations for certain industries. We were told to create 3D scenes and models in Blender including characters. For the mid-term, we were told to create a city scene in Blender and render the scene. For the finals, we have to create a scene and with at least a rigged 3D character for animation. The final project was done in a group.

September 2021 - April 2022

President University

Introduction and Assignments - Virtual Reality and Game Development

In this subject includes virtual reality, real life applications, and introduction to game development process. We learned how virtual reality can be applied to different scenarios including virtual reality games as well as learning how does a video game work, the game logic or programming, and types of games available. The assignments were game development and programming. In the mid-term and finals, we were assigned in a group to create any video games using Unity game engine or similar software. We managed to create a side-scrolling platform game and a full first-person horror game. My task was to build the 3D assets for the games and learn some programming for the video game.

August 2022 - January 2023

PT Mafela Ranca Wana - Marawa Studio

3D Modeler

PT Mafela Ranca Wana or Marawa Studio is a multimedia company that provides creative services for clients. They've been involved in Animation Services, Video & Motion Graphics, and Game & AR / VR. I was assigned as a 3D modeler for the 3D Modeling Division in the company and was tasked in creating 3D models or assets for the other divisions in the company or the company's use including 3D animation. These 3D assets include props, environments, and character design and modeling.

Other Links

ArtStation

Link : artstation.com/bryantm

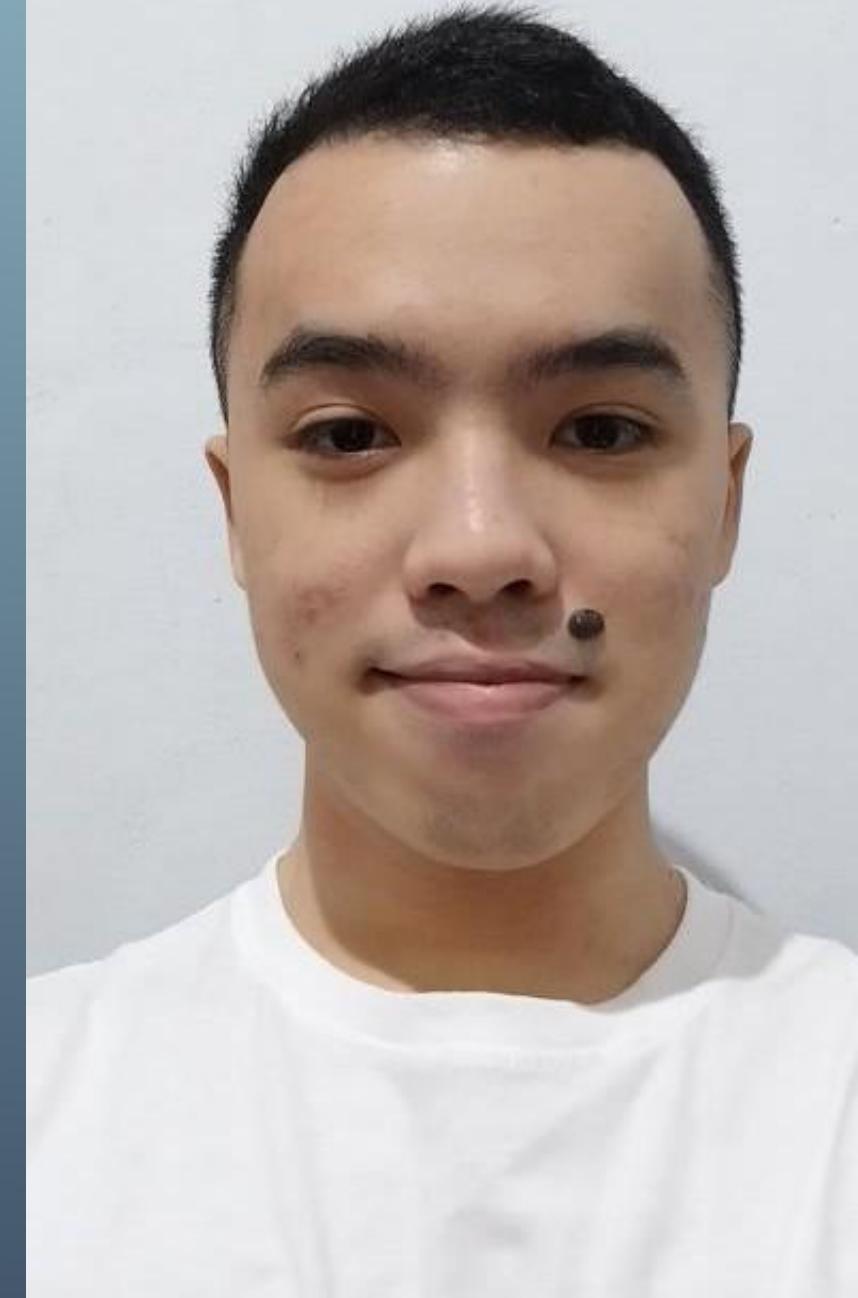
Instagram

Link : instagram.com/tmbryan19

RESUME

ABOUT ME

I'm Bryan Tannovento Meledy and I'm an IT student currently studying at president university. Aside from doing IT projects, I'm very passionate in doing 3D projects. Mainly 3D modeling and creating characters. I've worked on lots of projects in the past. From personal 3D projects, to 3D Internship projects and college 3D projects. I think that being a 3D artist is a fun job to do and it is my primary passion.



EDUCATION

- I learned about 3D in 2019 during high-school. I like 3D animations and I think they are cool. I then discovered an open source 3D software called Blender. And I've been using it since then. I learned a lot from online tutorials (Google, YouTube, Blogs etc). So I'm mostly self-taught in this subject.
- I entered and studied in President University and I've followed a subject called 3D Computer Graphics and Animation. I was taught more about the 3D world. I've also followed the game development subject and modeled characters and game assets to be used in the game. And I've been doing a lot of projects for that. Until now I've been making personal 3D projects and college projects or team projects.

I've done an internship at Marawa Studio as 3D Modeler.



This internship program (MSIB/Magang Studi Independen Bersertifikat) is held by Kampus Merdeka. I done this internship in batch 3 (Peserta Angkatan 3 MSIB).

Marawa Studio/PT Mafela Ranca Wana is a company located in West Sumatera that provides multimedia/creative services for clients.

I've been assigned to the 3D Modeler division and we're tasked to create 3D models based on mentors' or company's needs.



PELAKSANA PUSAT
KAMPUS MERDEKA



MSIB
magang dan studi independen bersertifikat

**Kampus
Merdeka**
INDONESIA JAYA

SERTIFIKAT MSIB

Diberikan Kepada :

Bryan Tannovento Meledy

ID Kegiatan : 3442429
Universitas Presiden
Jurusan Informatika

Sebagai :

Peserta MSIB Angkatan 3

Telah berhasil menyelesaikan tugasnya di **PT. Mafela Ranca Wana** dalam **program**

Creating and Development Remote 3D Animation Production

dengan posisi sebagai **3D Modeler** yang diselenggarakan pada **tanggal 18 Agustus - 31 Desember 2022**.

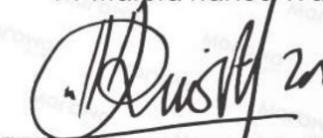
PIC Mitra MSIB
Marawa Studio



Chyntia Fitri Ayuni
Co-Founder



Payakumbuh, 01 Januari 2023
Ketua Program Magang
PT Mafela Ranca Wana,



Nusrito Zalins Adekory SST., M.Ds
Founder Marawa Studio

CAPAIAN PEMBELAJARAN PROGRAM

Divisi	No	Kompetensi	Jam	Nilai	Deskripsi Nilai Capaian
3D Modeler	1	Memahami Navigasi dan Tools Dasar Pemodelan 3D	210 Jam	100	Mampu melakukan analisis kebutuhan objek 3D dan Memikirkan Pola Kerja yang Realistik dalam mempelajari teknik dasar navigasi dan tools dasar modeling 3D
	2	Memahami Perancangan Bangun Ruang Sederhana	90 Jam	100	Mampu menyusun objek dasar bangun ruang dengan ide dan referensi yang diberikan dengan mempelajari teknik susun dan layout bangun ruang sederhana sesuai dengan pokok bahasan yang sesuai dengan concept art
	3	Memahami Pendalaman karakteristik Modeling 3D	240 Jam	100	Mampu memahami kerumitan topology objek 3D dengan mempelajari susunan dan kerumitan topology dasar objek 3D
	4	Memahami Penggunaan Dasar Tools Modifier	210 Jam	100	Mampu menggunakan tools Modifier untuk memodifikasi objek 3D secara sistematis dalam mempelajari logika dan fitur-fitur dari Tools Modifier yang telah di sediakan untuk mempercepat teknis pekerjaan
	5	Pengenalan Penggunaan Rigging Sederhana	120 Jam	100	Mampu menggunakan dan menyusun penulangan objek 3D (Rigging) yang sesuai dengan prinsip mekanika penulangan sesuai dengan kaidah penulanga yang ideal
	6	Memahami Proses Penggunaan Shader	90 Jam	100	Mampu memberikan kesan pewarnaan, tekstur, dan bayangan yang tepat pada suatu objek 3d dalam mempelajari proses mapping texture , perwarnaan, dan posisi bayangan yang tepat sesuai dengan arahan concept art
Total Activity			900 Jam	600	GRADE : A+

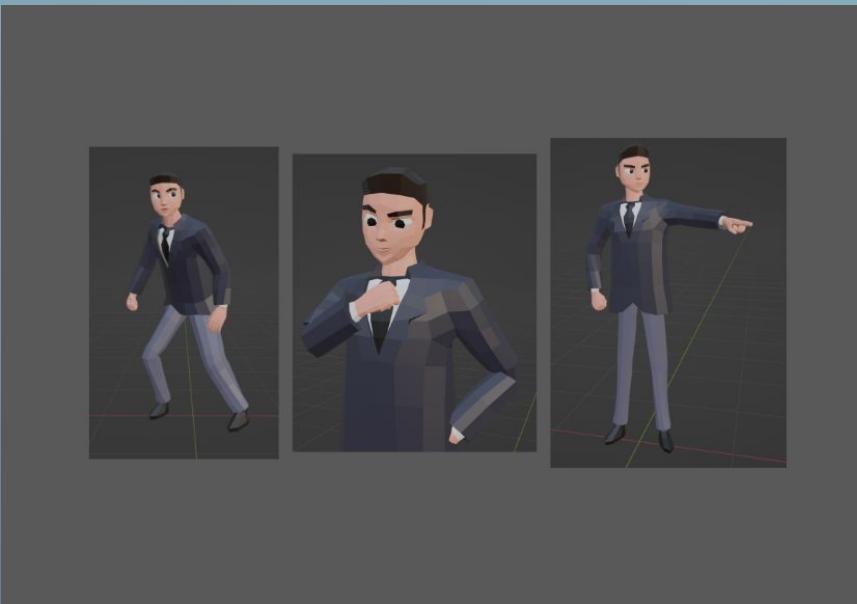
PIC MENTORING DIVISI
3D Modeler

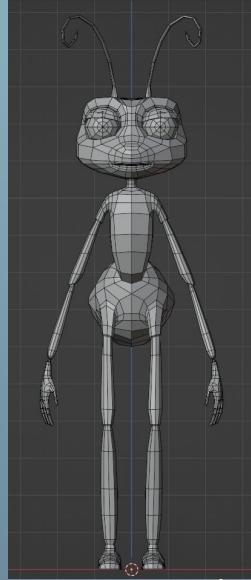
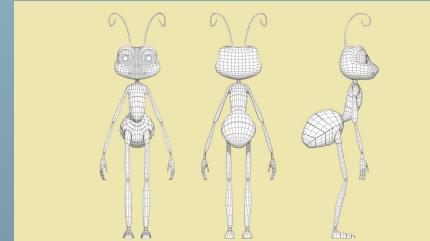


Taufik Gusman SST., M.Ds
Founder Marawa Studio



Projects that are done in Marawa Studio





LATEST PERSONAL PROJECTS



PROJECT CAUDA - 07

- This is the first ever robot character model that I've ever made. This robot is designed and created by me in Blender.

Finished in 2021
But still in development



Updated Model in 2022

CYCLES



TECHNIQUE USED

- UV Unwrapping and Texturing

It is unwrapped and textured using image textures and using combination with procedural textures.

- Shading/Lighting

Using lightings and light sources for the final render

- Box-Modelling

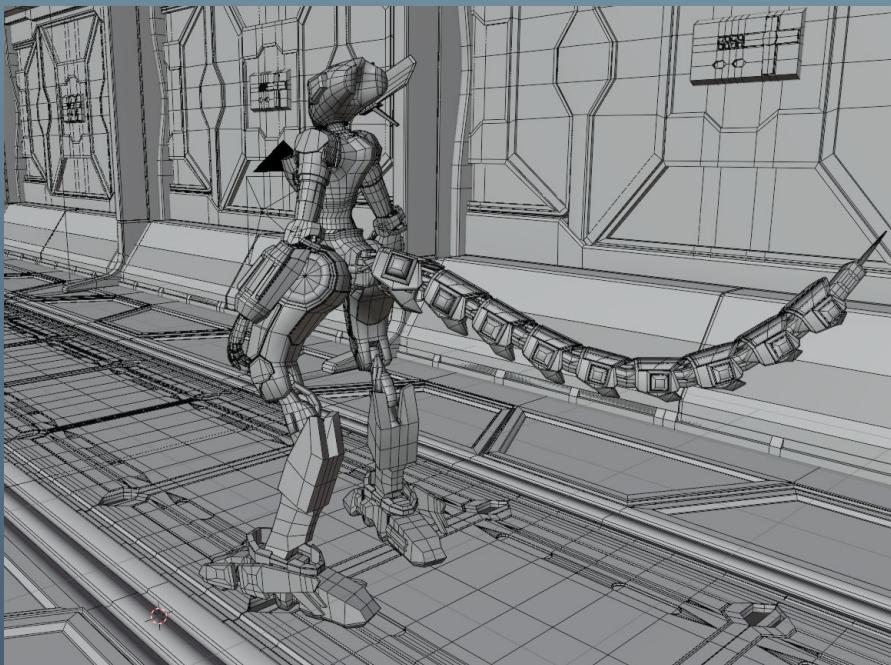
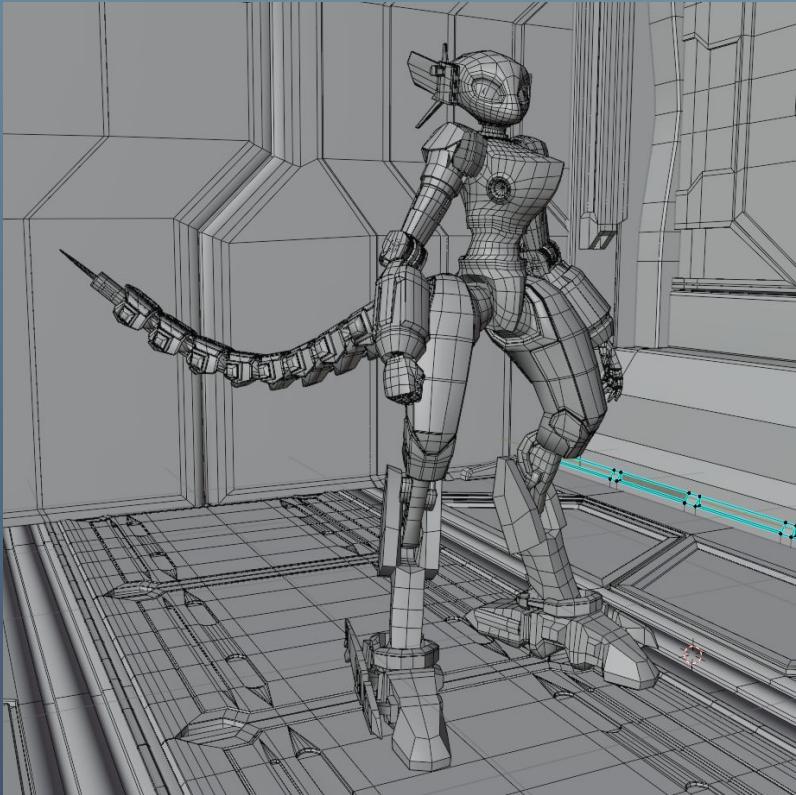
Models the robot from scratch. It starts from a base cube then is slowly shaped by moving vertices and subdividing them while also going for a good mesh topology.

- Rigging

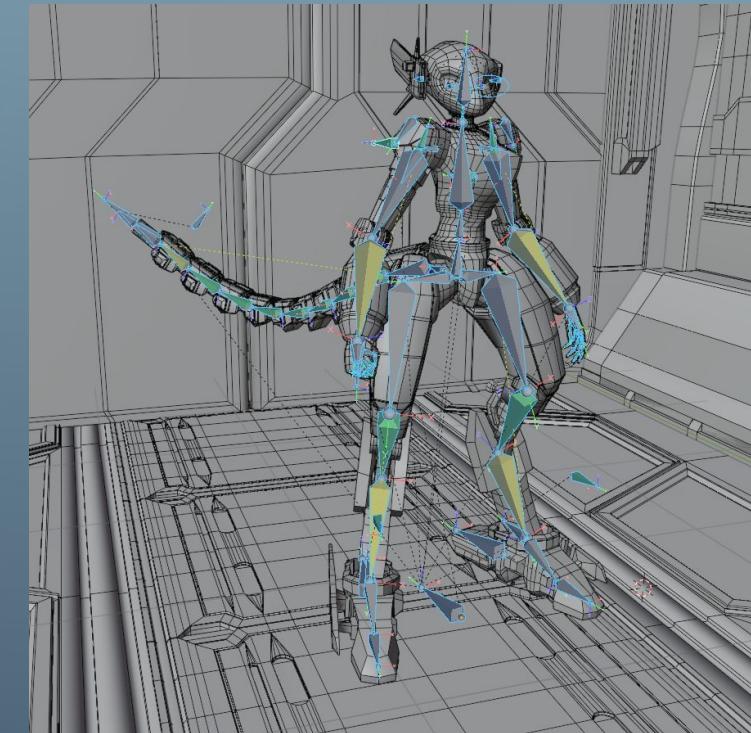
The robot is fully rigged from head to foot. Including the tail and eyes.

Images

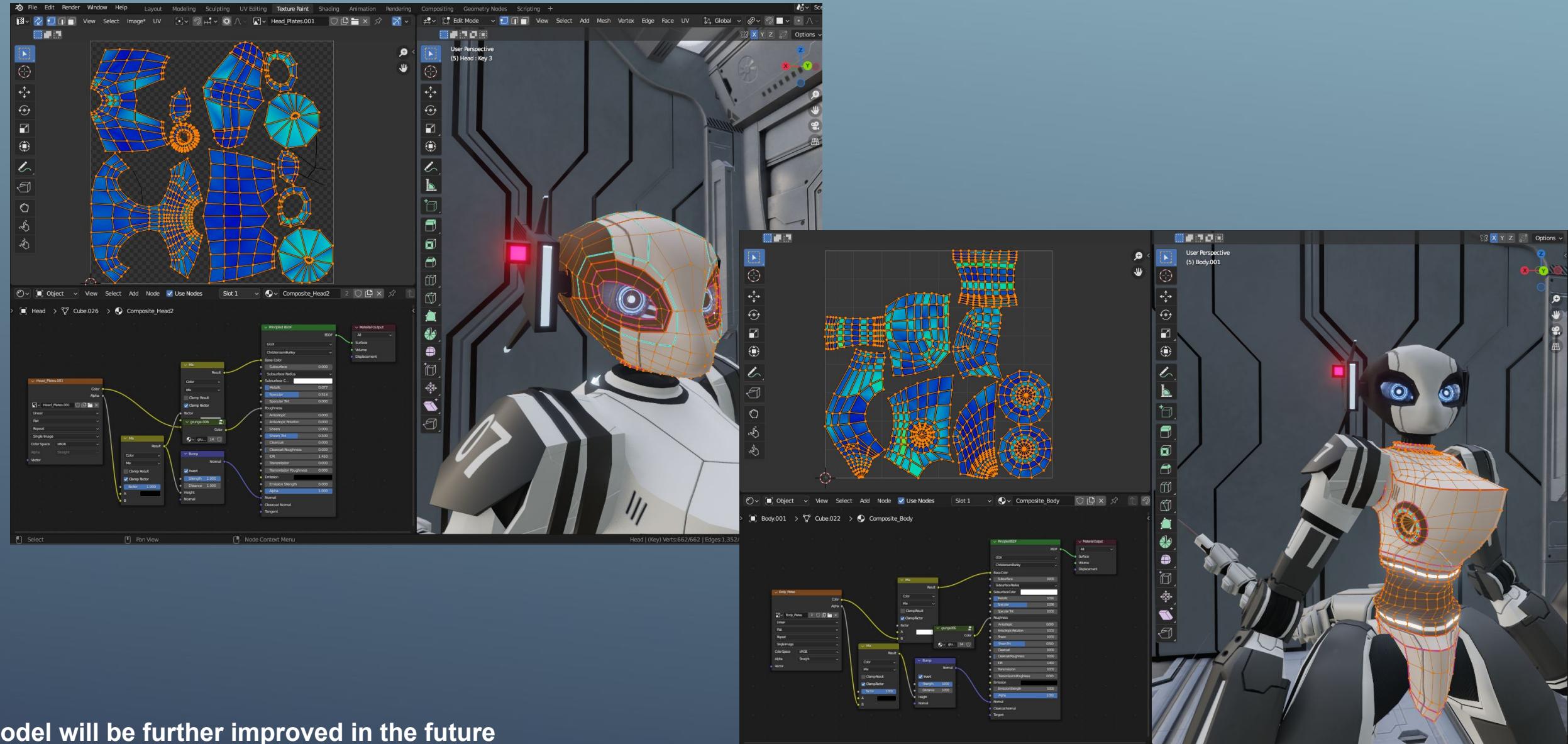
Wireframe/Solid view



Rig



MODEL SHADER AND UV MAP EXAMPLE



Recent models using similar techniques as Character 04

Note : Both models are still in need of updates for the future.

Character 05

Character 05 is a girl model that I recently modeled near the end of 2022. The aim of this character is to be a main protagonist of my future animations

Status : Still in development



Christmas Project 2022



Character 06

Character 06 is a girl model that I recently modeled near the end of 2022. This character features two extra arms on her back. The base mesh was already available to me. I aimed to model a humanoid character with mutant or monster characteristics.

Status : Still in development



Rendering

EEVEE

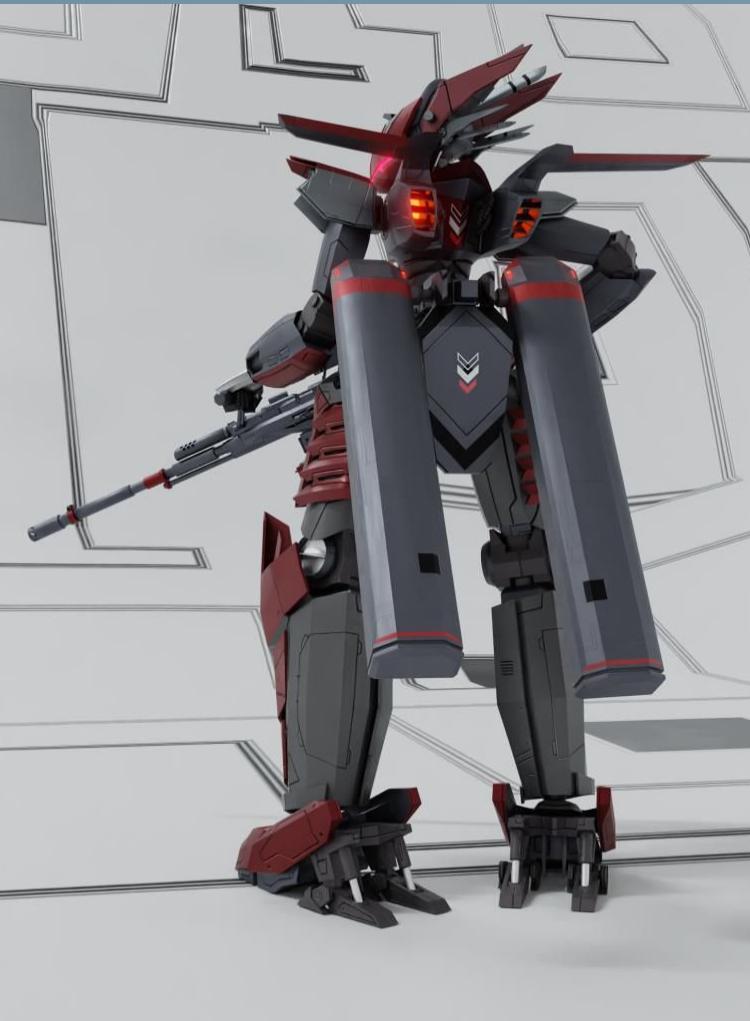


Cycles



PROJECT NX

- This is the second robot that I designed and created in Blender. The robot is used with similar technique to my previous robot project (Cauda-07).
- Finished in June 2022



Technique Used

- **UV Unwrapping and Texturing**

It is unwrapped and textured using image textures and procedural textures.

- **Shading/Lighting**

Using lightings and light sources for the final render

- **Box-Modelling**

Models the character from scratch. It's made from a base cube and slowly making up the shape by moving vertices and subdividing them while also going for a good mesh topology.

- **Rigging and Curves**

The robot is fully rigged from head to foot for articulations.

Images

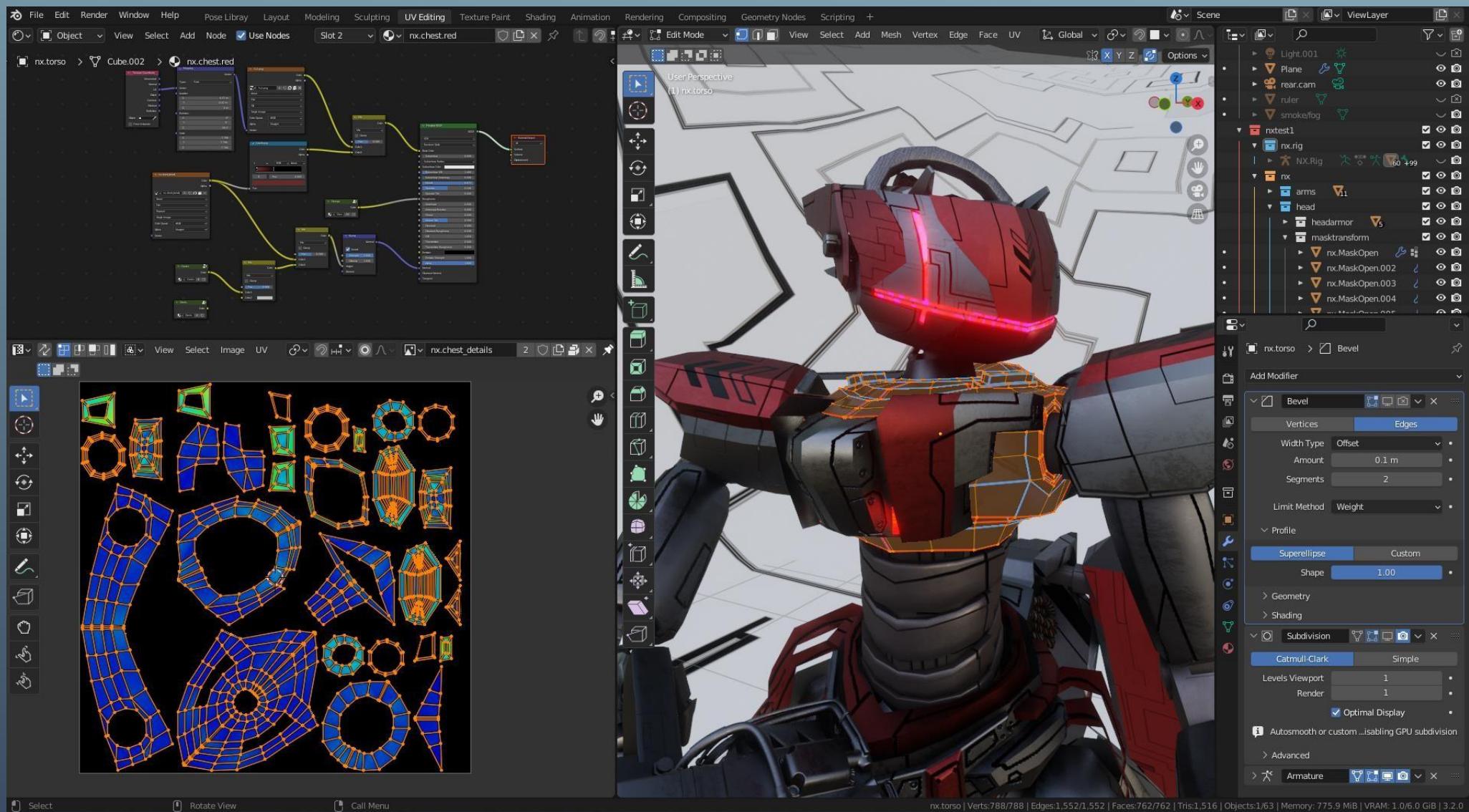
Solid View / Wireframe



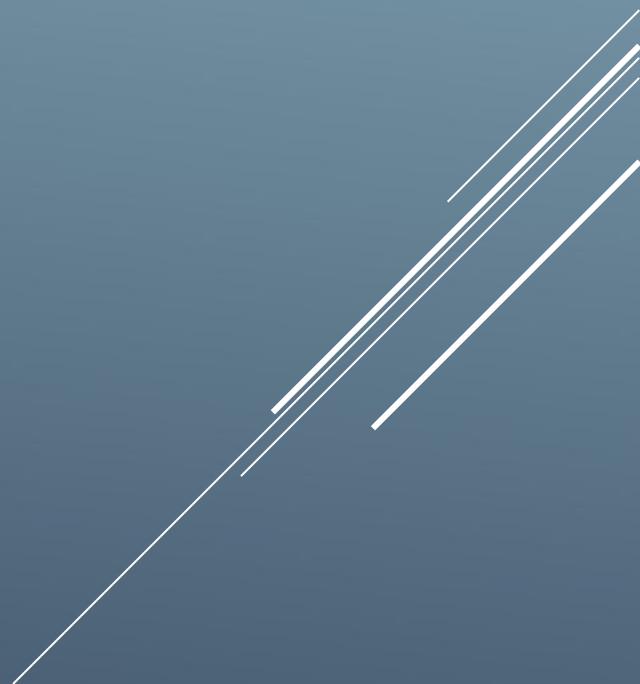
Rig



SHADER, TEXTURE AND UV MAPPING



Few Older Projects



PROJECT CHARACTER 04

- A character I designed and made in Blender. I attempted to follow a stylized art style for this one. It's a girl with a guitar
- Finished in July 2022



Technique Used

- UV Unwrapping and

It is unwrapped and textured using image textures and also combined with procedural textures.

- Shading/Lighting

Using lightings and light sources for the final render

- Box-Modelling

Models the character from scratch. It's made from a base cube and slowly making up the shape by moving vertices and subdividing them while also going for a good mesh topology.

- Rigging and Curves

The character is fully rigged from head to foot. And using curves to create the hair and also parenting to the armature. The face is moved with shape keys for expressions.

- Sculpting and Baking

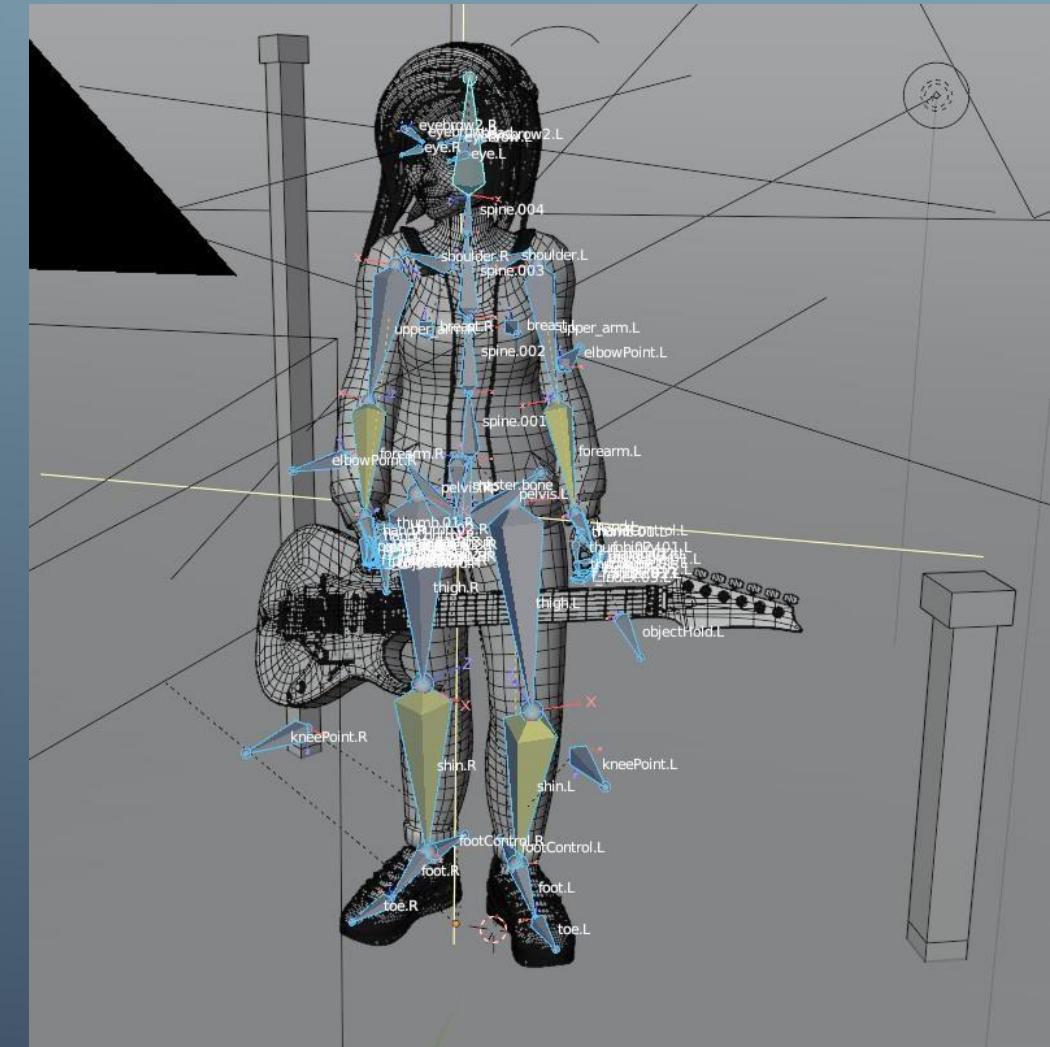
Some parts of the character were sculpted and then baked for normal textures.

Images

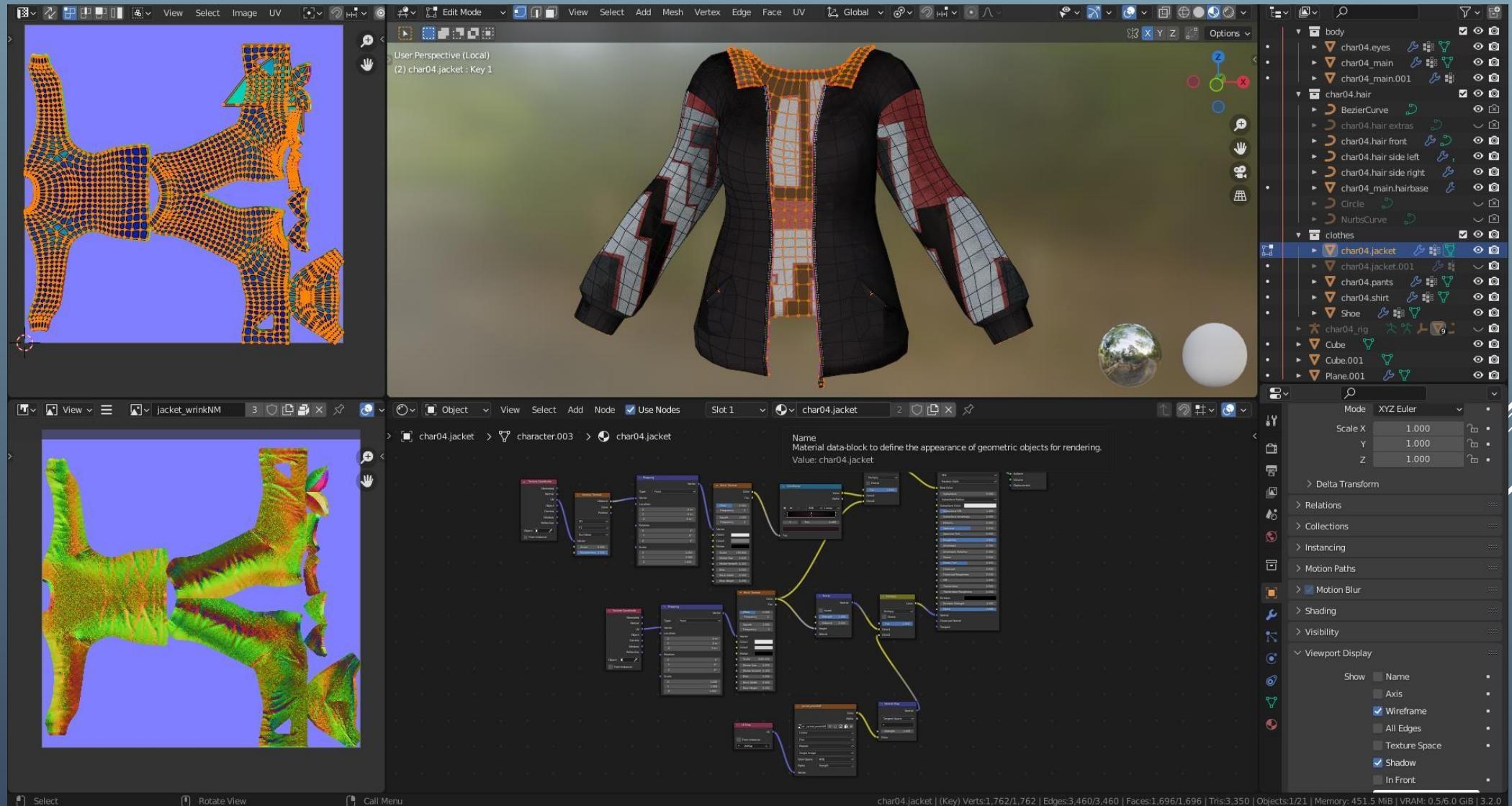
Solid View /
Wireframe



Rig



TEXTURE AND UV MAP



CITY PROJECT

- A city project that I made in Blender. This is an old project that I've done for college 3D Computer Graphics examination.



TECHNIQUE USED

- **UV Unwrapping and Texturing**

It is unwrapped and textured using image textures and procedural textures.

- **Shading/Lighting**

Using lightings and light sources for the final render. And also using volumetric lighting for the fog effect and better lighting effect.

- **Box-Modelling**

Models objects from scratch. Its made from a base cube and slowly making up the shape by moving vertices and subdividing them while also going for a good mesh topology.

- **Curves and Modifiers**

Using curves for making wires and modifiers for non-destructive workflow.

- **Importing Models**

Importing models created by other artists. I've created a low poly cars for the scene but now I used the better car models created by other 3D artist.

IMAGES

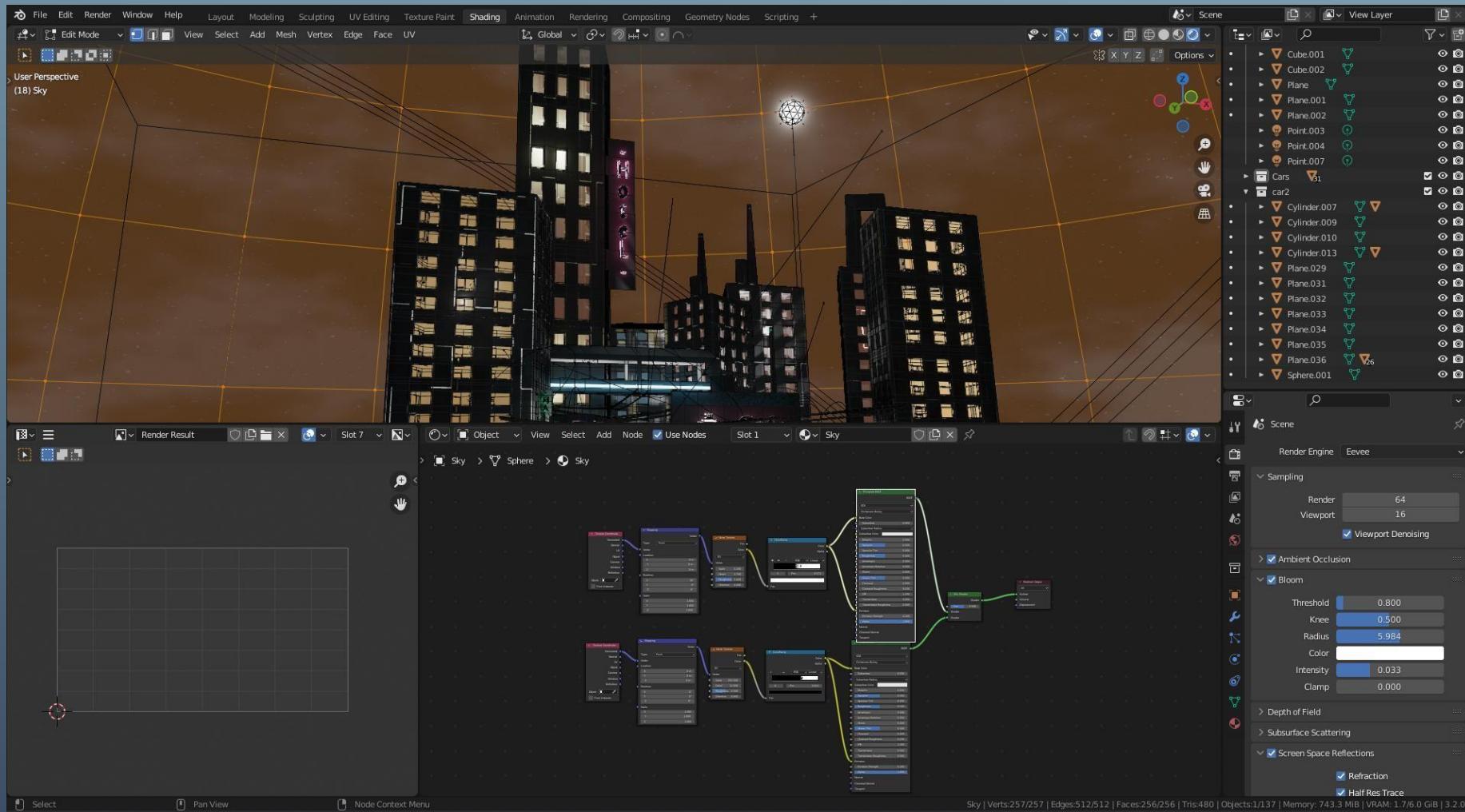
Viewport Render



Volumetric Lighting

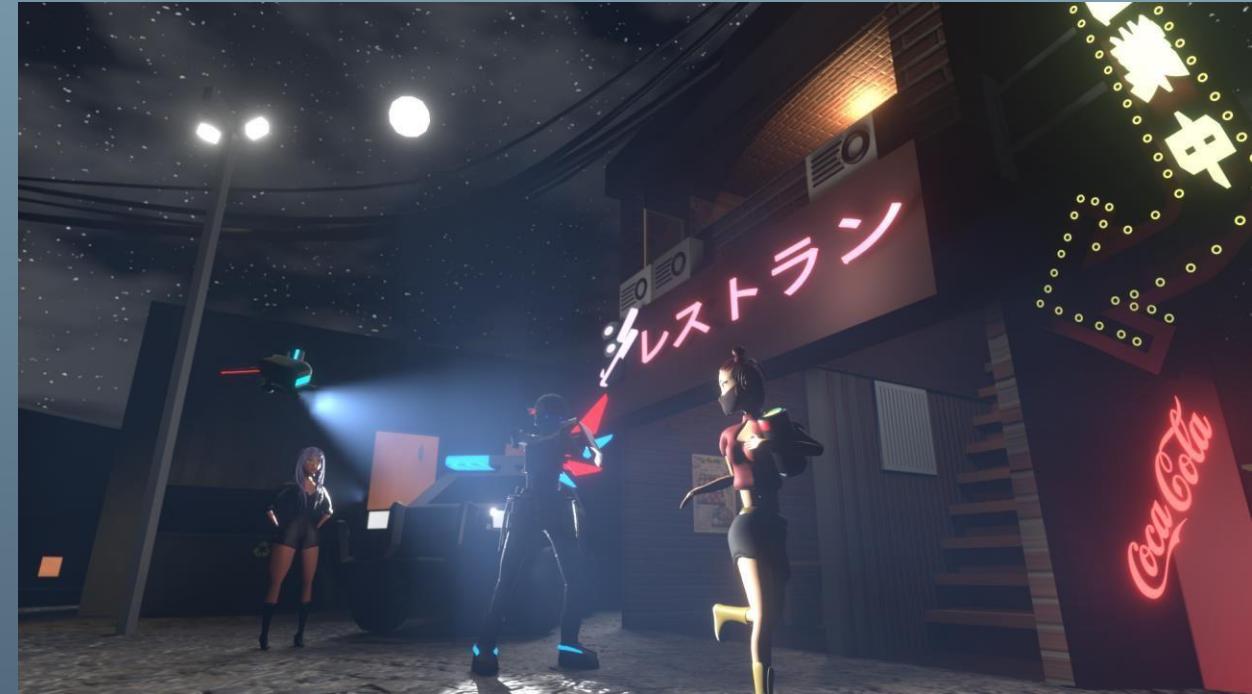


PROCEDURAL TEXTURING FOR THE SKY



3D COMPUTER GRAPHICS AND ANIMATION PROJECT

- This is a project done for my 3D Computer Graphics and Animation Final Project. This project was done in a group. I was in charge in making the main character the robot police. And also for the final touchings.
- Finished in January 2022



TECHNIQUE USED

- **UV Unwrapping and Texturing**

It is unwrapped and textured using image textures and procedural textures.

- **Shading/Lighting**

Using lightings and light sources for the final render. And also using volumetric lighting for the fog effect and better lighting effect. And the use of volumetric lighting for better atmospheric lighting.

- **Box-Modelling**

Models objects from scratch. It's made from a base cube and slowly making up the shape by moving vertices and subdividing them while also going for a good mesh topology.

- **Curves and Modifiers**

Using curves for making wires and modifiers for non-destructive workflow.

- **Rigging and Animation**

The characters are rigged and then by keyframing and posing characters for movements and animation. I also used shape keys for more flexibility

Main Character and Other Assets

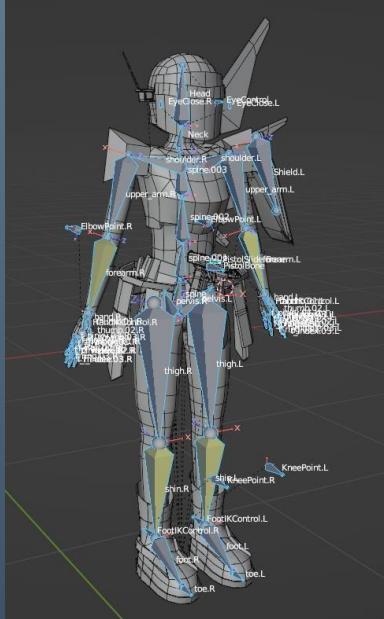
Front View



Rear View

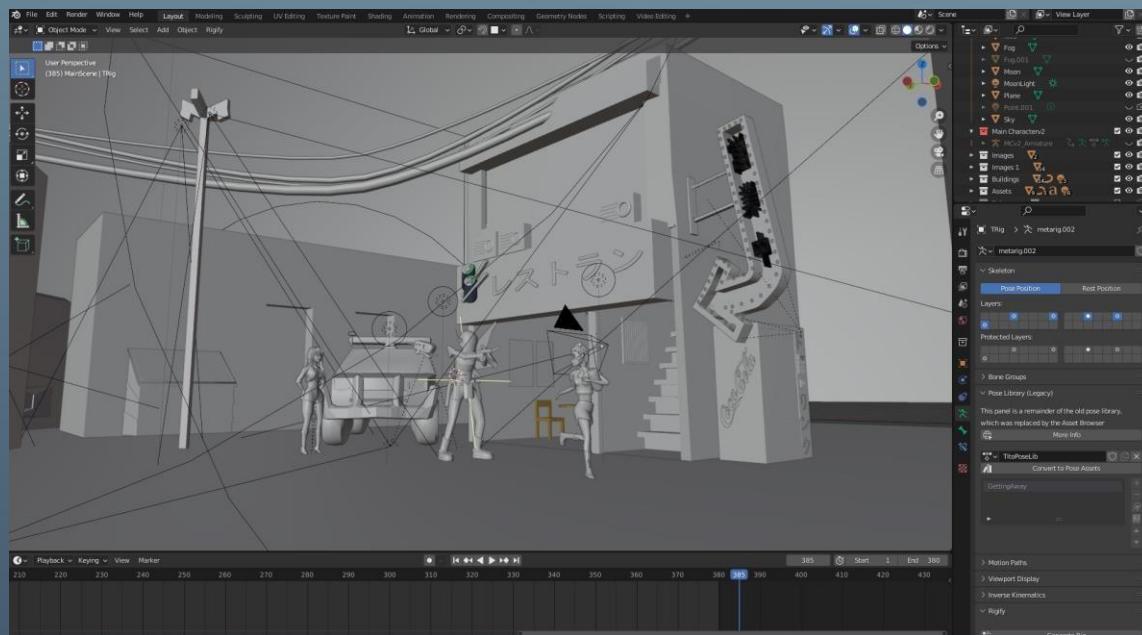


Rig



Images

Solid View

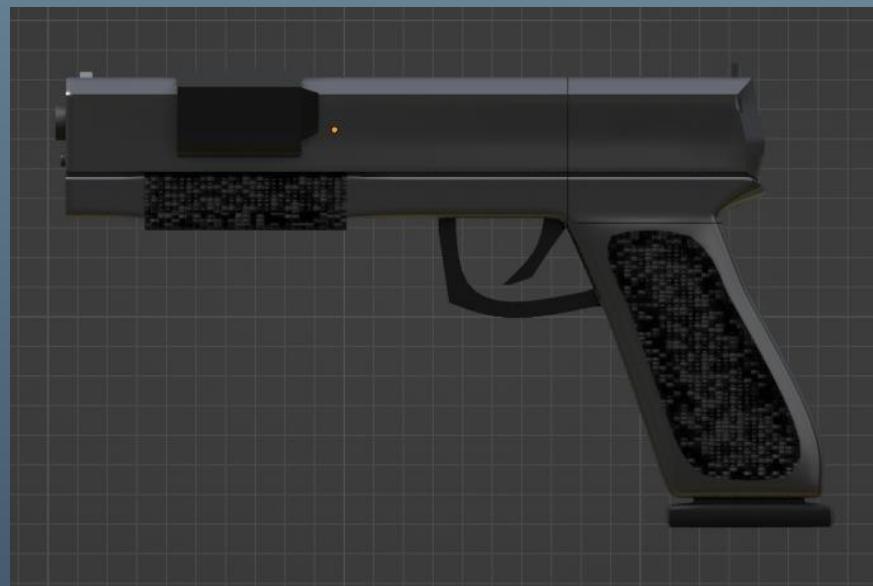
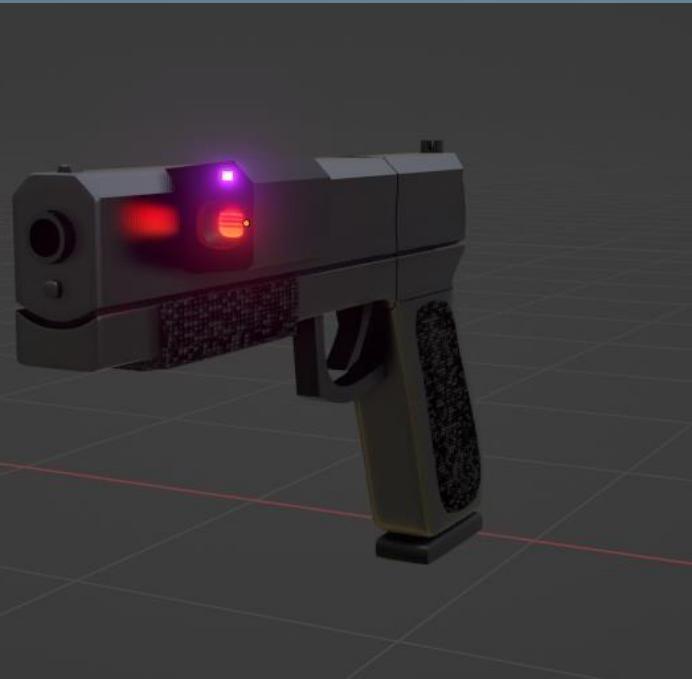


Material Preview



Weapon Design

- This weapon is designed and built in Blender by me. Its joined with the main character's rig for easing posing



Images

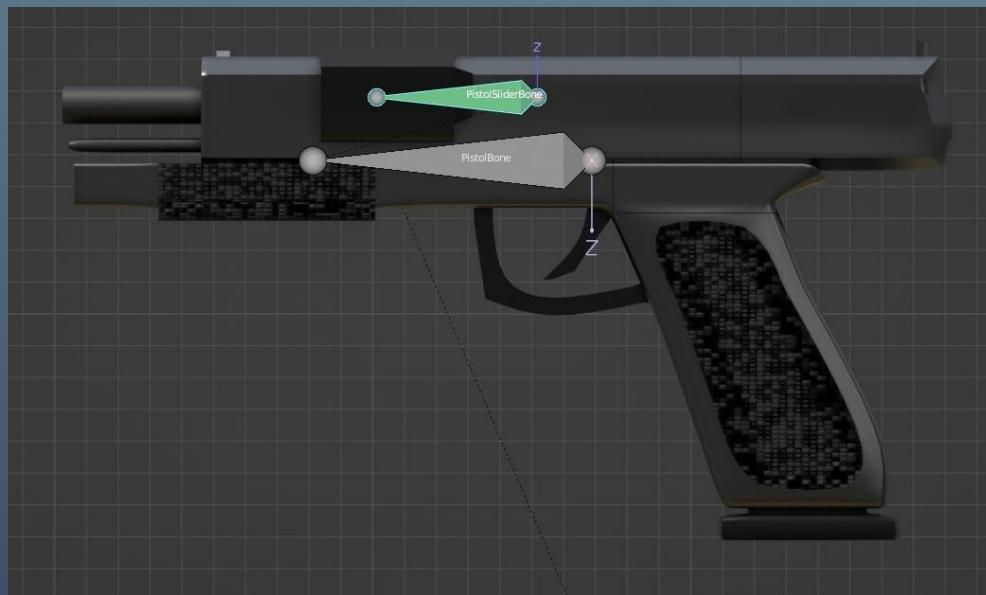
Solid View Side



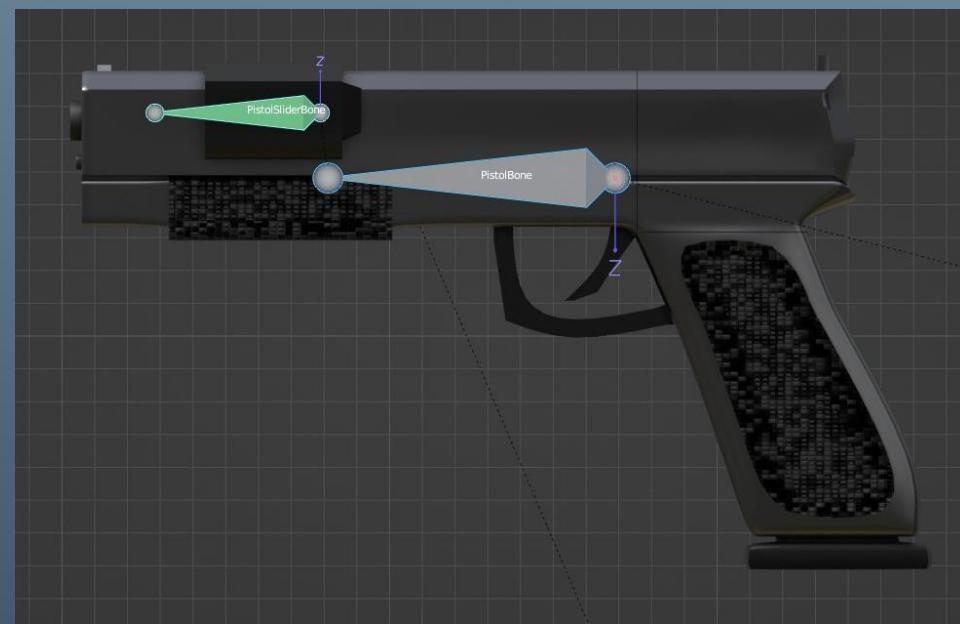
Solid View Front



Pistol Slider Open



Pistol Slider Closed



THANK YOU

