

# GABRIEL DURO

MULTIDISCIPLINARY  
DESIGNER &  
3D FASHION ARTIST

2026

- 10+ YEARS ACROSS APPAREL, FOOTWEAR, AND 3D PRODUCT DEVELOPMENT
- STRONG BRIDGE BETWEEN CONCEPT, TECHNICAL EXECUTION, AND PRODUCTION
- EXPERIENCED IN BOTH COMMERCIAL ENVIRONMENTS AND EXPERIMENTAL PROJECTS, ADAPTING QUICKLY TO DIFFERENT BRAND NEEDS.
- COMFORTABLE OWNING END-TO-END WORKFLOWS WHILE COLLABORATING ACROSS CREATIVE, TECHNICAL, AND PRODUCTION TEAMS.

## **DESIGN & PRODUCT**

Apparel & accessories development  
Tech packs & production follow-up  
Materials, construction & fit logic

## **3D & DIGITAL**

CLO 3D · Browzwear  
Blender · Digital prototyping  
3D visualization for sampling &  
communication

## **WORKFLOW**

Concept → production ownership  
Cross-functional collaboration  
Fast-paced, adaptive environments



## HOST DESIGNS

### 3D Apparel Concept Development

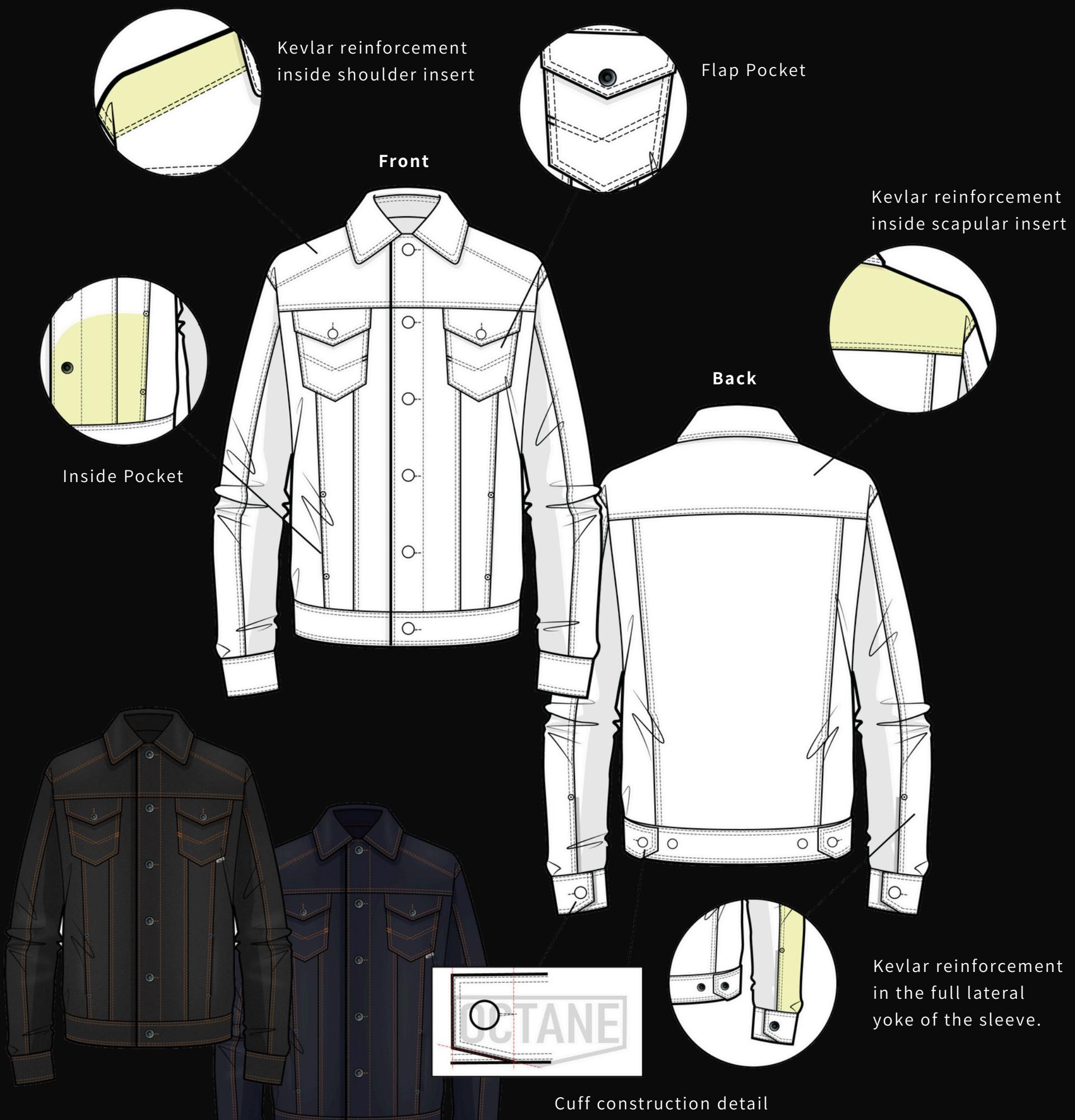
**Conceptual performance apparel  
proposal for a racket-sports brand.**

- Conceptual performance apparel proposal developed from an existing brand identity
- 3D garment mockups created to visualize silhouettes, fit, and movement
- Focus on sport-specific functionality, materials, and commercial viability



- Apparel system including tops, bottoms, and accessories
- Consistent visual language across silhouettes and categories
- Designed for flexibility, layering, and sport-oriented use

Branding shown as part of a conceptual proposal



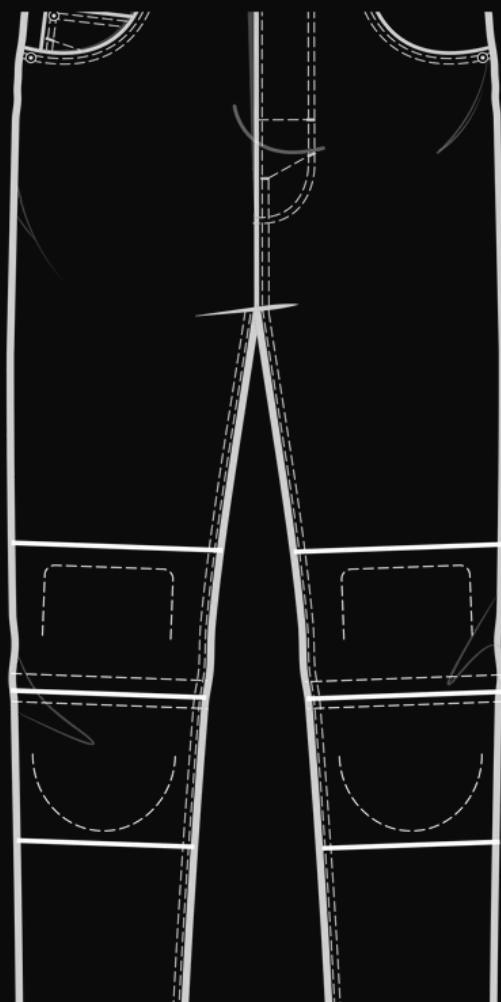
## MOTOWEAR

### Technical Apparel Development

**Protective motorcycle apparel focused  
on performance, safety, and durability.**

- Development of technical garments using protective materials such as Dyneema and Armalith
- Exploration of construction methods, protection placement, and functional detailing
- Design and development across apparel, footwear, and supporting brand elements

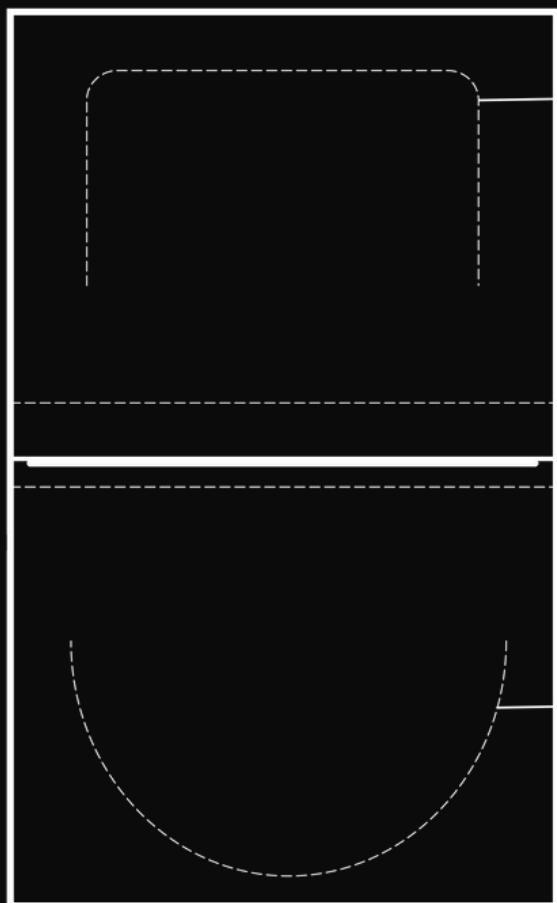
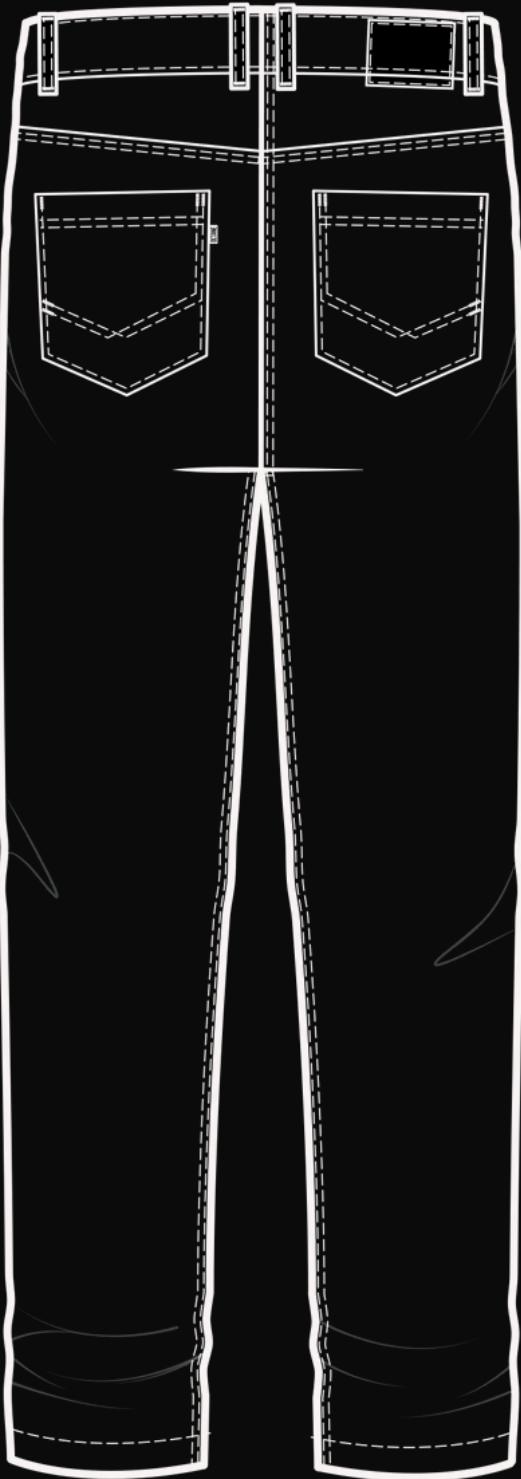
**Inside protection pocket view**



**Front**



**Back**



**Stitching with the shape of  
the impact protection armor**

**4CM Overlap opening for  
security**

**Stitching with the shape of  
the impact protection armor**

**MOTOWEAR**

**Technical Apparel Development**

- Reinforced zones designed for abrasion and impact resistance
- Construction logic supporting protective inserts and durability
- Technical development focused on safety, mobility, and wearability



## NETICS

### Digital Fashion System - Origin Collection

**Original digital fashion universe exploring the boundary  
between physical and virtual identity.**

- Original fashion system initiated through illustration-led collection design
- Exploration of identity, technology, and the body through speculative garments
- Foundation for an evolving digital world developed across multiple formats



## NETICS

### 3D Character & Garment Execution

**Original digital fashion universe exploring the boundary  
between physical and virtual identity.**

- 3D character and garment development across DAZ Studio, Blender, and CLO 3D
- Asset integration and iteration to achieve cohesive final renders
- Focus on silhouette, material behavior, and digital construction logic

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