

3D

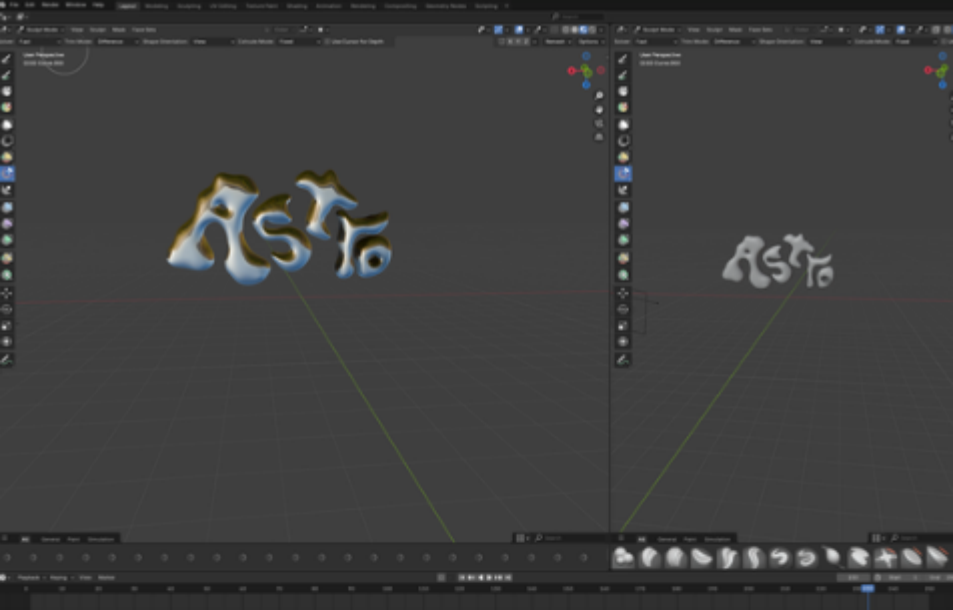
ART LOGO

Art

WITH THE UTILITIES OF BLENDER,  
ADOBE ILLUSTRATOR & CANVA

MADE WITH LOVE





The creation of this 3D logo begins in Adobe Illustrator, where I generated the initial vector paths for each character. Using the Pen Tool and Bézier curve manipulation, I defined a smooth, closed contour optimized for extruding in a 3D environment. The vector shapes were then exported as SVG to preserve clean topology.

In Blender, the SVG curves were imported and converted into mesh geometry. I applied controlled extrusion and beveling to give the logo its three-dimensional structure while maintaining curvature integrity. The mesh was further refined through smoothing, subdivision modifiers, and localized sculpting to create the fluid, melted-metal aesthetic.

To achieve the reflective chrome finish, I built a PBR-based material using a metallic shader with high specularity and low roughness, accompanied by an HDRI environment map for realistic reflections. Additional lighting rigs—primarily area and rim lights—were set up to enhance surface highlights and silhouette readability. Final renders were produced using Cycles, with adaptive sampling, denoising, and a physically accurate depth-of-field configuration for enhanced visual impact.

# EXAMPLE CARD DESIGN



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