



2025

**PORTFOLIO**

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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.

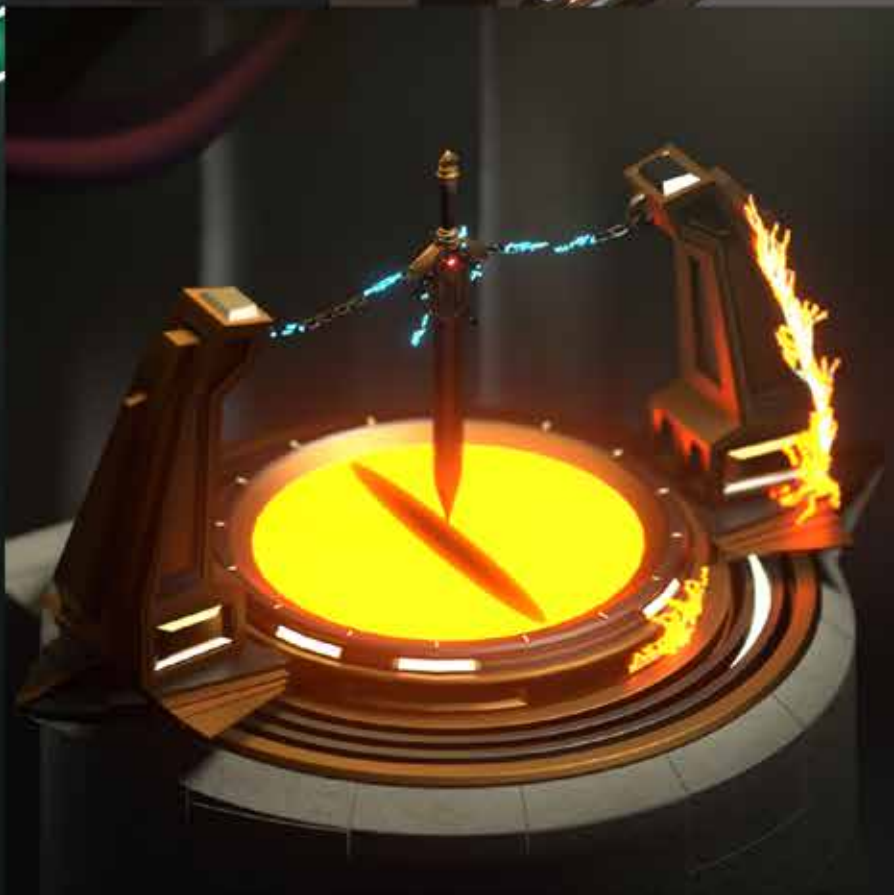
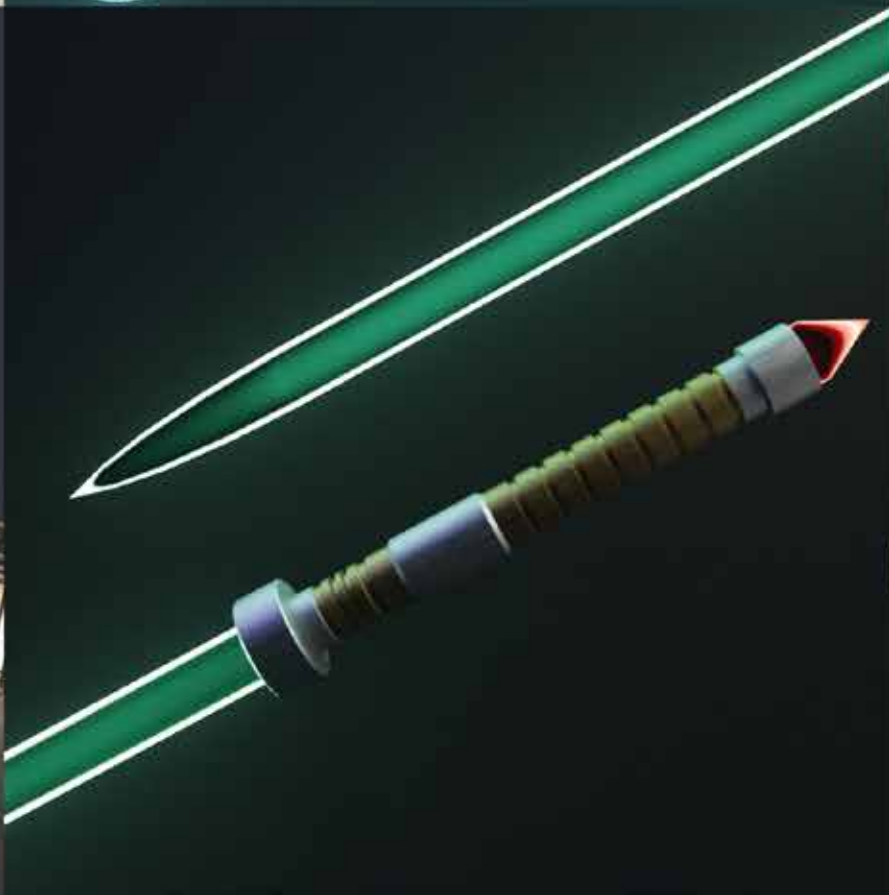
## 8. ZERO SABER

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.

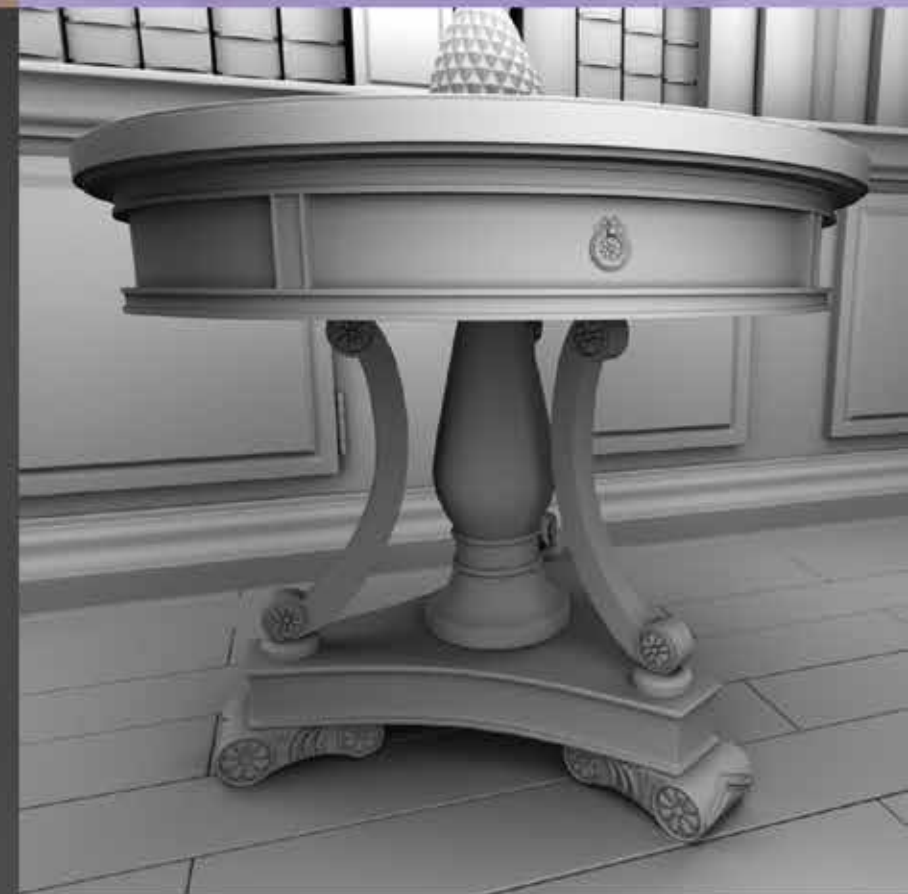
## 9. CHAINED SWORD

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

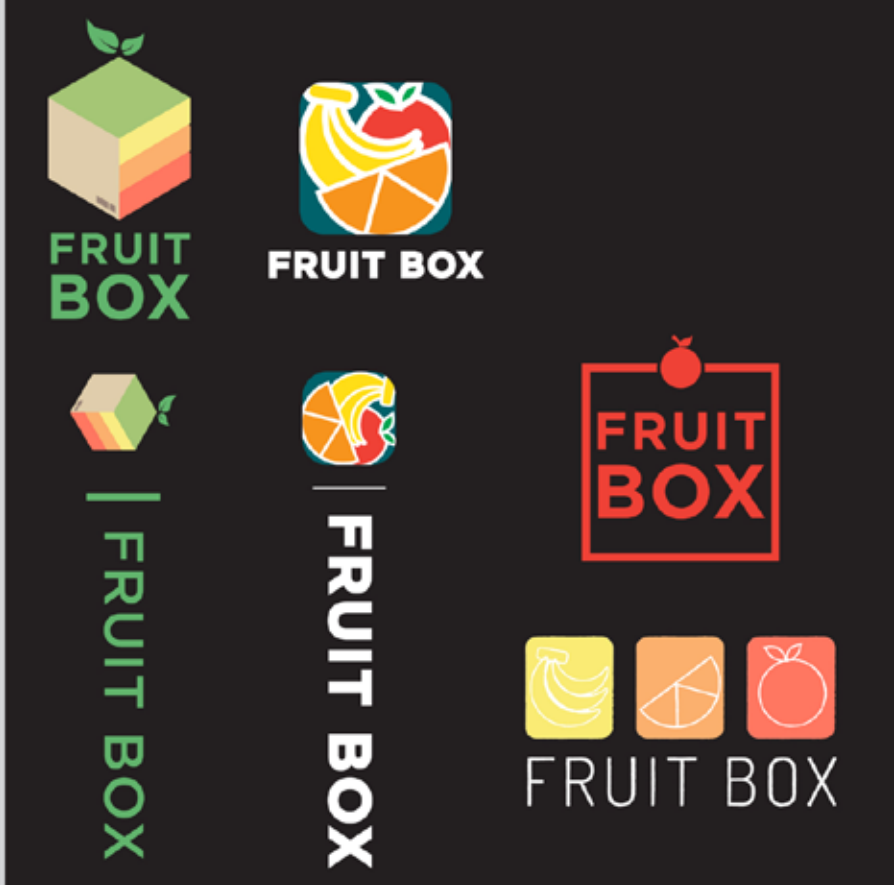
An Instagram artwork page owned by my friend and I. Different iconography and frames were created to showcase different mediums of artwork.  
@fictitiouspalette on Instagram.

## 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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