

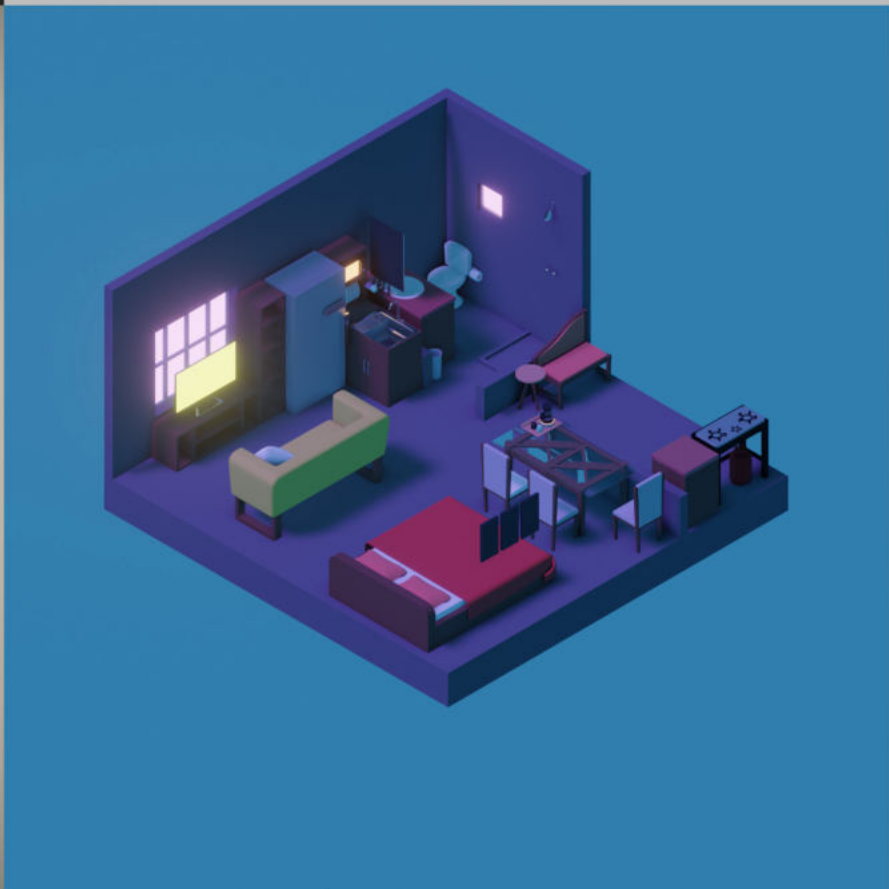


2022

PORTFOLIO

MD RAZA USMANI

This is a short collection of my works over the years, learning various principles of art and design, both 2D and in 3D, from video games to brand identities.



1. KEEPER OF THE LAMPS

This started as a 3D Model of a Lantern on a wooden pole and somehow the pole turned into a mechanical hand and then a shop with eclectic lamps and paraphernalia.

2. CUSTOM GLOCK

A customized Glock 17 Gen 5 with upgrades to practice modeling semi-complex shapes.

3. PLAGUE DOCTOR SET

One of the early attempts to work on the complete workflow with one of my favourite thematic setting.

4. VICTORIAN STUDY

Following my love for the Victorian setting, I attempt to recreate in 3D, a concept by one WHJ on Artstation: [artstation.com/artwork/BKaaz](https://www.artstation.com/artwork/BKaaz)

5. HOUSE DIORAMA

A mini 20 square feet house plan rendered as a diorama. This work is one of my early attempts at learning rendering with Blender.

6. ZERO HELMET

My most recent achievement that I used to come back to often was this helmet which always challenged me due to its convoluted shape.

7. MEDIEVAL BREWERY

An early Blender material and Cycles render test done on a model based on the concept by Mark Henriksen [artstation.com/artwork/aYIXk](https://www.artstation.com/artwork/aYIXk)

8. HOLLOW KNIGHT DIORAMA

A 3D Reimagining of a small section of Dirtmouth from the game Hollow Knight

9. ZOMBIE SURVIVAL KIT

This is the Civilian - one of three - 'kits' showcasing the basic survival tools one may scavenge from nearby houses in the neighbourhood during a zombie apocalypse.

From Top Left

1. BIOSHOCK ARMOR

A part of the armor donned by Subject Delta from Bioshock 2. Did some material studies as well as the history of scuba gear to understand why certain metals were utilized.

2. WORKSTATION

A part of a lost project to recreate certain thematic settings based on character archetypes. This workstation reflects a tinkerer character.

3. ARMAMENTS

A stash of weapons from the game Dead Cells. These are seen displayed in shops in the game.

4. FOREST SHRINE

A small stylized study of Japanese shrines and lamps found in certain forests.

5. HOLLOW KNIGHT DIORAMA 2

Another rendition of Dirtmouth from the game Hollow Knight

6. SCIFI CRATE

This is the result from following an advanced boolean modeling tutorial using Blender - a scifi crate concept.

7. SAMURAI SHRINE

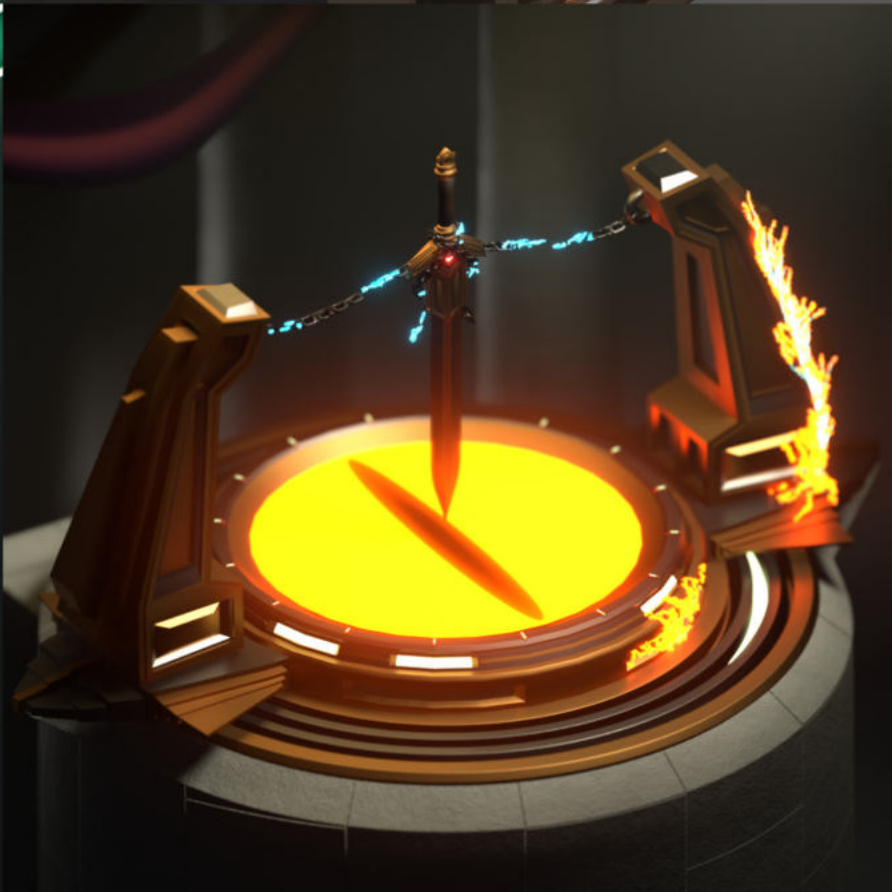
From the early days of learning Maya and Mental Ray for Renders comes this simple yet serene scene.

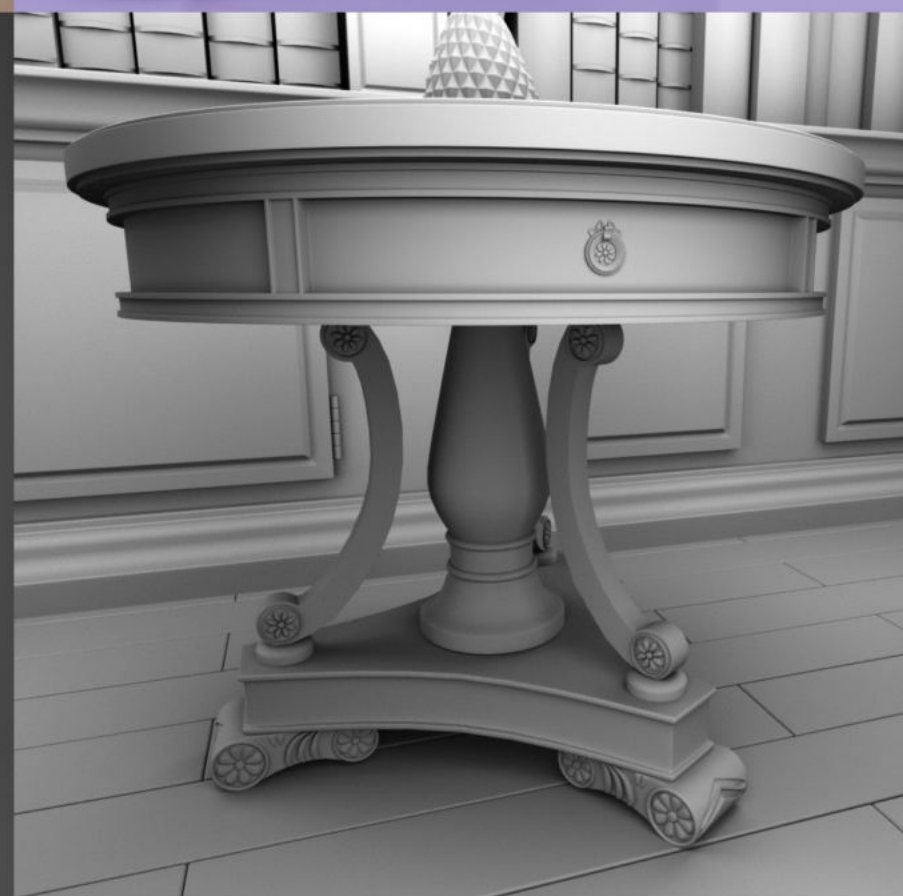
8. ZERO SABER

A recent work accompanying the Zero Helmet in order to complete the set of arms of the character Zero from the MegaMan games by Capcom.

9. CHAINED SWORD

This scene was created in order to get back to working with Blender, especially its shading and animation tools.





From Top Left

1. PLASTIC JERRYCAN

Product visualization done for a fuel and vehicle lubricant company that included a variety of products, each under their own branch of brands.

2. TV TABLE

Both the TV table and the cabinet cum bench were designed to be made into real furniture for my parents' house.

3. PERFUME BOTTLE

Early attempts at utilizing Blender to simulate a studio setup for product visualization.

4. SANITIZER BOTTLE

Early attempts at utilizing Blender to simulate a studio setup for product visualization.

5. IPHONE 11

An attempt on product visualization using Maya and Vray.

6. VICTORIAN COFFEE TABLE

This is a partial result of an Advanced Modeling course for Maya that I attended.

7. CABINET CUM BENCH

Both the TV table and the cabinet cum bench were designed to be made into real furniture for my parents' house.

8. VASE

This render is from an early attempt at learning to render using KeyShot.

9. LUBRICANT CANS

Product visualization done for a fuel and vehicle lubricant company that included a variety of products, each under their own branch of brands.

From Top Left

1. KYOJIN AND MOB

This is the final submission for a ZBrush course I attended. Its was my first completed sculpt based on the Kyojin and Mob concept art by Gop Gap. Sculpt and basic retopology using ZBrush and rendered in Keyshot.

2. ALCHEMIST ALTAR

An early Zbrush sculpt inspired by the Alchemist tables from the game Skyrim and other random media based on ancient folk lore.

3. RAYMAN

An iconic video game character from the 90's, Rayman has been one of my most memorable platformer games. Rendered in Keyshot.

4. HYPER LIGHT DRIFTER

This is the protagonist from the game Hyper Light Drifter, an action role playing game with pixelated graphics, visualized in 3D.





From Top Left

1. DRUID

A sketch based on my recent return to Skyrim where I modified the game to play as a forest druid with animal companions.

2. THE NOOBS

This was a fun sketch to work with, imagining the tale where all heroes were once amateurs and incapable.

3. DND ESSENTIALS

Created for an art pattern, it depicts all the essential items one may require to carry out a game of Dungeons & Dragons.

4. GARRISON

A painting to study lights, materials and emissive surfaces. This is Garrison from the game BattleChasers: Nightwar.

5. CYBORG DETECTIVE

One of my earliest renditions using a digital pen input, this is a meld between a film noir, Victorian detective with futuristic, robotic elements.

6. HUMAN VECTORS

As seen on many minimalist human illustrations around the web, I took the challenge to create something similar.

7. DUNECRAWLER

This is a mixed medium project where a paper model of a mecha from the Warhammer games was made and digitally edited for lights, background and effects.

8. SOLID SNAKE

Having experience the fifth installment of Metal Gear Solid, I had to incorporate my love for vector art with the game.

9. NINJA SANTA

Yet another vector based art where the aim was to represent depth and detail with basic shapes.

From Top Left

1. ABSOLUTE036

This is a brand identity created for a hardware tools and machinery startup focusing on grinders and other industry abrasives.

2. S

Simply named 'S', this was a branding done for an initiative for community welfare.

3. FRUIT BOX

A concept drafted for a fresh fruit and general grocery delivery service company.

4. UTSHOB

'Utshob' meaning Rejoicing in Bengali, is an online brand selling designer traditional Bengali clothing.

5. CLOUDXBD

A brand design brief created for the online video game community CloudXBD.

6. SELL CELL

An online mobile phone selling/reselling brand.

7. FICTITIOUS PALETTE

An Instagram artwork page owned by my friend and I. Different iconography and frames were created to showcase different mediums of artwork.
@fictitiouspalette on Instagram.

8. COLLEGE REUNION

College reunion branding created using the batch and college symbols to create print media including T-shirts and banners.

9. SAVE THE WATER

A logo concept created for the self explanatory community initiative - save the water.



I've always found myself being involved with art - from childhood sketches to crafting with various mediums and until recently, working in design and animation.

I aim to create art with in-depth story telling through molecular attention to detail, which conveys mood & emotions from just the visuals.



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