



foto

HELLO!
I AM **GIOVANNI**
ARCHITECT & 3D ARTIST

This document is the PDF version of my website. To check my work with more details click [here!](#)

ABOUT ME

Hello! I am an Architect and 3D artist from Brazil! I have been studying and working with 3D visualization since graduation, back in 2018. The main tools that I use are Blender and Unreal Engine, which allow me to create amazing immersive experiences for my clients - from high quality interactive models to virtual reality.

Besides the tools mentioned above, I am also very familiar with Revit, Rhino3D/Grasshopper, Photoshop, SketchUp and Lumion. Furthermore, I've always had a passion for programming, so I decided to join that with my profession to create better ways of presenting my projects. In order to create these experiences, I have worked with Unity, Godot and - mainly - Unreal Engine.

EDUCATION

UNIVERSITY GRADUATE

Architecture and Urbanism. 2013 - 2018

UDESC - Universidade do Estado de Santa Catarina

Graduated with honors with an average grade of 9.1 (best of University)

POSTGRADUATE

Master BIM: Project and Management. 2019 - 2021

IPOG - Instituto de Pós-Graduação

Languages: Portuguese and English

EXPERIENCE

I started to study ways of implementing technology into architecture while still in college. I worked with a couple of teachers on a project to develop a parametric model of a building system called *Wikihouse*. We worked for almost two years with Grasshopper - a plug-in for Rhino3D - and created a very complex system that could generate an entire building based on a set of parameters. This experience inspired me to do something never done before in the university for my final paper: to create a tool instead of a project. The tool consisted of a group of components written in Python which could be used inside Grasshopper to help identify the best comfort solutions for a project.

After graduation, because of my background in programming, I decided to start learning Epic's Unreal Engine, to be able to create interactive and immersive experiences for my clients. Since then, I had the opportunity to collaborate with some of the best architects and offices in the area due to my work. I've also worked as a tutor for companies and small groups of students, teaching Revit, Unity and Unreal.

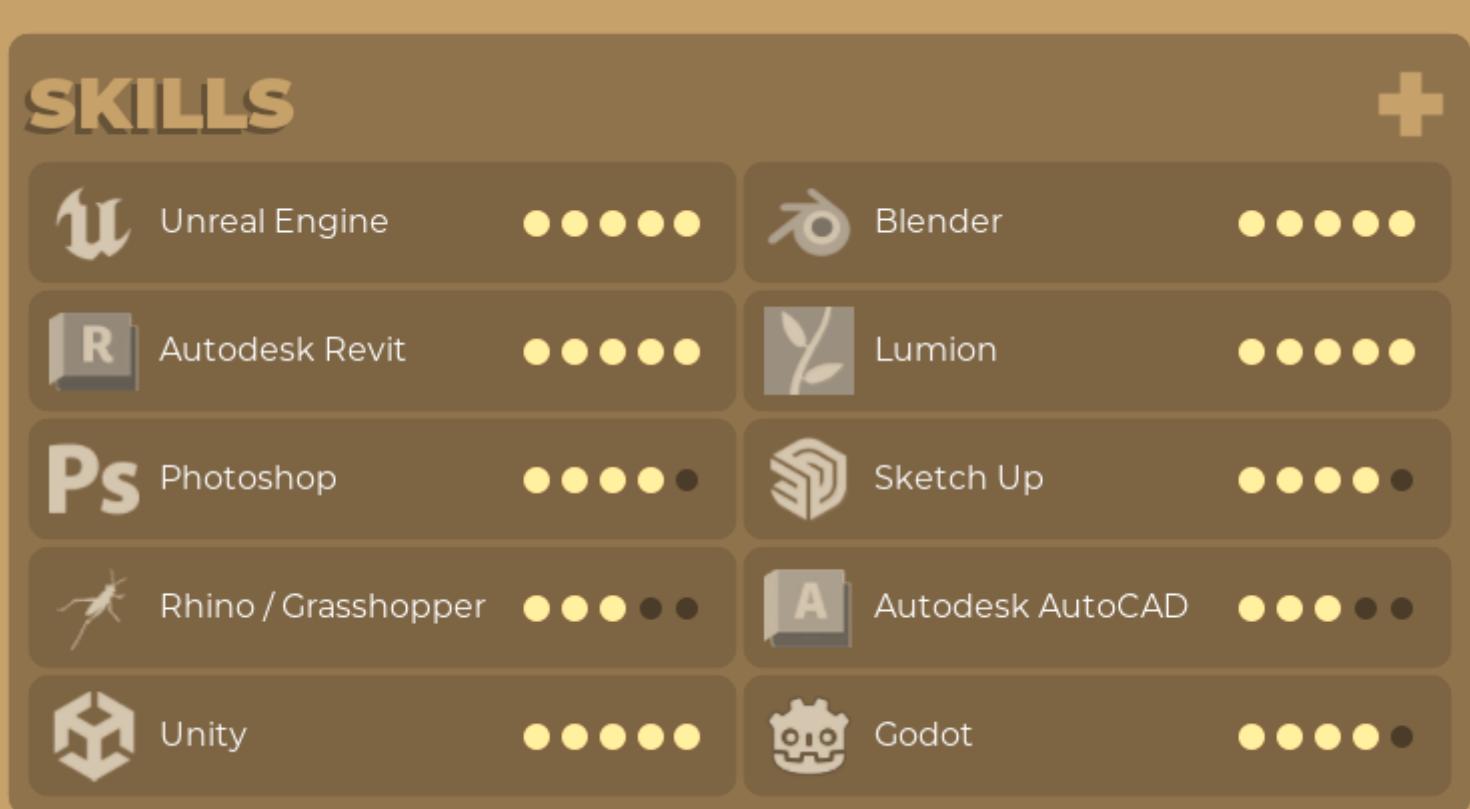
WORK

I have been working with Unreal Engine since version 4.24. Early in 2022, Epic launched version 5 of their game engine, with much more powerful tools that gave us the possibility to create amazing projects, with better interactions and real-time rendering. My objective is to keep improving every day and to create immersive experiences with the help of the best tools available in the market!

My main interests are:

- 3D Modeling
- Interactive Models
- Virtual Reality
- Rendering (static images and animations)

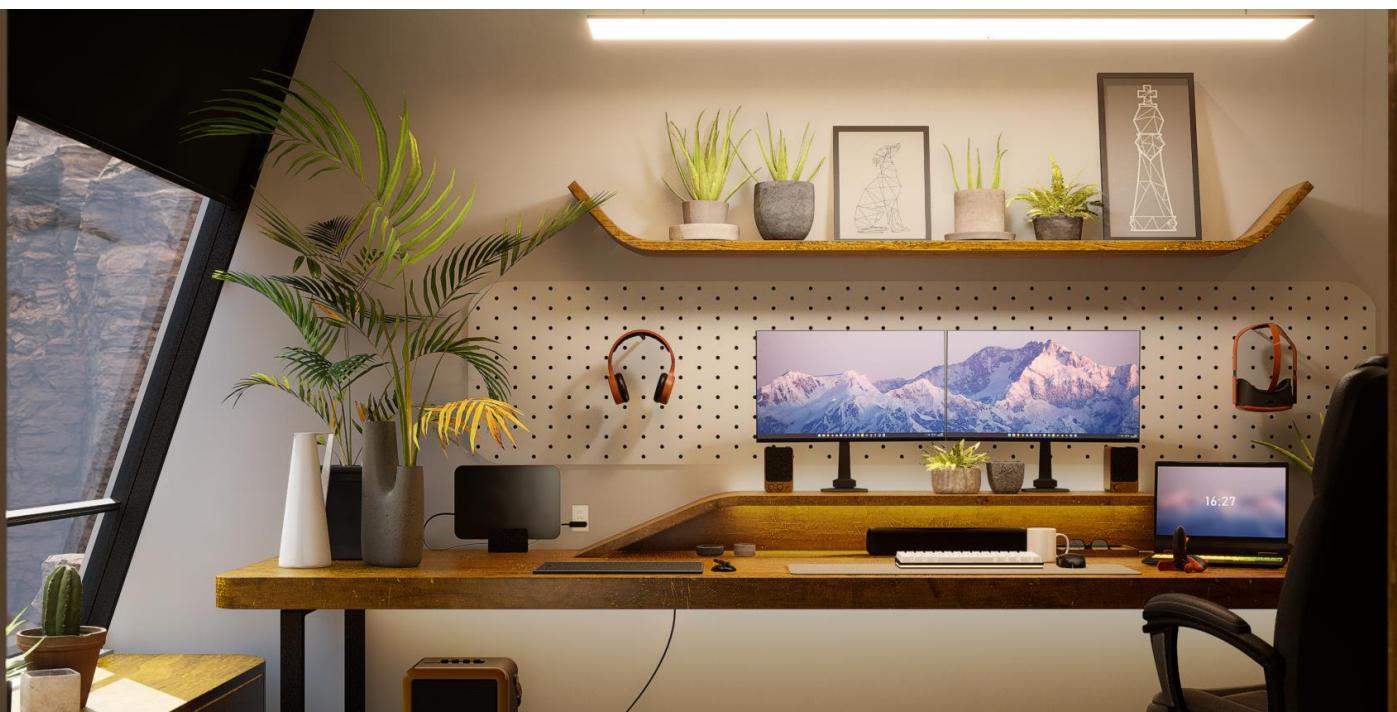
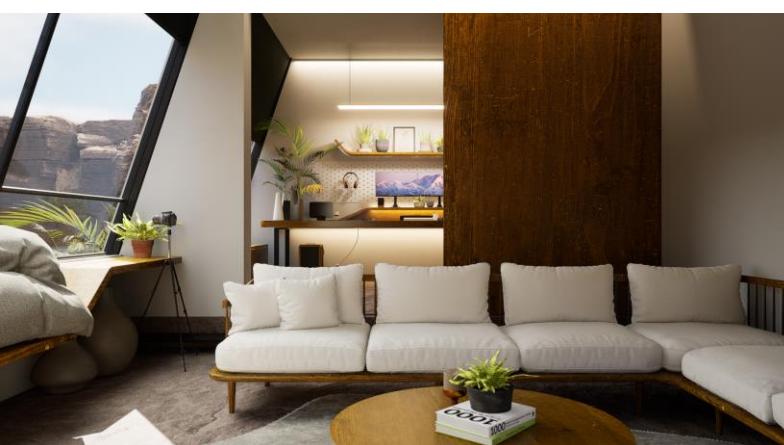
Here are some of the key skills I've acquired over the course of my career:



WORK

The next few pages contain some of my process and latest work. These can be seen with more detail on the website or on my social medias!





LOFT BASIC

This is the most complex project I've worked on in terms of interactions. This model can be experienced in either virtual reality or standard desktop version. With this model, the user has the ability to walk through the house freely, toggle artificial lights, change the sun position in real time, change some of the furniture (model and materials) and move them around in order to study different layouts and configurations. Since the Virtual Reality version runs on inferior hardware, the model has a few limitations: the user can't change the sun position in real time or move furniture around. These limitations exist because the device that runs the model can't afford to calculate global illumination in real-time. Instead, the main lights are baked into the scene to improve performance. Here are some examples of the interactions mentioned above:

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DYNAMIC LIGHTS

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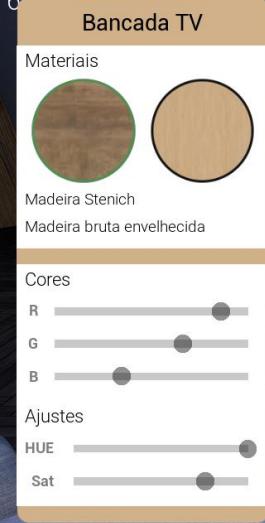
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CHANGE FURNITURE

LOFT BASIC



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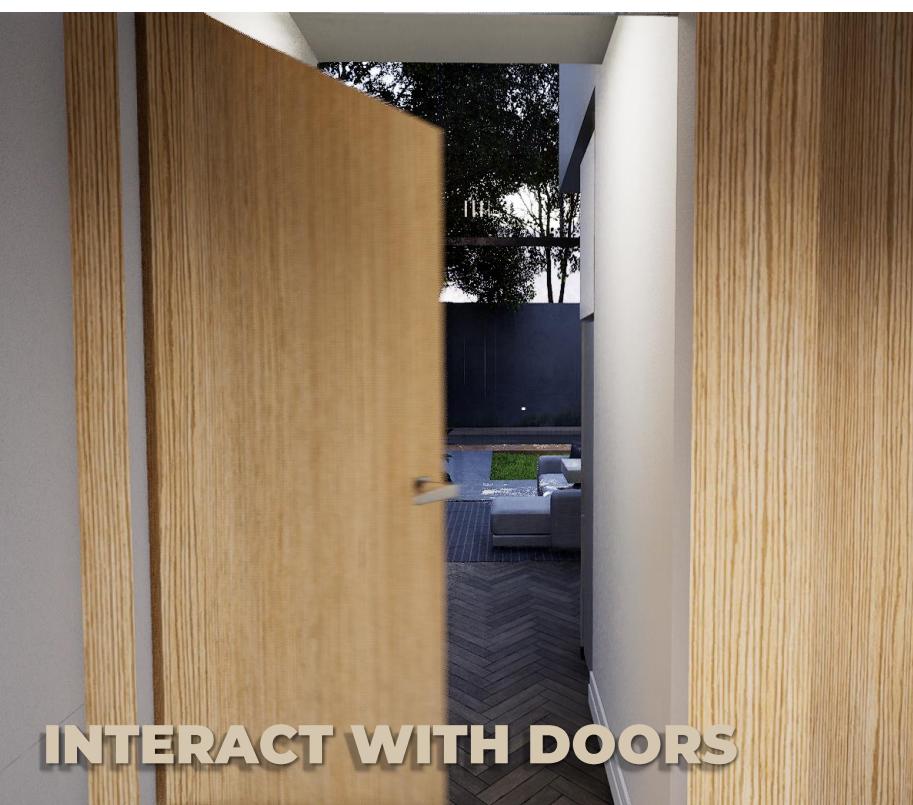


CHANGE AND EDIT MATERIALS

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MOVE AND ROTATE OBJECTS



INTERACT WITH DOORS



DYNAMIC MAP

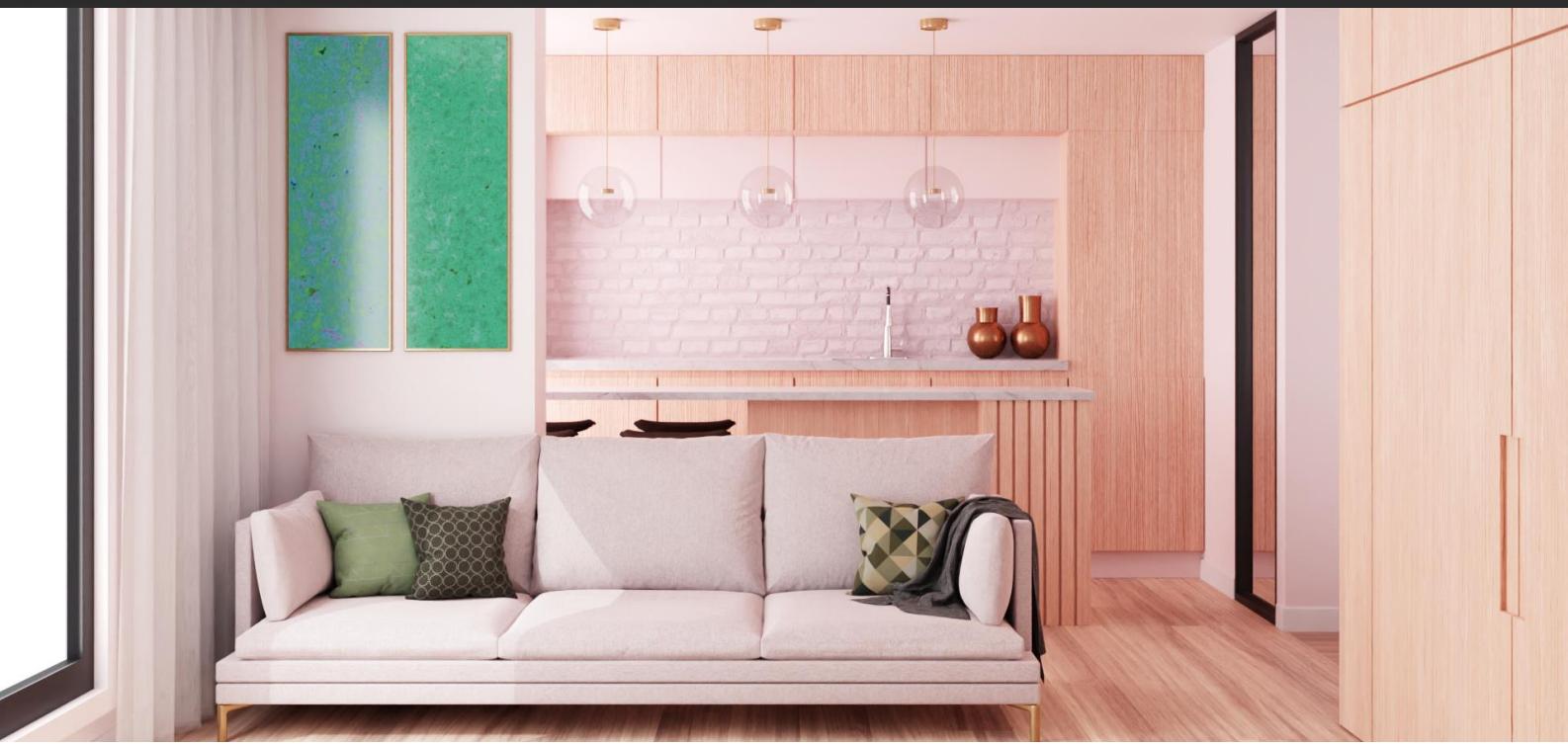
LOFT BASIC

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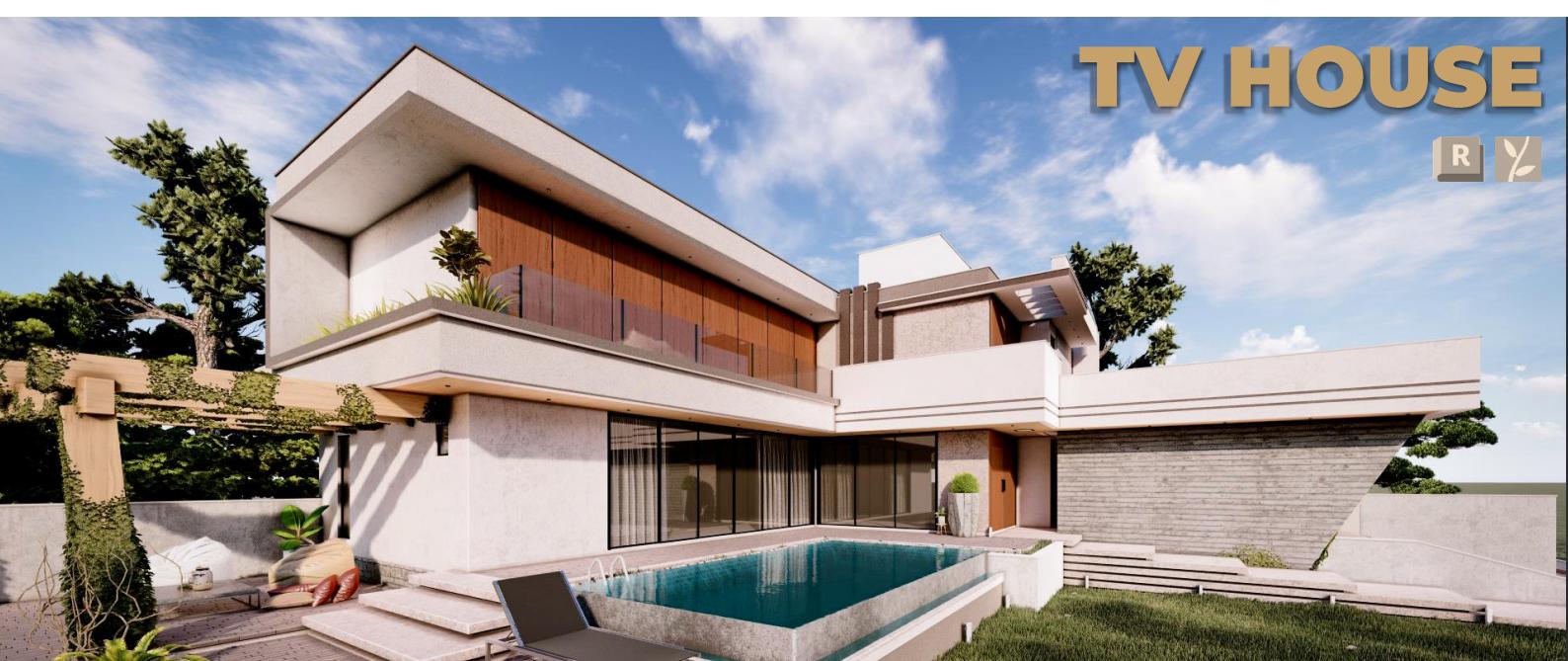
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MAIN WORKFLOW

Modeling

In most cases, I use Blender during the entire process, from concept to final product. The workflow with Blender involves modeling, shading (texturing), setting up the UVs for each model and rendering. I also use Sculpting mode when necessary, in which I create more detailed models using a pen tablet. Although it is possible to create parametric models inside Blender using geometry nodes, I usually choose to work with Rhino3D / Grasshopper to design more complex models.

Project

For architecture projects I work with Autodesk Revit almost exclusively. At times, I also use AutoCAD to analyze and import drawings from partners. I started working with Revit when I started college, back in 2013, and have been using the software practically every day ever since. In 2019 I finished my postgraduate course in BIM management, also focused in Autodesk tools.

Rendering

The software I use for rendering depends on the final product I need to achieve. For example, if I only need static images, I can work directly inside blender - which makes the process easier. But, if I need to create videos or interactive experiences, I work with a much more powerful tool: a game engine. In this case, the software can also vary depending on the quality I need, but in most cases I choose to use Epic's Unreal Engine 5.

Image & Video Editing

I use Photoshop for a lot of image related work, including editing renders (post-processing), making presentations and creating art in general. When working with videos, I use Sony Vegas for editing.

Interactive Models / Virtual Reality

I use Unreal Engine to create most of my immersive experiences, including interactive projects (walkthroughs, material and furniture editing in real time, animations) and virtual reality.

Augmented Reality

To create AR projects, I like to work with Vuforia - a plugin that runs inside the Unity game engine.

CONTACT

Feel free to contact me on any social media or e-mail!

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THANK YOU!

GIBA

