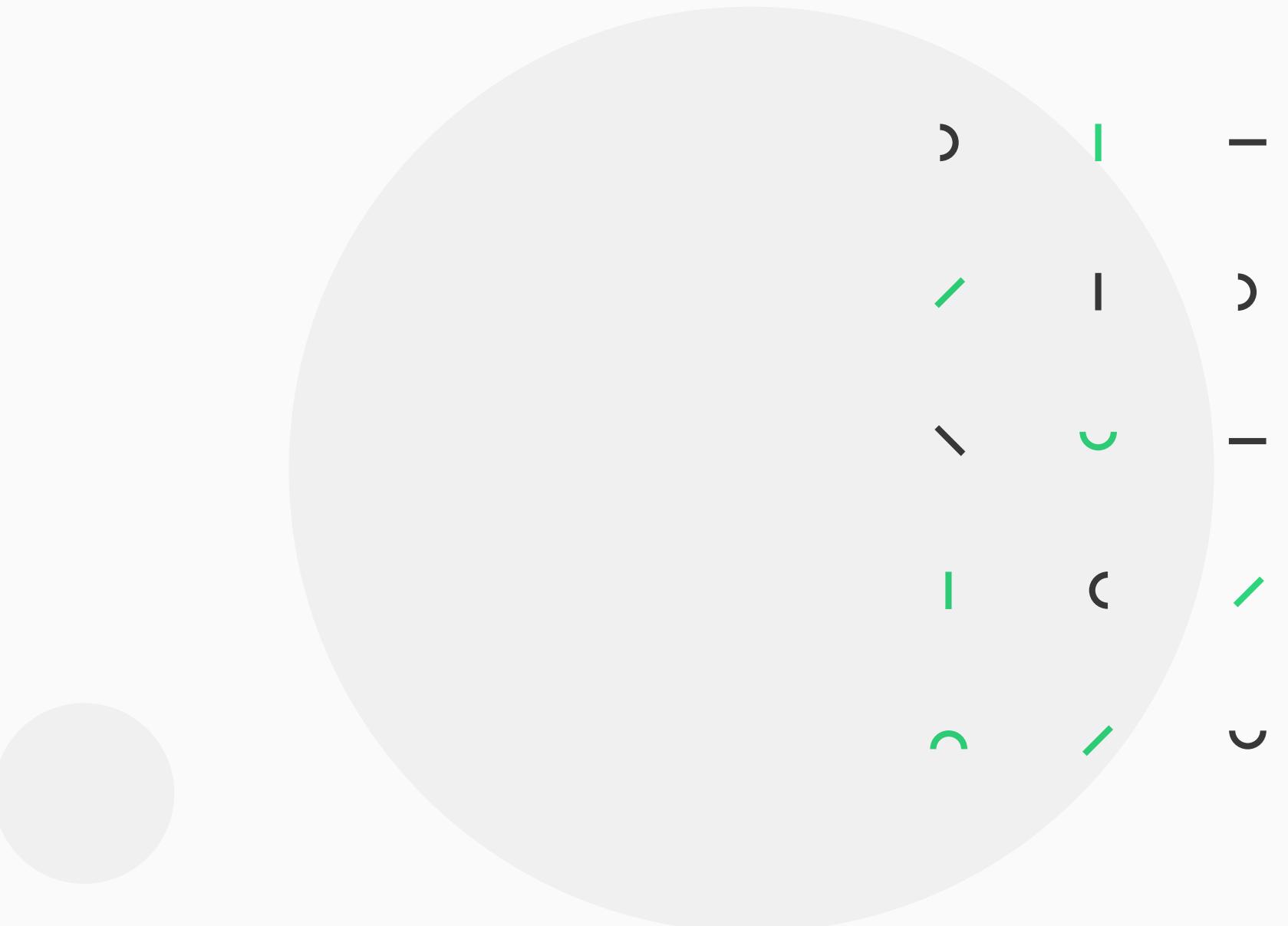


OFFRET AXEL

GRAPHIC DESIGNER

01



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ABOUT ME

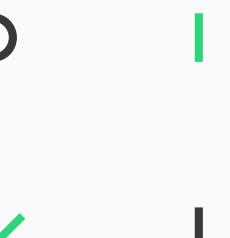
EXPERIENCE

SKILLS

PORTFOLIO

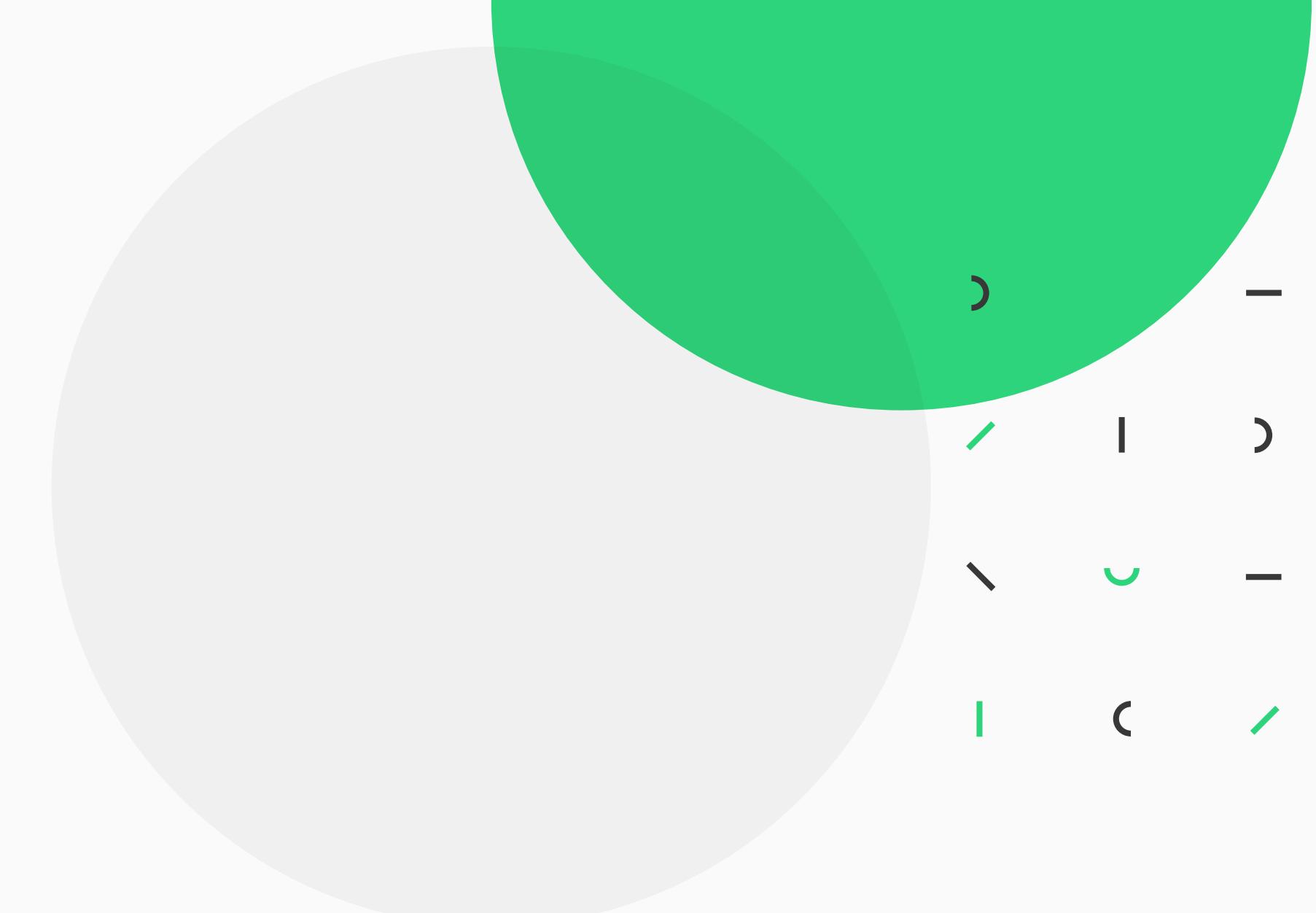
BAKGROUND

CONTACT



Offret Axel

Graphic designer



I am an Artist with experience in the field of graphic design and 3D modelling. I have a strong passion for creating 3D models, and I am always striving to improve my skills and knowledge in this field. I am a quick learner and have a good eye for detail, which makes me a great asset to any team. I am also a motivated individual who is always looking for new challenges.

Software I use



Photoshop



Illustrator



Blender



3DS MAX



MAYA



Unity



IUT

2 years of IT studies gave me programming, business, economics and communication basics

IUT INTERNSHIP

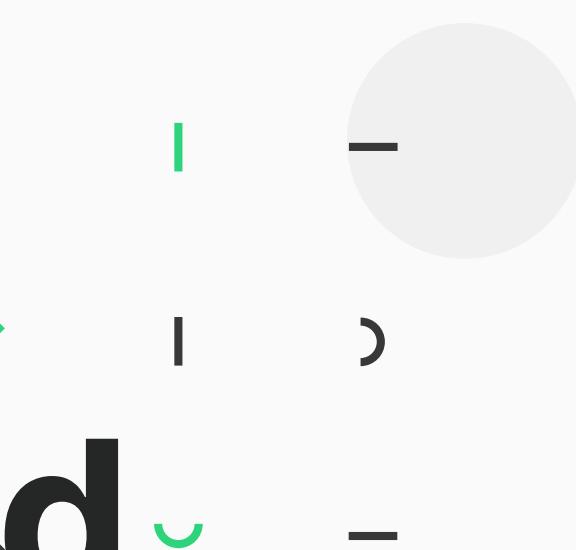
I worked for Robert Gordon University to create a workshop to create a 3D game from the ground up.

DUETI

This extension of the IUT allowed me to start the BSc (Hons) digital media degree at Robert Gordon University at year 3 for one year.

ROBERT GORDON UNIVERSITY

Finished the previously started BSc (Hons) digital media degree. That taught me modelling, advertising, branding, UX, UI, game development and graphic design.



My Background

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FUNIKA GAMES

As a 3D Artist, I Learned to design and model various environments, assets and characters ensuring that all projects were done in a timely manner. Those assets answered the needs of the Game manager and the Team leader and had to follow the theme guideline.

I illustrated the game's assets, and textured objects and designed multiple in-game icons and menu screens in such a manner—animated models to fit the game manager's views and the game aesthetic.

I also had to effectively collaborate with every department of a game development team, such as the developer to make sure that all the assets were fit for there us and the platform they would be used on (polycount, texture size, needs of various map) or Game manager to ensure that everything was in compliance with the client's needs and requirements.

06



3D ARTIST • 3D ANIMATOR



POLYVERSE LIFE

As a 3D Animator, I created multiple detailed and functional rigs for High and low polygon models.

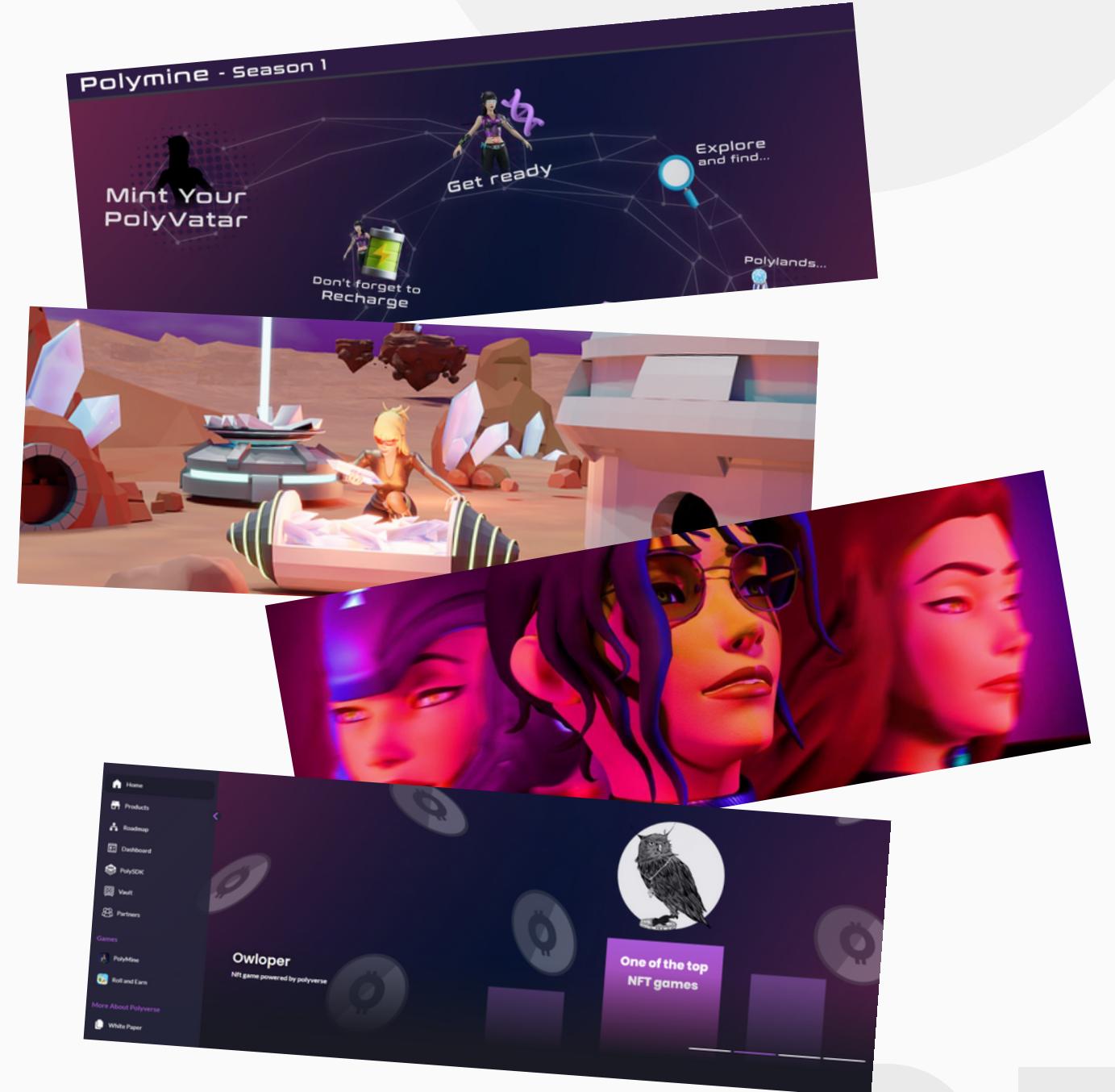
I supported the lead 3D Artist in the creation of new characters, creatures and environments that fit the vision of the team.

I work collaboratively with the communication team to develop efficient and innovative 3D posts.

I also research and organise different imagery and design for projects and then follow load specifications.

I imagined and created new creative 3D Animation for commercial use.

I also talked about and assessed the need for a website, and then respond to the need with a design.



3D ANIMATOR • UI/UX DESIGNER



THE MUSEUM OF TOULOUSE

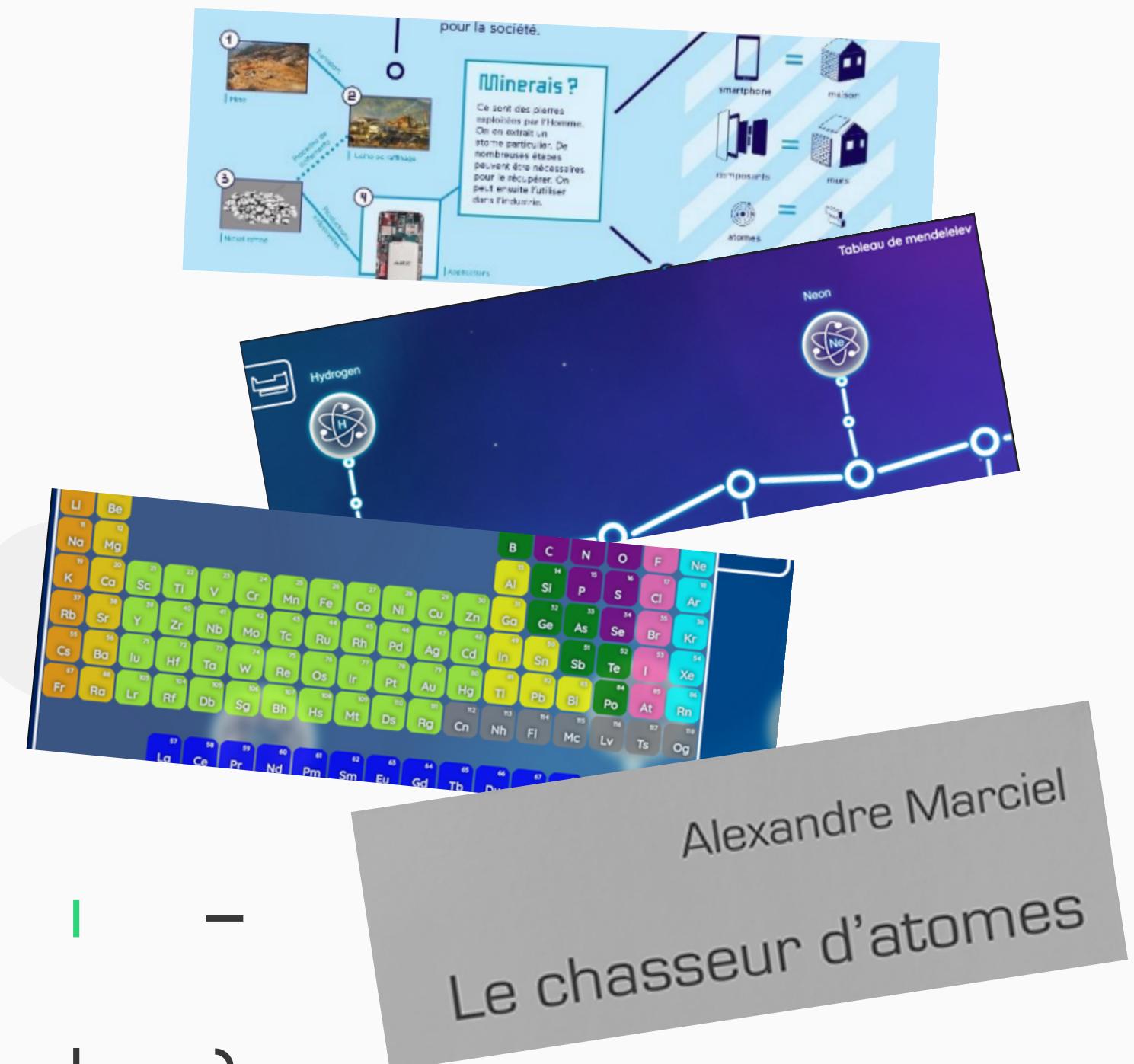
As the Team Leader, I was responsible for managing my team and making sure that the application was following the user requirements.

I was the link between the team and our clients, the Museum of Toulouse and Alexandre Marciel. And plan each step of the process according to the various needs.

I designed the front end of the application with ergonomy and the Three-click rule in mind. I also led the programming team for the development of the application.

I made an extensive list of tests to make sure the application had as few bugs or glitches as possible.

I summarize part of the book "Le chasseur d'atomes" by Alexandre Marciel to fit the content in the application. This process also included simplifying some parts to make them understandable to everyone.



DESIGNER • TEAM LEADER

Portfolio



Funika Games



Polyverse Life



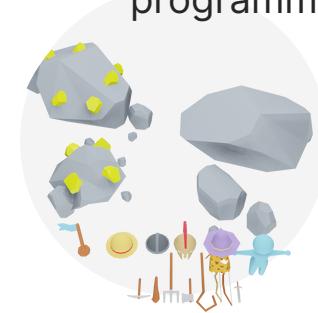
Varied Work

FUNIKA GAMES



FACE MODEL

This asset was made for a mobile game. I wanted the model to be in a 'Disney' style. After gathering references and drawing the face I used 3D sculpting techniques to create the desired face and look. Because of the limitation of smartphones, the polycount had to be brought down. During this step, I made sure to follow the proper topology to ensure the proper behaviours of the model in the animation step. The model was then fitted with a rig and animated using multiple techniques.



MEDIEVAL ASSETS

I created 3D assets to fit a medieval hyper-casual mobile game. The assets needed to be in 3 different time periods. The chosen time periods were Pre-historical, Roman and Middle ages. Each period had to have 7 types of building(Farm, Archer tower, Stable, House, Mage tower, Harbor and Catapult site), 2 types of vehicle(Catapult and Boats), and 4 types of unit (Farmer, Soldier, Archer and Mage). There were also 3 units and buildings that were in-temporal. The unit character was created and then fitted with a proper rig, and then all the weapons, clothes, and equipment were added to the rig. All the animations were compiled on the same model to reduce the weight of the file and simplify the work on the programming side.



CARTOON HEAD

This model was inspired by 'One-Armed Monstrosity' from Gravity Falls. The specificity of the model is that there is only a head and a hand. This was challenging in the modelling stage but predominantly in the rigging and animation steps. Because the only features of the model are his face and his hand, greater care was put into the facial animation to convey all the feedback necessary.



LOW POLY CITY

For one of the games, I had to create assets for an entire city. The building were made using box modelling, flat texturing and one common material. Every other building is a variation of the previous one. For the citizen, I modified assets already owned by the company to make them fit the context and needs of the game. The game needed animation so I had to mix and modified already existing animation or create new one to fit our purpose.

POLYVERSE

3D ANIMATION

I have created multiple animations and renders for commercial and advertisement material. At first, I start with simple storyboards, then I put all the 3D elements in place. I created any necessary elements if the render needed them. Those renders were made with close contact with the communication department.



UI DESIGN

While working for Polyverse Life I assessed the need for a website, in a Web3 environment and then respond to the need with a design. This website was designed with Adobe XD.

I also help creates graphics, charts and logos for various part of the Polyverse Project

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The collage includes:

- A "Staking" section showing a chart with purple hatching and a "Farms" table:

Currency	Stacked	Earned	TVL	Daily APR	APR
PTN-CREO	-0.0 USD	-0.0 USD	\$28 409	0.47%	206.87%
PTN-FNK	-0.0 USD	-0.0 USD	\$34 087	0.53%	846.03%
PTN-PXP	-0.0 USD	-0.0 USD	\$45 954	0.07%	

- A "Pools" section showing a table with three rows:

Currency	Stacked	Earned	TVL	Daily APR	APR
PTN-CREO	-0.0 USD	-0.0 USD	\$75 458		
PTN-FNK	-0.0 USD	-0.0 USD	\$87 632		
PTN-PXP	-0.0 USD	-0.0 USD	\$51 000		

- A "Play with your NFT" section featuring a female character in a black outfit.
- An "Own Land" section showing a 3D isometric view of several small structures on floating platforms.
- A "The Story" section with a screenshot of a character in a desert-like environment and text about the discovery of Polyland.

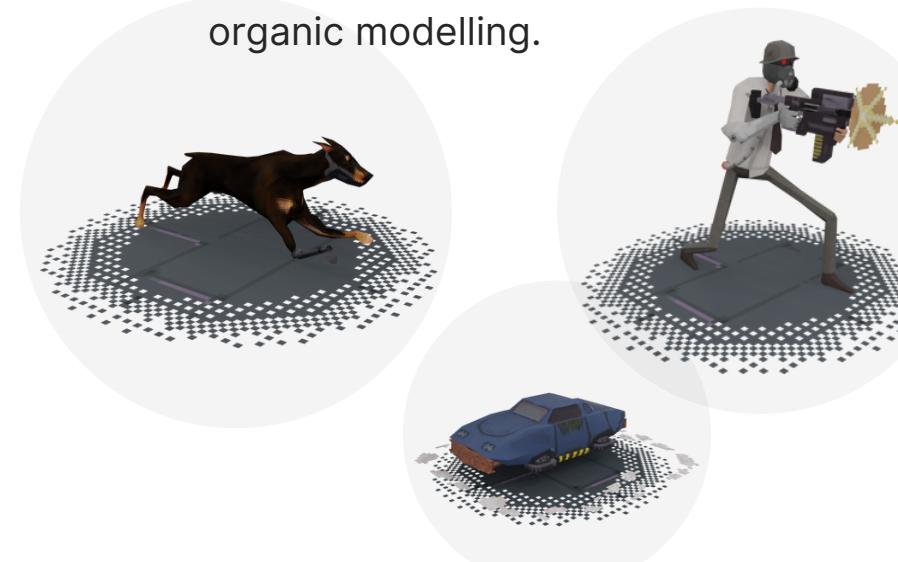
VARIED WORK



DINO MODEL

Personal Work

This 3D Model is made of multiple elements. There are 2 dinosaur models that are the main focus. The design was inspired by drawings of Floofyfluff. I used different sculpting techniques to have the desired shape and re-topologies them to save polygons. I then texture-painted the model to give them their distinctive looks. For the beach scene, I use box modelling, flat textures and material properties to gather everything together.



PIXEL ART 3D

Personal Work

This series of 3D models were created to challenge me and to test my Texturing and UV skills. The pixel art medium is greatly limiting and forces the artist to create complex visuals with little information. While creating these models I choose to go toward box modelling and low poly to accentuate the pixel art aesthetic. Each model challenges my 3D skills in different ways. The humanoid model, with organic modelling and placing details on a model. The dog with low poly animation and texturing. The car with texture animation and non-organic modelling.



3D MODELING AND ANIMATION

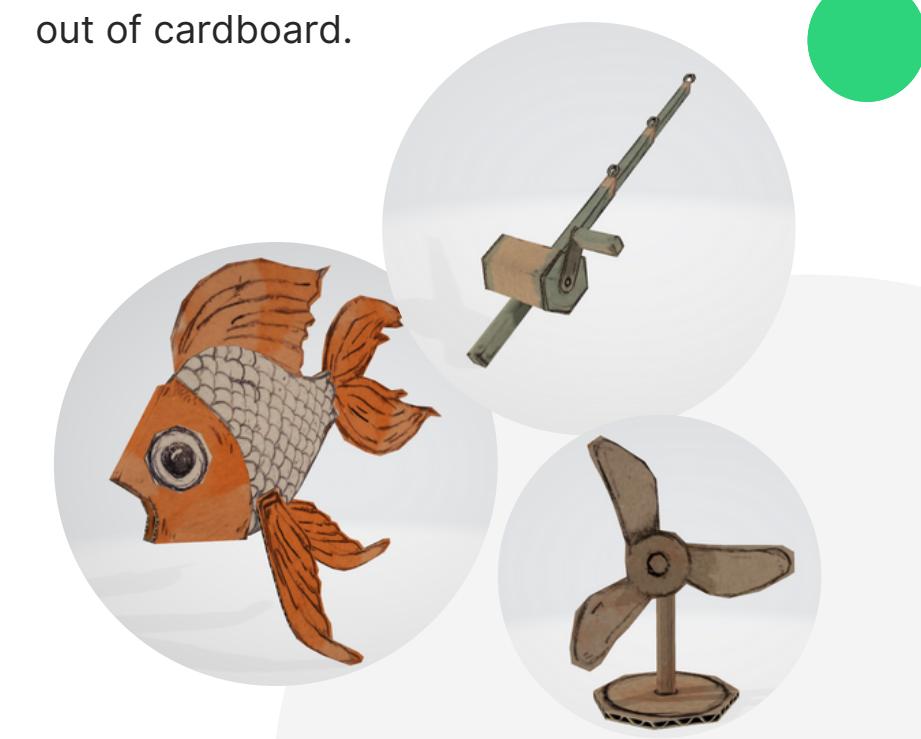
Personal Work

I modelled, Textured, Rigged, Skinned and Animated a character with Blender. I use topologies and other modelling techniques to create this model. This model possesses Shape Keys, firstly to correct any error the rig may do, secondly to be able to do lip sync with a phoneme chart.

3D MODELLING

Personal Work

The following models are 3 models all following the same theme, Cardboard. Those models were a collection made to resemble as much as possible creations made out of cardboard.



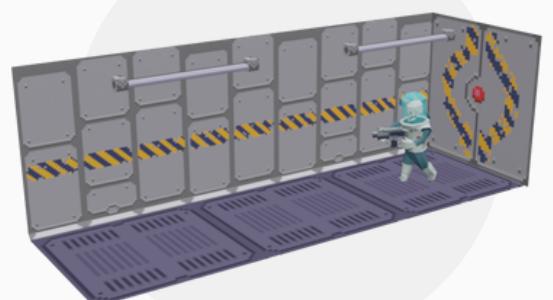
VARIED WORK

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LEGO SKULL

Personal Project

This model is a simple tribute to the early 2000s Lego games. The skull was made following lego's guidelines for manufacturing pieces. The piece was then fitted with the proper texture and I added a background and overall aesthetic reminiscing of the 2005 Star Wars Lego character selection screen.



FPS GAME ASSETS

University Project

During my last year of University, I made an FPS 3D Rogue in space with a procedurally generated spaceship. Each room was modelled and textured with 3ds Max and Photoshop. They were then implemented in Unity to make the room generation system. I then modelled, textured and animated the enemy and weapon. The chosen aesthetic was pixel art for the texturing, this aesthetic permitted me a quick rendering and gave me a good introduction to texturing

CREATION OF LOGOS

Freelance Project

As a freelance Graphic designer, I add to conduct multiple projects and create logos, graphic charts, and user interfaces and I successfully completed multiple missions with a high customer satisfaction rate.



PROTOTYPING AND BRANDING

University project

In university, I created 2 fake companies. This exercise help me visualise and put to paper ideas that came to mind.

For one of the companies, we had to create only the visual for it, a brand name, a logo, a poster, and an ad. For the second one, the creation was much more thorough, I made market research, a business model, a design, and a high-fidelity prototype for mobile and website.

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Thanks
For
Watching