

PORTFOLIO

2017 - 2024

EZZAHIIR ANASS

Architecture | Computational Design | 3D Software Development



EZZAHIR ANASS

ARCHITECT | PHD STUDENT | DEVELOPER

As an architect and self-taught **software developer** specializing in the intersection of **design and technology**, I create custom plugins, automations, and digital solutions for 3D software to streamline architectural Visualization and **3D design workflows**. Passionate about leveraging cutting-edge technology to enhance conceptualization and elevate the design process. I aim to combine my **architectural expertise** with **programming skills** to drive efficiency and push creative boundaries in the field.

TECHNICAL SKILLS

- Sketching & Conceptualization
- 2D Drawing (AutoCad | ArchiCad)
- 2D & 3D Diagrams (Illustrator)
- Post-Production (Photoshop)
- BIM Modeling (Revit)
- 3D Modeling (3ds Max | Blender)
- 3D Rendering (Lumion | Blender)
- Parametric Design
 - Rhino & Grasshopper
 - Blender Geometry Nodes
- Software Development
 - Blender | 3ds Max | Cinema 4D
 - Plugin Development (Python)
 - Version Control (Git)
- Web Development
 - Front-End (React JS & Typescript)
 - 3D Web Dev (ThreeJS)
 - Back-End (Google Cloud Platform)

LANGUAGES

- English (Fluent)
- French (Fluent)
- Arabic (Native)

CONTACT

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- 📍 17, 3 Av. Al Atlas, Sala Al Jadida, Hssaine
- 🌐 <https://linktr.ee/ezzahiranass>

PROFESSIONAL EXPERIENCE

3D Software Developer - Independent	JAN 2022 - PRESENT
▪ Plugin Development & Automation Agency ▪ Software Development Services	
Junior Architect - ZADA Architecture	NOV 2021 - MAR 2022
▪ 3D Modeling & Rendering ▪ 2D Drawings	▪ Project Documentation ▪ Conceptualization
Intern - Engineering Agency: Straydom Ingénierie	JUN 2021
▪ 2D Drawings ▪ 3D Modeling	▪ Project Documentation
Intern - Agence Urbaine Sekhirate-Temara	JAN - FEB 2021
▪ Geographic Information System ▪ Administrative Procedures	
2D & 3D Graphic Designer - Fiability Conseil	SEP 2019 - MAR 2020
▪ 3D Visualization & Animation ▪ Branding: Logo & Flyer Design	
Intern - Architecture Agency: AtConcept	JUL - AUG 2019
▪ 3D Modeling ▪ Interior Design	
Intern - Architecture Agency: Oulhaj Said	FEB 2019
▪ 2D Drawing ▪ Project Documentation	
Intern - Construction Site: Yousra Li Tajhiz	JUN - JUL 2018
▪ Construction Site Apprentice	

ACADEMIC EXPERIENCE

PhD Student	JAN 2024 - PRESENT
Institut National de Statistique et d'Economie Appliquée - Rabat, Morocco. Researching Applications of Artificial Intelligence in Architectural Design Supervised by Pr. BENELALLAM Imade & Pr.ERRAJI Zakarya	
Architect	SEP 2016 - JUN 2023
Ecole Nationale d'Architecture de Rabat - Rabat, Morocco. Dissertation of a Final Year Project Entitled "Vers une Synergie Campus-Ville: Cas de la Zone de Jonction Technopolis-Sala Al Jadida"	
Baccalaureate	JUN 2016
Complexe Scolaire Khalil Abdellatif - Sala Al Jadida, Morocco. Filière Sciences Physiques: Mention Très Bien	

SUMMARY

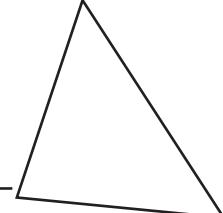
1. ARCHITECTURAL DESIGN	6
1.1. Architectural Competitions	8
OFPPT de Safi (2022)	8
Logement Social (2022)	12
Centre d'épanouissement Marjane (2022)	14
1.2. Architecture School	16
Urban Campus: Final Year Project (2023)	16
2. COMPUTATIONAL DESIGN	26
2.1. Proceduralism with Geometry Nodes	28
Procedural Furniture	28
Procedural Buildings	29
Use Case: Procedural Interiors	30
2.1. Algorithmic Design with Python	32
CurvySoft: Math-based Shell Structures	32
Biome Mapper: Procedural Terrains	34

3. 3D SOFTWARE DEVELOPMENT	36
3.1. Python Automation	38
Characters for ML Training	38
Generative Voxel Trees	39
3.2. Plugin Development	40
Interior Generator	40
Procedural Crowds	42
Breakdown Maker	44
Pristina AI	46
EchoPlan: Plan-to-3D	47
Procedural Stadiums	52
3.3. Web Development	48
Grasshopper Cloud App	48
Metascript	50

4. PERSONAL 3D ART PROJECTS	54
4.1. 3D Visualization & Animation	56
4.2. Personal 3D Art Projects	57
4.3. Architecture School	58
Souk: A 5th Year Project (2021)	58
Eco-Housing: A 5th Year Project (2021)	60

ARCHITECTURAL DESIGN





As an architecture graduate from l'École Nationale d'Architecture de Rabat, I've developed a comprehensive skill set that seamlessly blends theoretical knowledge with practical application. My expertise spans spatial conception, public facility integration, circulation design, lighting strategies, material selection, and structural stability principles.

My final year project was a multifaceted challenge that demanded solutions across urban, landscape, and architectural scales. This project showcased my ability to navigate complex design hierarchies and create cohesive, multi-layered architectural solutions.

At ZADA Architecture, I honed these skills through active participation in national competitions, contributing to design decisions, floor plan development, and 3D modeling. Proficient in industry-standard software like ArchiCAD, Blender, and Lumion, I bring concepts to life with visual clarity and precision.

My approach to architecture is holistic, marrying aesthetic vision with practical functionality. I strive to create spaces that not only captivate visually but also enhance the human experience through thoughtful design, reflecting my commitment to architecture as both an art and a science.



OPPPT DE SAFI

ARCHITECTURAL COMPETITION

Outdoor Furniture Design (Blender)



Rendering Elevations (Blender)

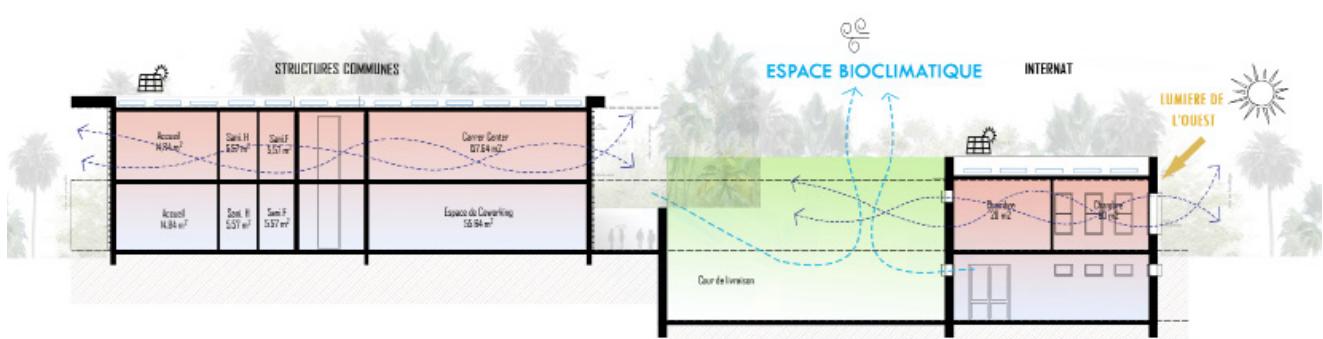


3D Rendering (Blender & Lumion)





2D Concept Diagrams (Photoshop)





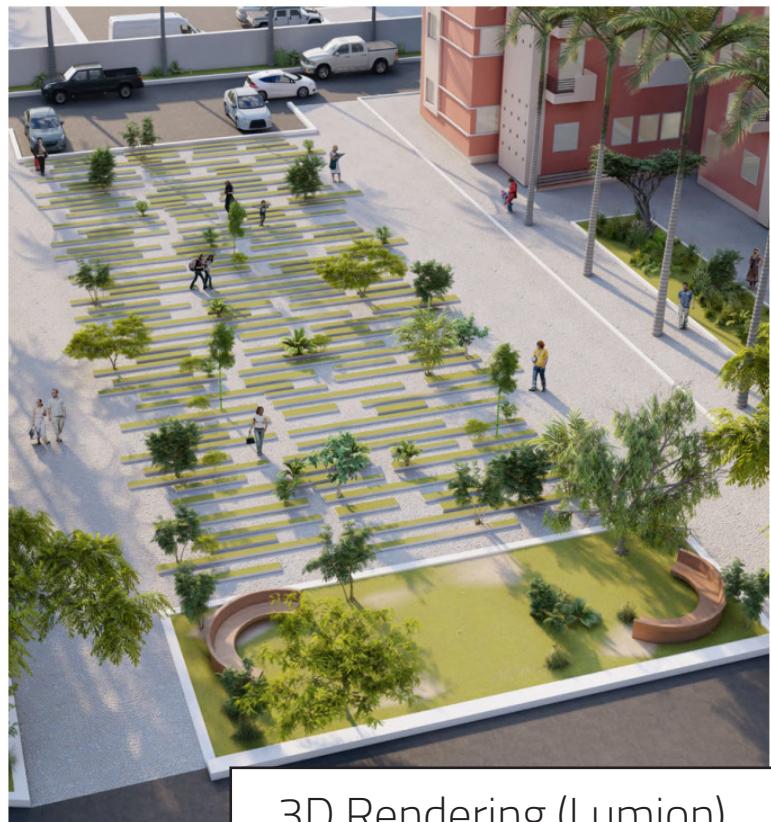
LOGEMENT SOCIAL

ARCHITECTURAL COMPETITION WINNER

Award-winning project, now under construction, I contributed significantly to its design and visualization. My role encompassed spatial planning, exterior landscaping, and comprehensive 3D modeling. I led the façade and motif design, shaped the building's volume, and selected materials and colors. My work culminated in creating exterior 3D renderings and detailed façade visualizations, blending creative design with technical expertise to achieve a cohesive, functional, and aesthetically pleasing result.



3D Modeling (Blender)



3D Rendering (Lumion)

Facade Design & Rendering



1.3

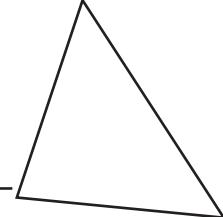


CENTRE D'ÉPANOUISSLEMENT MARJANE - SIDI SLIMANE

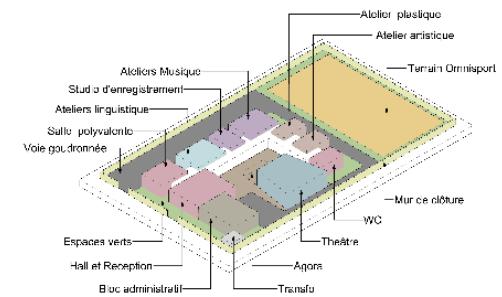
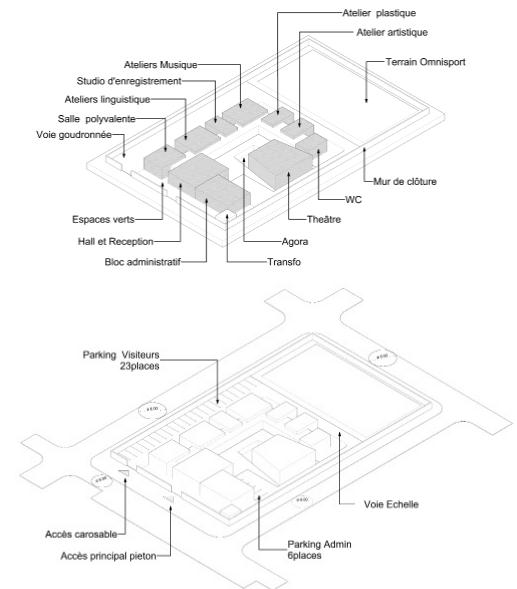
ARCHITECTURAL COMPETITION

Facade Design





2D Diagrams (Photoshop)



3D Modeling & Rendering (Blender & Lumion)



THE URBAN CAMPUS

MY GRADUATION PROJECT



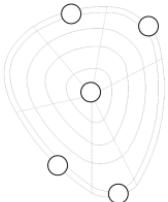
Architectural Design Process



FORME INITIALE



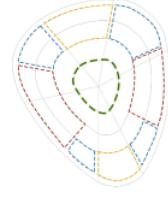
GÉOMÉTRIE/AXIALITÉ



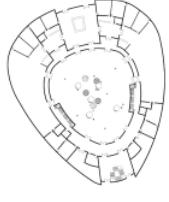
ACCÈS ET POINTS CLÉS



FLUX ET POROSITÉS



ZONAGE FONCTIONNEL



PLAN FINAL

2D Urban Analysis Maps (Photoshop)

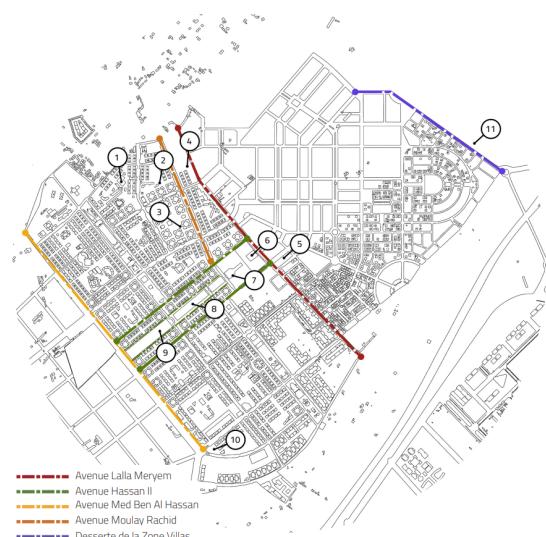
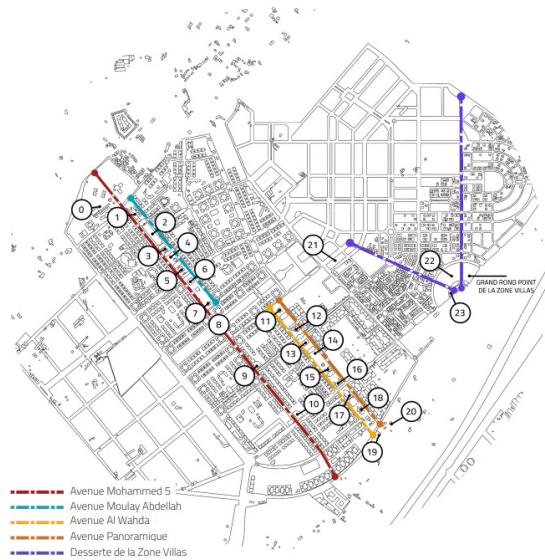
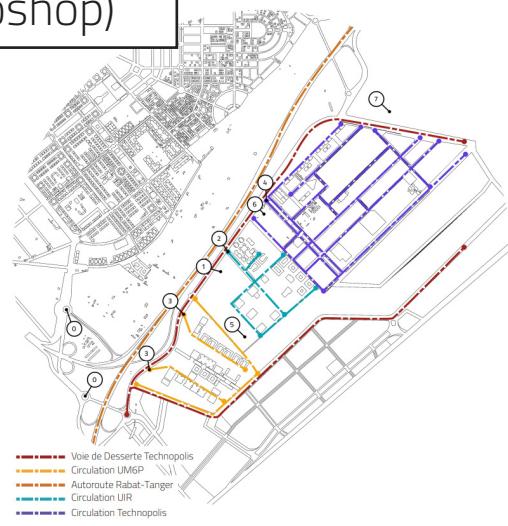
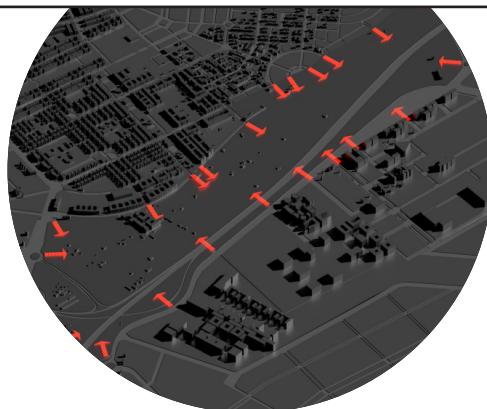


Figure 5.11: Programmation des Équipements en cœur d'îlots et en perspective des grands Axes © L'auteur

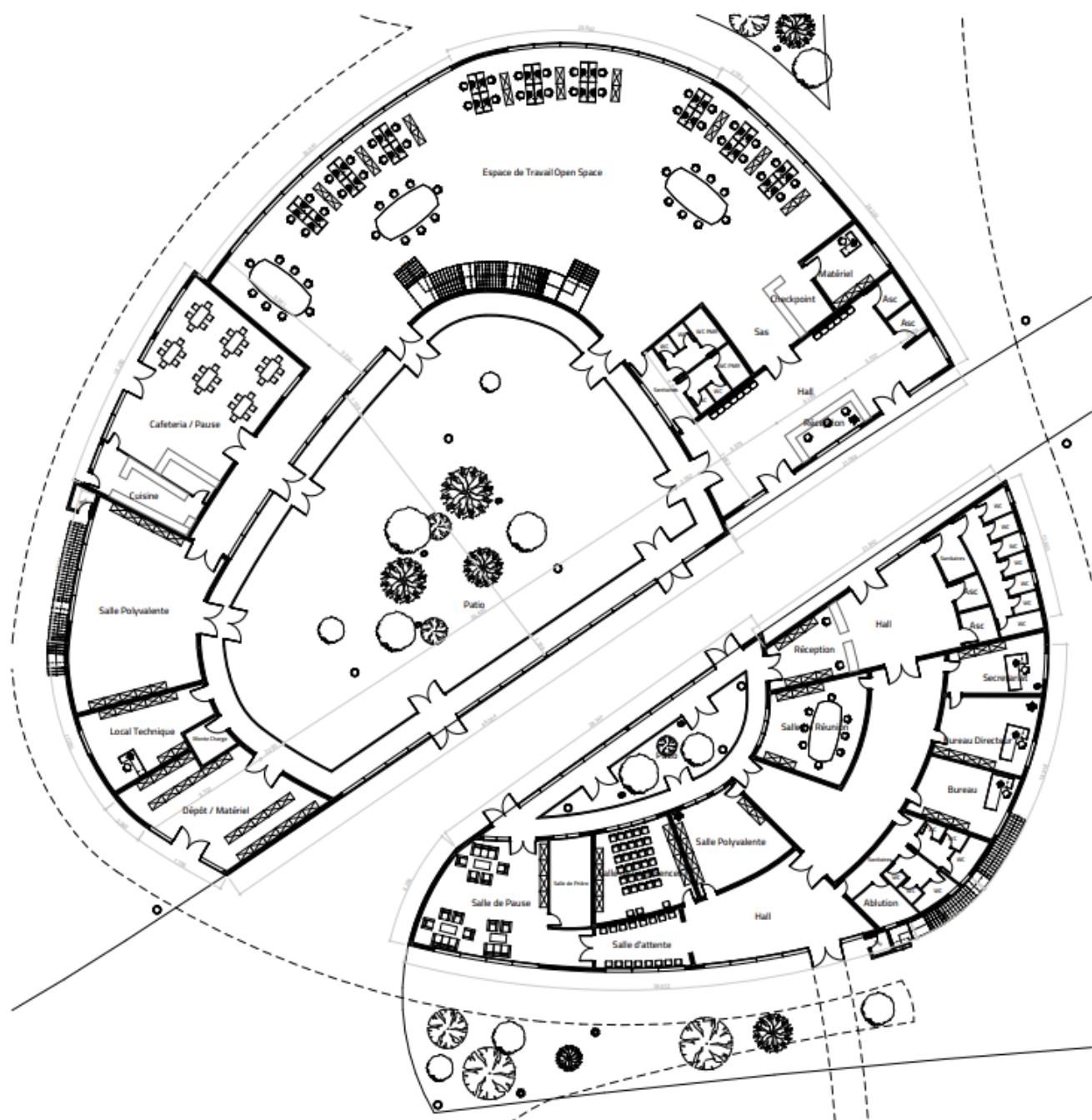
3D Urban Analysis Maps (Blender)





Architectural Plans (Archicad)

Architectural Plans (Archicad)

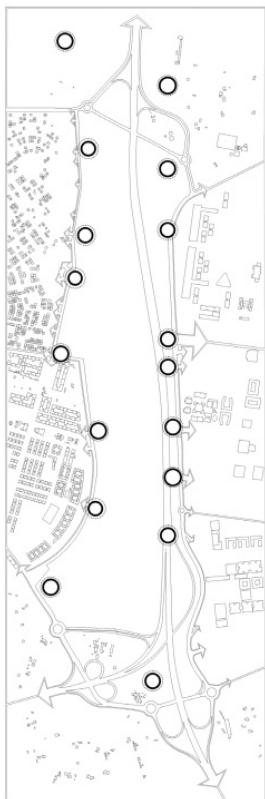




Outdoor Furniture Design (Blender)



Urban Planning Concept Diagrams (Photoshop)

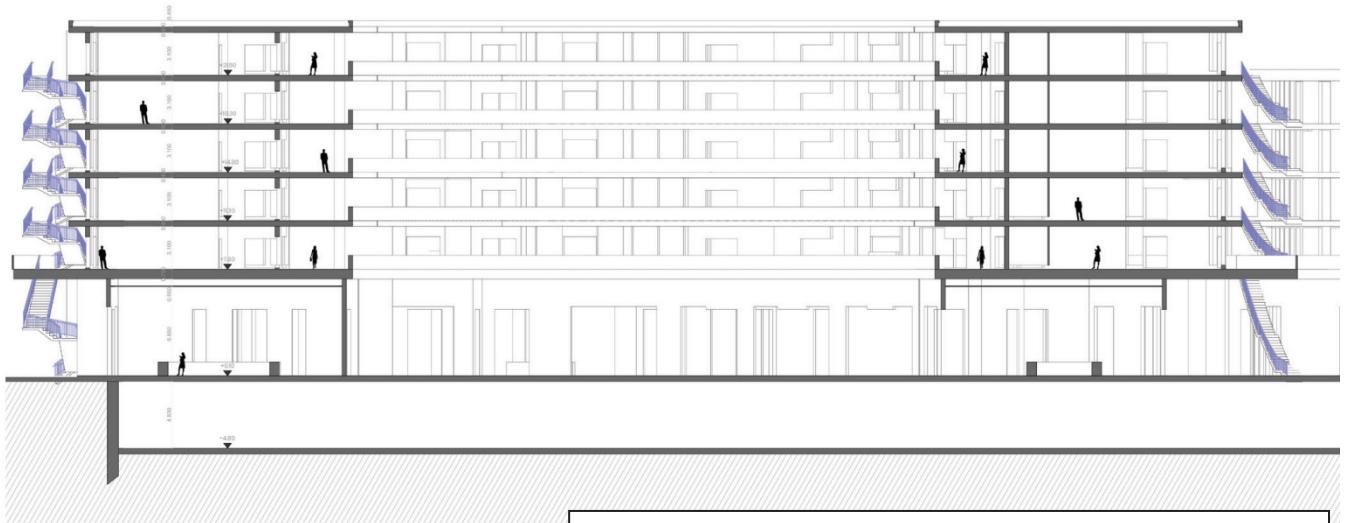


1. TERRAIN VACANT

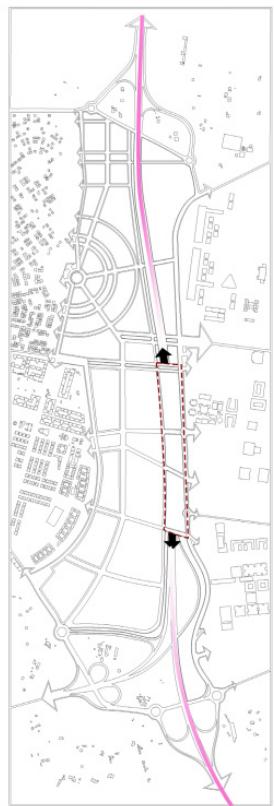
2. REVISION DU PLAN D'AMÉNAGEMENT

3. CORRIDOR VERT

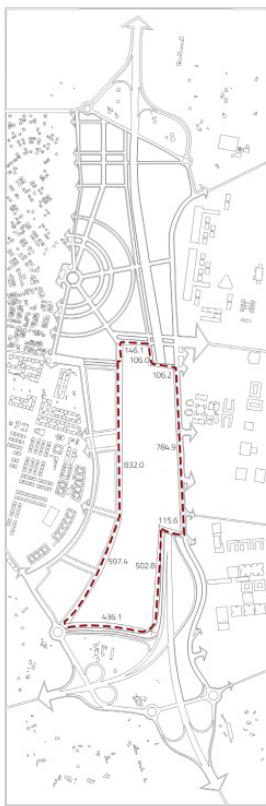
4. COEUR DU PROJET



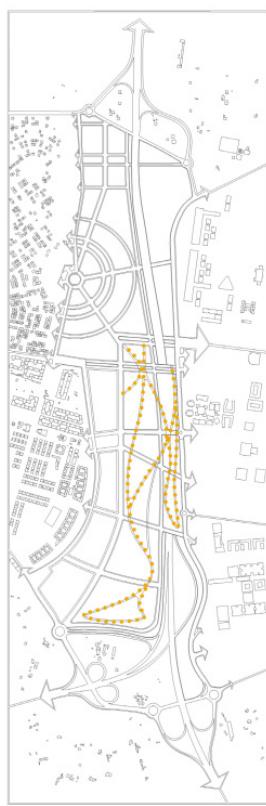
Architectural Sections (Archicad & Photoshop)



5. ENFOUSSEMENT DE L'AUTOROUTE



6. DÉLIMITATION DU SITE



7. RÉSEAU PIÉTONNIER



8. ZONAGE ET AMÉNAGEMENT



Urban Design Masterplan (Blender)



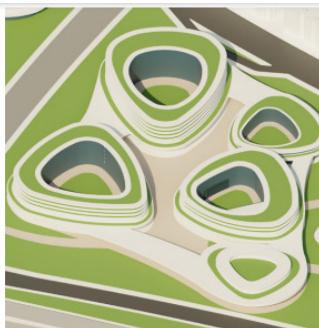
Pôle Santé et Bien Être

Complexe Socio-Sportif et
Terrains de Proximité



Pôle Culture et Jeunesse

Centre Culturel - Maison de Jeunesse,
Foyer Féminin et Centre de
Découverte pour Enfants



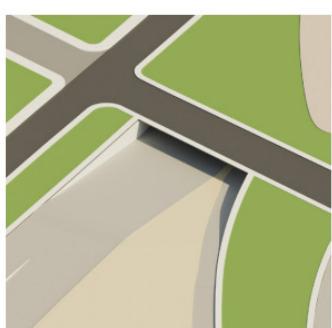
Pôle Formation

École Communautaire,
Médiathèque et Incubateur



Pôle Commerce

Rénovation du Souk & Nouveau
Centre Commercial



Traitement de Coupe

Entrée de la Trémie Routière
(Côté de l'UM6P)



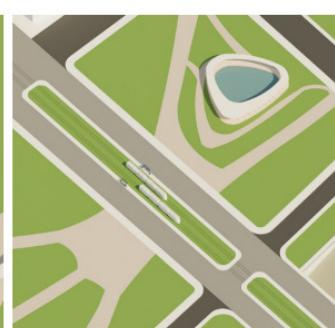
Traitement de Coupe

Sortie de la Trémie Routière (Côté
du Business Cluster)



Agora/Plaza

Lieu d'exposition, d'évene-
ments et de Célébrations



Mobilité Urbaine

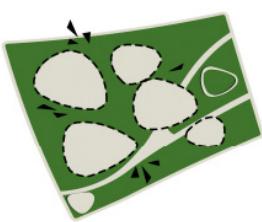
Extension de l'avenue Lalla
Meryem, itinéraire du Tramway,
et Station Multimodale

Architectural Design Process (Blender)



SITE

Le site d'intervention est délimité, traversé par le réseau piétonnier et flanqué du centre culturel, du complexe sportif, de la zone immeubles et de l'autoroute. Il se trouve à l'intersection de l'avenue Med 5 et fait face à l'UM6P.



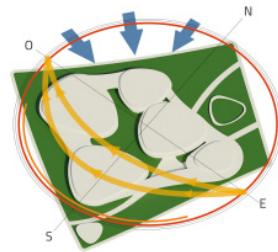
FRAGMENTS

Écho à la problématique elle-même, la conceptualisation part de la fragmentation existante pour atteindre l'articulation. Les blocs du projet sont disposés.



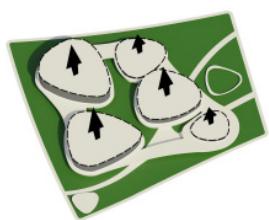
INTERCONNEXION

Les fragments sont interconnectés, formant une seule entité unifiée malgré la distinction. Le lien est matérialisé par une terrasse végétalisée partagée et ouverte à tous.



LUMIÈRE ET VENTS

L'étude de l'ensoleillement et de la ventilation naturelle permet d'amorcer la conception d'un bâtiment durable à faible impact environnemental, puisant sa force de la nature.



VOLUMÉTRIE

Extension des blocs en hauteur et manipulation des volumes en fonction du programme physique et des besoins. La hauteur est limitée pour une intégration paysagère respectueuse.



PATIOS

Les atriums intérieurs sont créés pour la ventilation et l'ensoleillement naturels au cœur des bâtiments, facilitant la circulation intérieure et offrant des connexions visuelles entre les espaces.



FLUX ET POROSITÉ

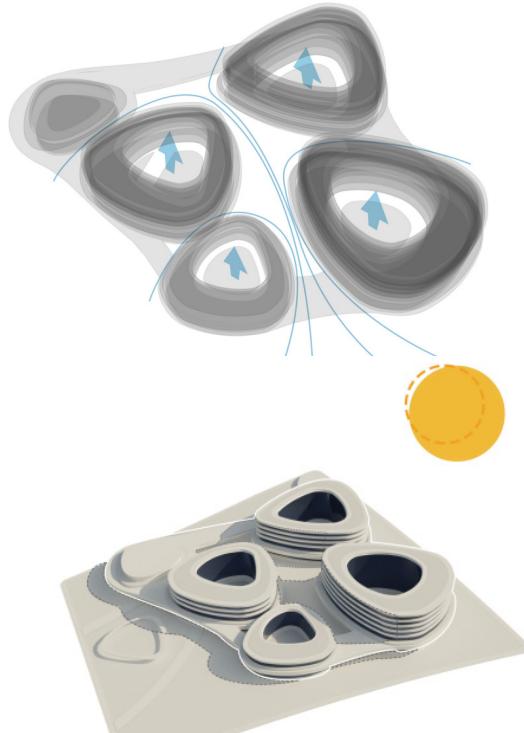
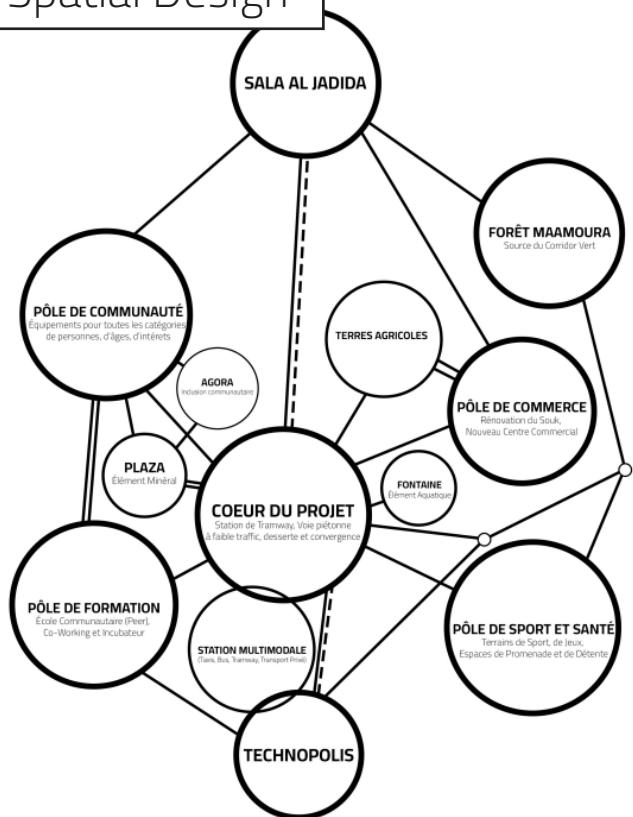
L'analyse des flux de circulation du site conduit à la création de porosités à l'intérieur des bâtiments pour une architecture inclusive et extravertie. Les points d'accès sont ensuite identifiés.



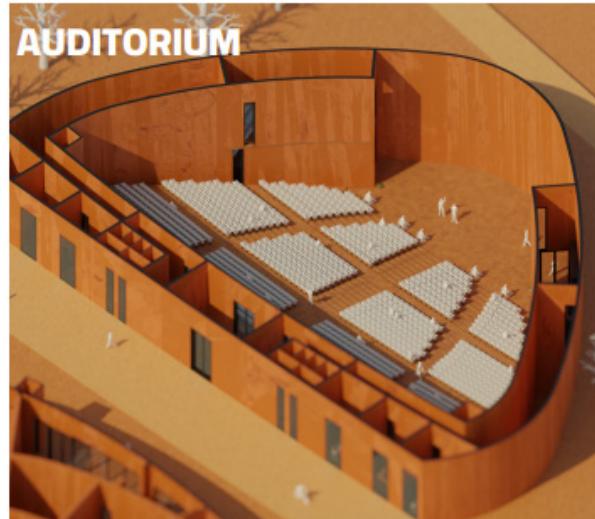
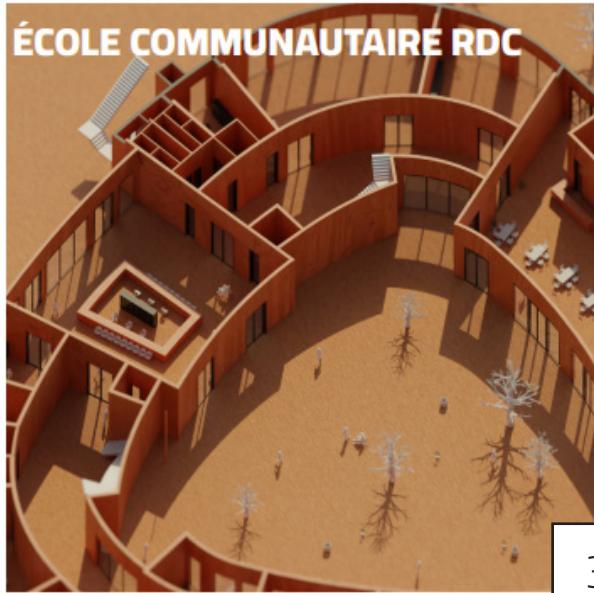
VÉGÉTATION

Des terrasses végétalisées sont ajoutées à chaque niveau pour l'absorption des eaux pluviales et l'irrigation, tout en favorisant l'immersion naturelle.

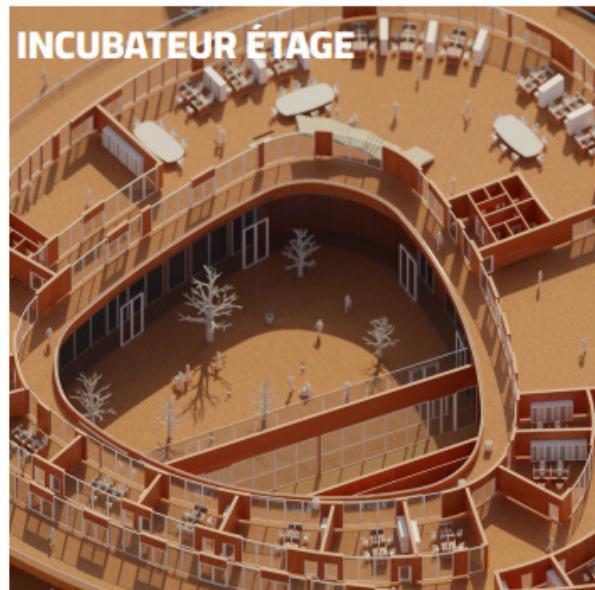
Spatial Design

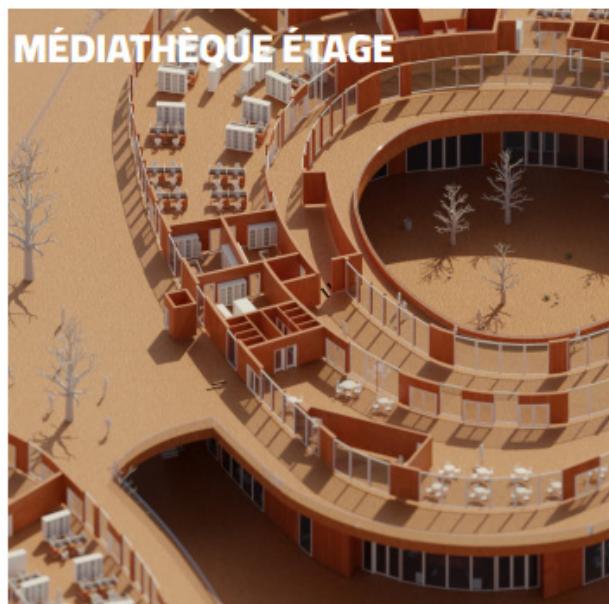
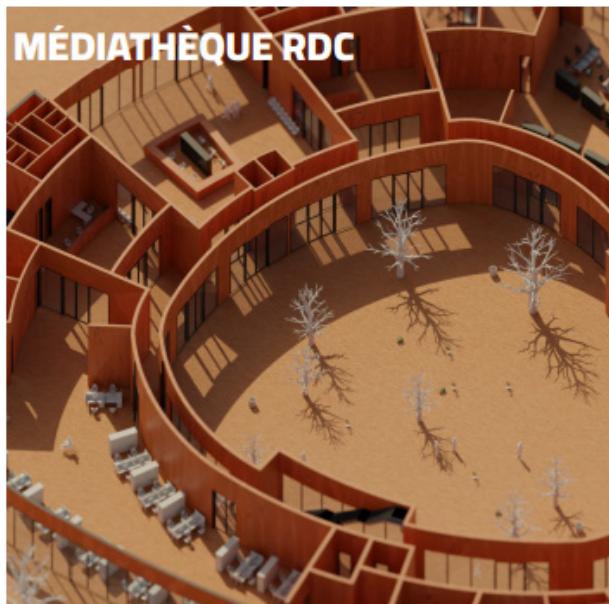
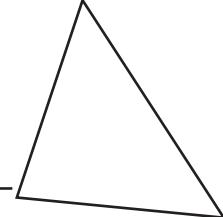


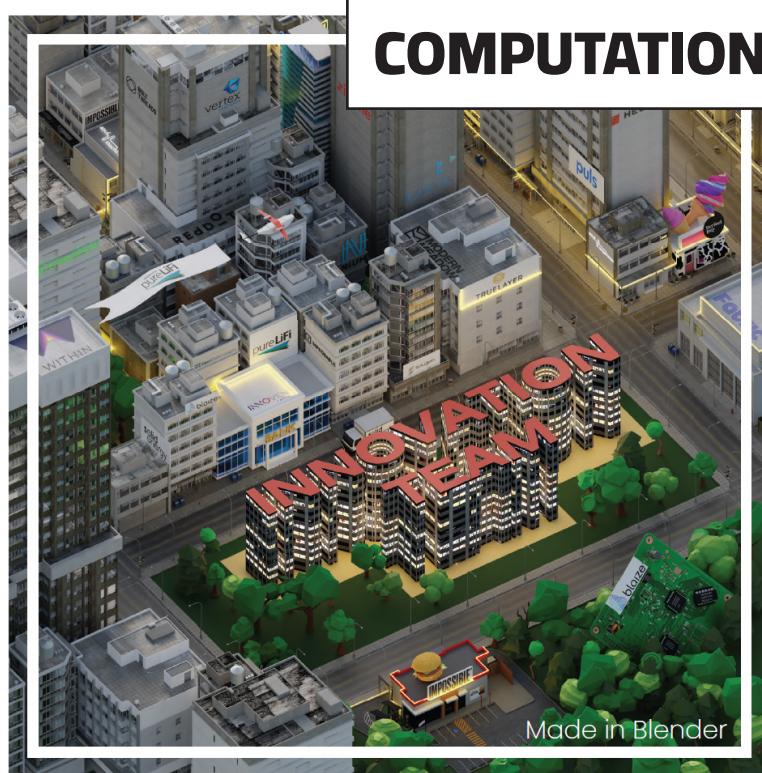
3D Diagrams (Blender)

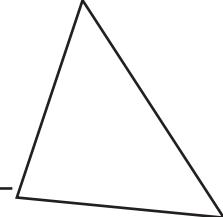


3D Axonometric Views (Blender)









As an architect and design technology enthusiast, I'm deeply committed to the transformative potential of computational design in shaping the future of architecture. This approach allows us to abstract complex spatial design decisions into geometric functions and mathematical formulas, opening up new realms of creative possibility and efficiency.

Computational design centers on proceduralism, generative design, and parametric modeling. These approaches enable rule-based design systems, algorithm-driven solution generation, and dynamic, parameter-controlled modeling respectively. Together, they offer unprecedented flexibility and efficiency in architectural design.

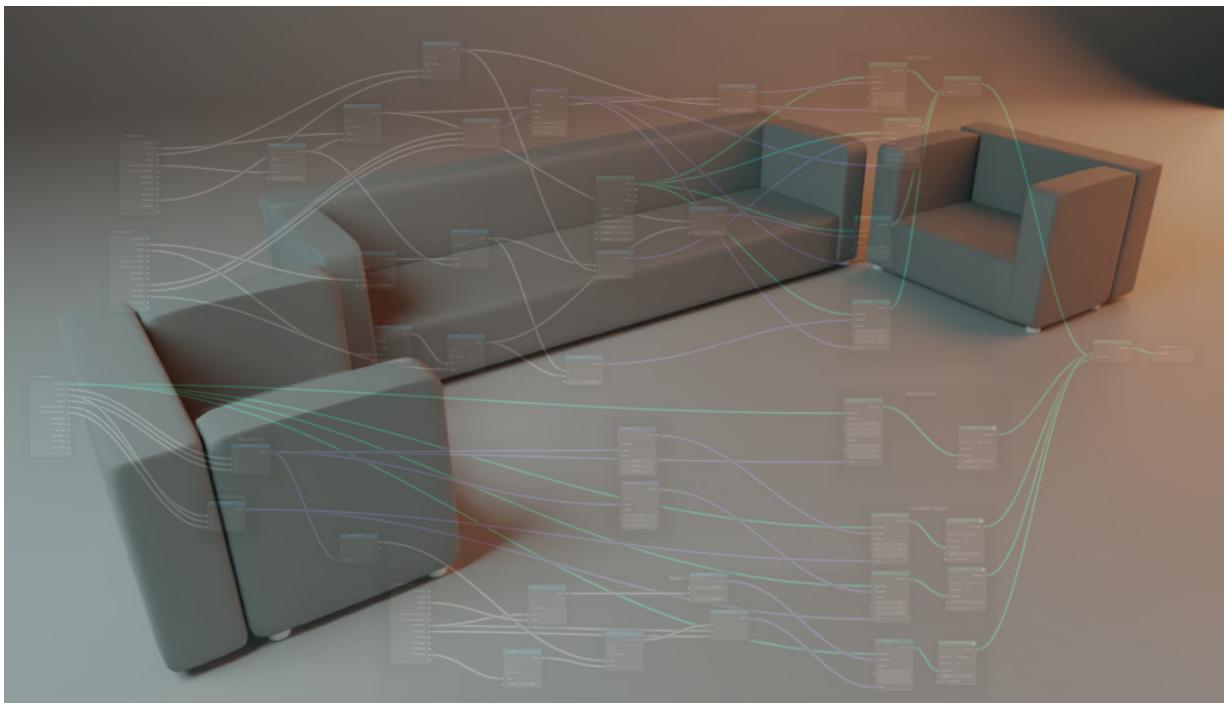
These non-destructive workflows dramatically accelerate the design iteration process, enabling designers to generate unique, coherent, and precise designs that often surpass what's achievable through manual methods alone. The ability to quickly explore multiple design options and fine-tune parameters in real-time has revolutionized how we approach architectural challenges.

In my professional journey, I've leveraged tools like Rhino Grasshopper and Blender Geometry Nodes to create parametric 3D architectural elements. These solutions empower my clients with the flexibility to explore diverse design options, customize elements to specific requirements, and visualize changes instantaneously. This approach not only enhances creativity but also improves communication and decision-making throughout the design process.

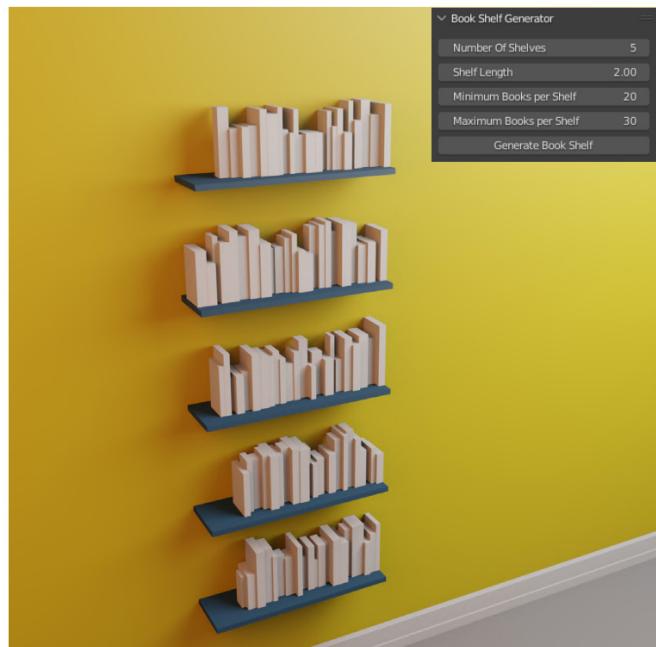
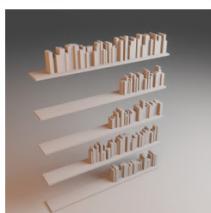
2.1



PROCEDURAL FURNITURE



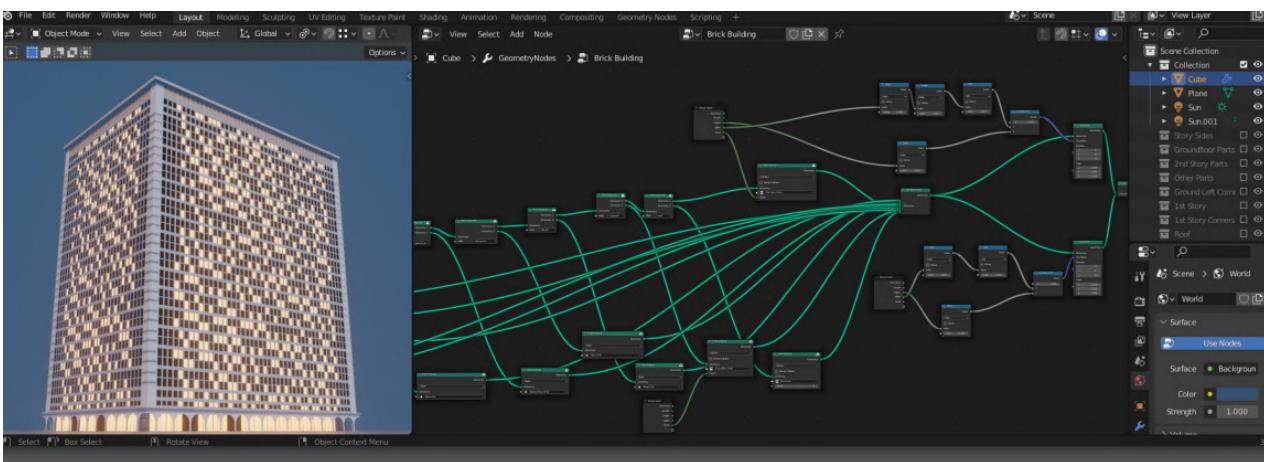
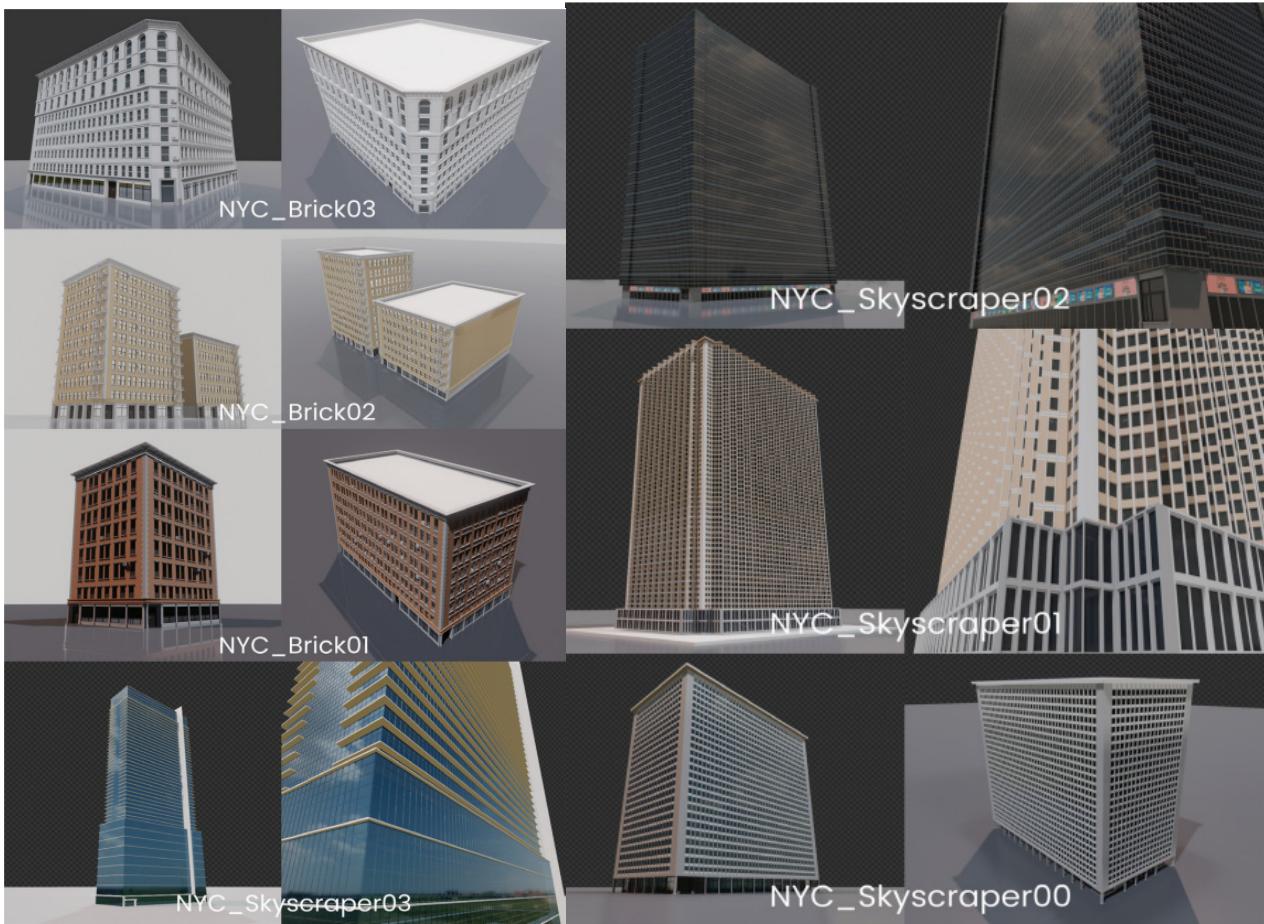
Procedural assets crafted with Blender & Geometry Nodes, enabling rapid generation of customizable buildings and furniture. These dynamic models allow for instant dimension adjustments, streamlining the creation of diverse architectural elements and interior objects.



2.2



PROCEDURAL NYC BUILDINGS



COMPUTATIONAL DESIGN

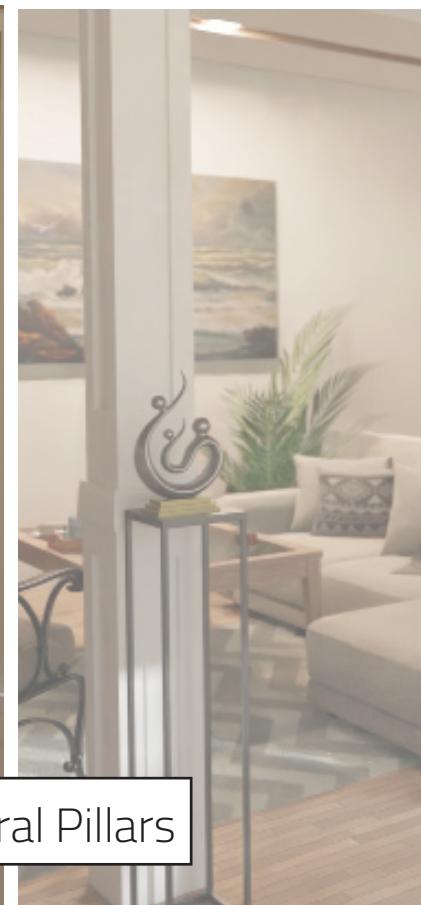
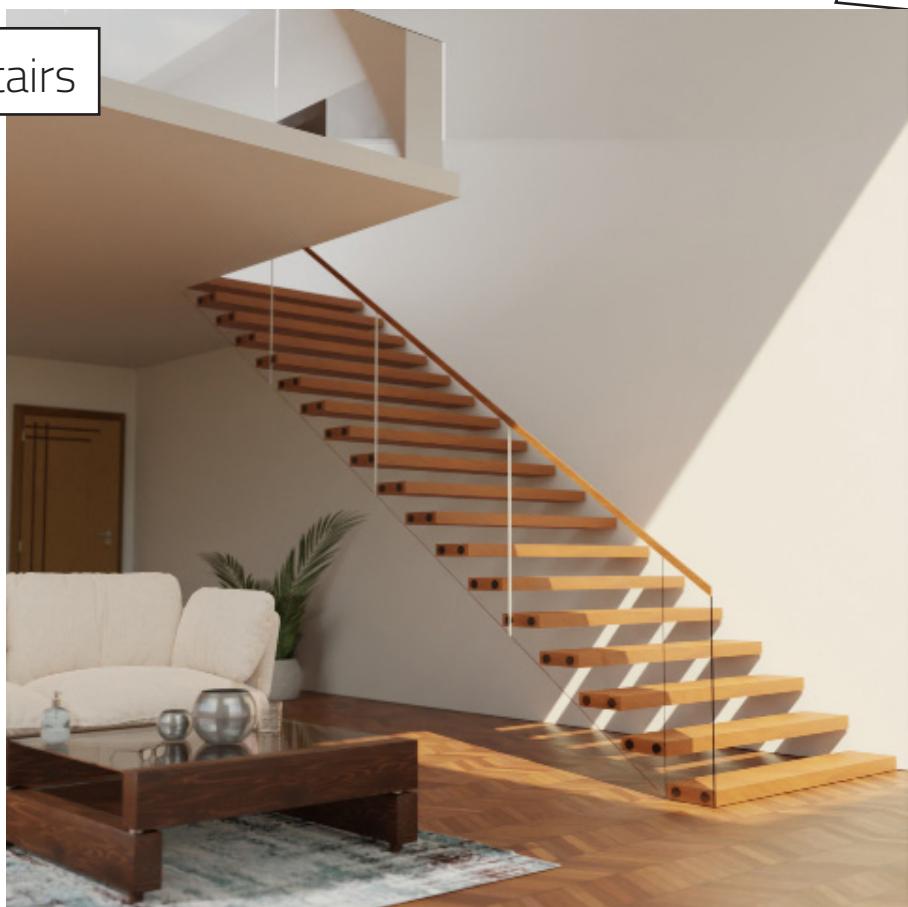
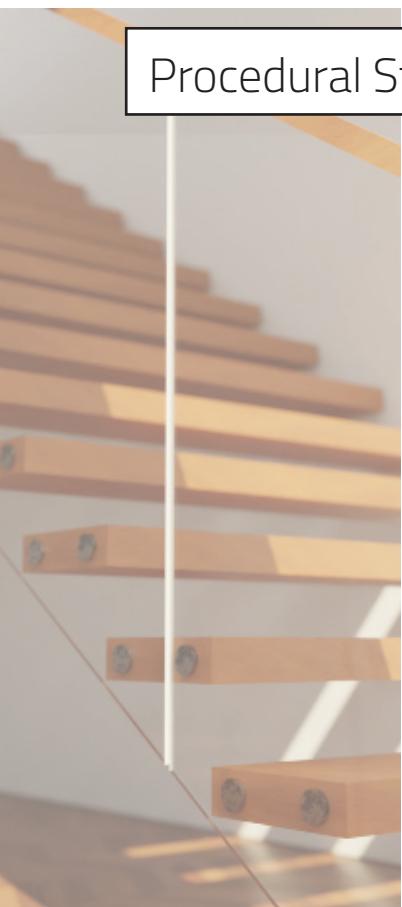
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2.3



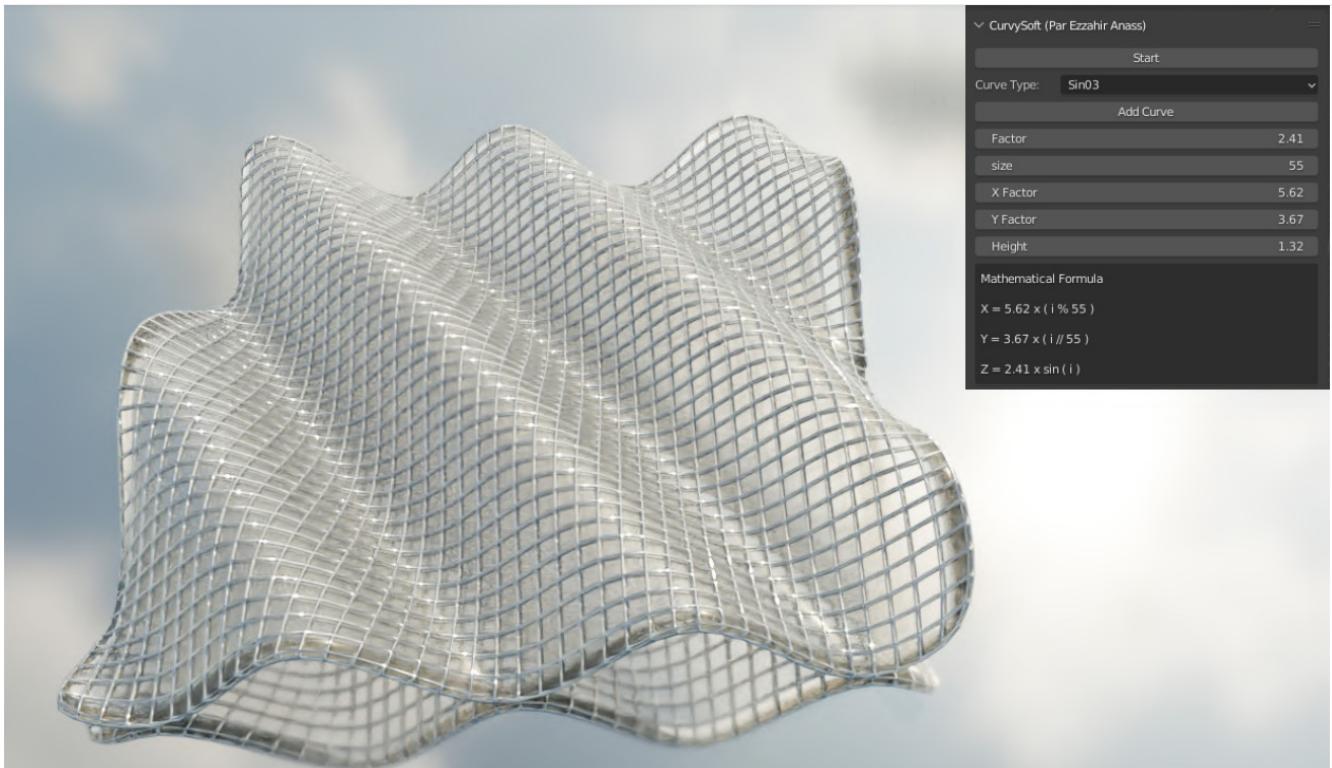
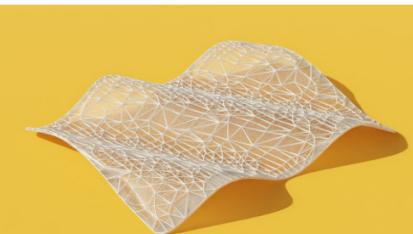
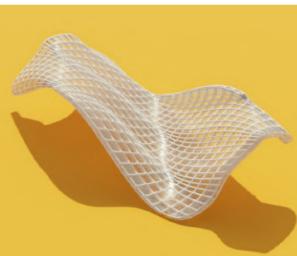
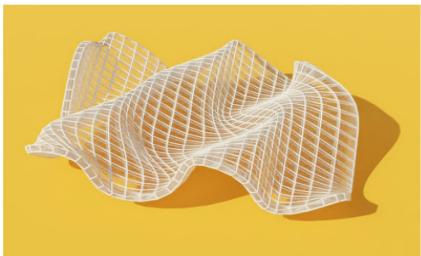
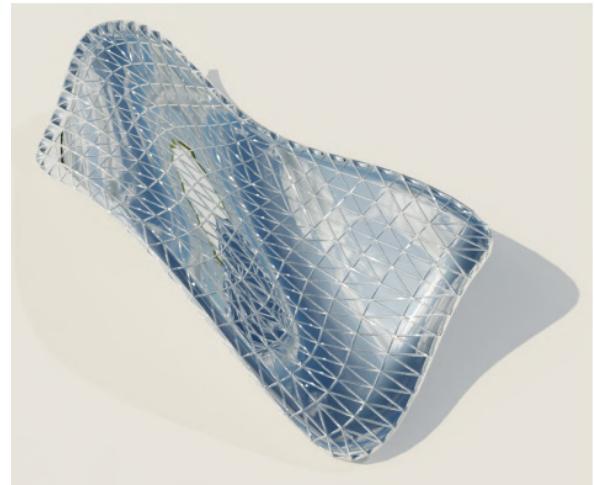
Procedural Desk





CURVYSOFT

CurvySoft is a Python script for Blender that allows in real time the parametric generation of wireframe structures that can be used as prototypes or concept models for an art/architectural project. The algorithm also calculates and outputs the exact mathematical formula of the geometry in order to define with precision the XYZ coordinates of any point in the curve given a parameter i (displayed in the Graphical User Interface).





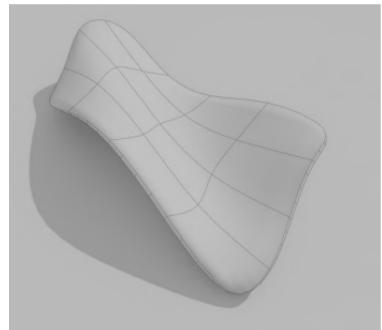
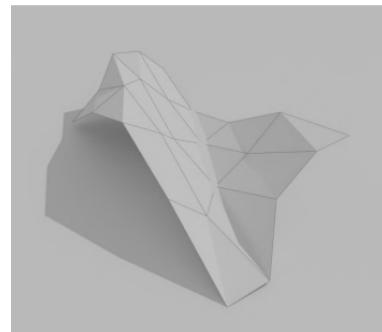
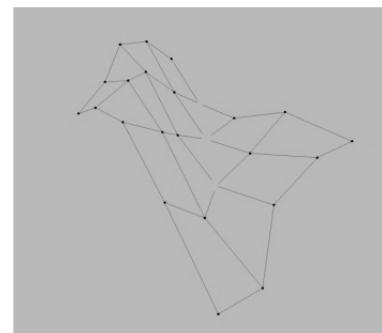
The script works by creating a 3D grid defined by a set of vertices, each one having XYZ coordinates calculated from the user-input parameters in the GUI (Base Plane Size, Curve Preset -for now the curves are either Sin or Cos based-, proportion factors, max height etc..) those parameters are then added to the mathematical formulas of X, Y, and Z, resulting in a set of points in 3D space that will be then linked to each other with edges, and after that polygons.

For a better performance, only a small amount of vertices is created at first to define the overall shape of the mesh, then multiple modifiers are added to make the shape smoother and more interesting;

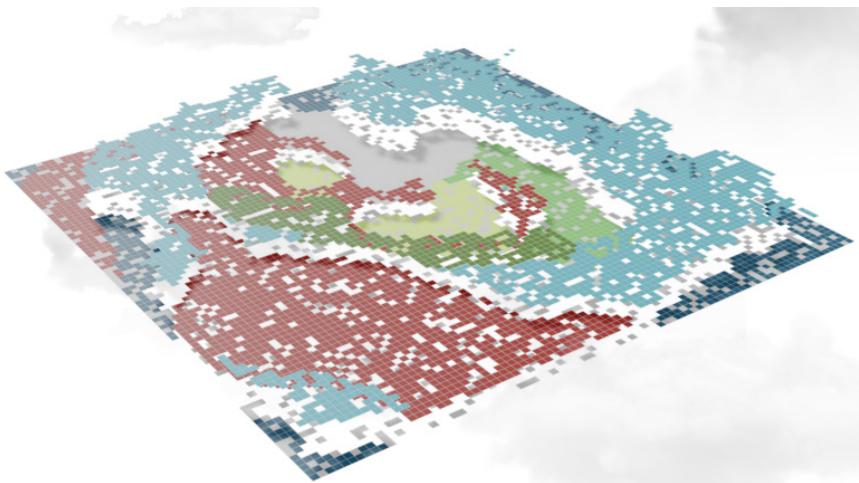
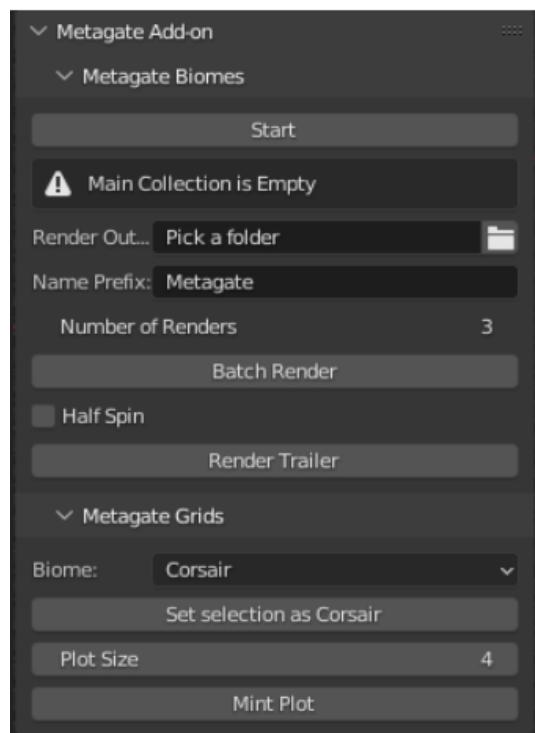
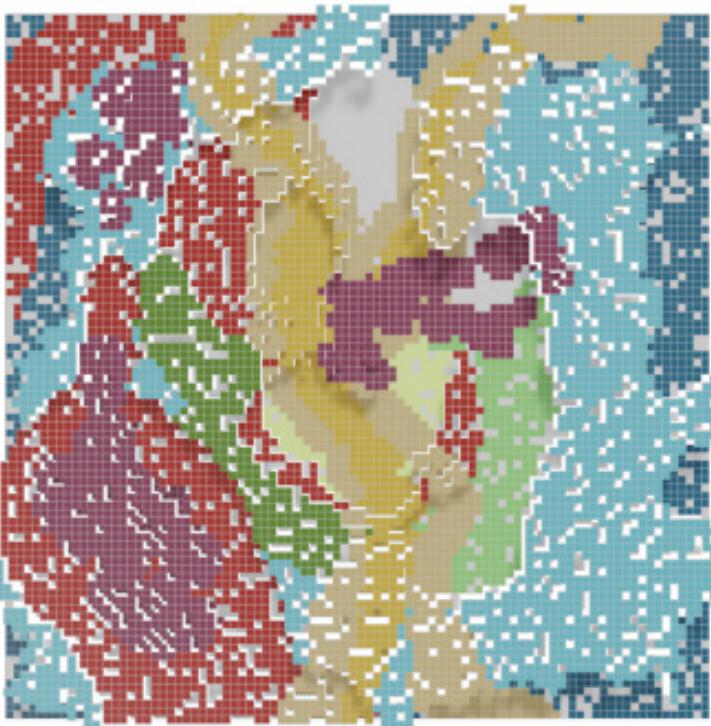
MultiResoltion, WireFrame with Material offset: to create the metallic structures and control their thickness/shape.

Decimate/Triangulate: to break the rectangular topology. **Solidify:** to give thickness to the curve, and more..

SubSurf: to smooth the mesh.



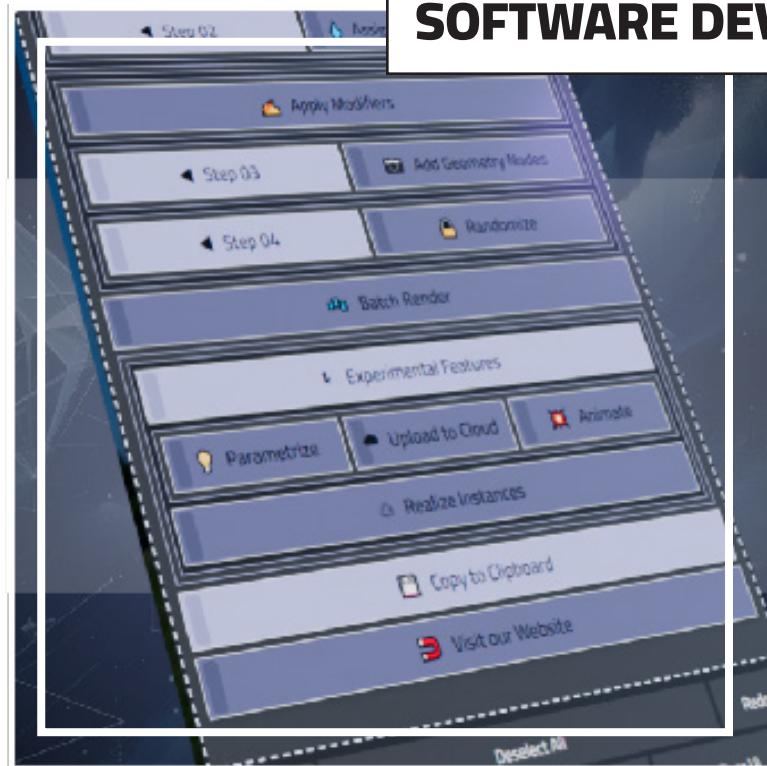
BIOME MAPPER

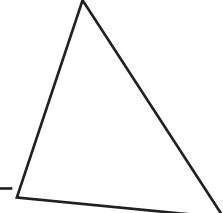


The tool is created for the MetaGate Project, the goal is to have a custom Painting tool in blender that allows the procedural creation of Sandbox Grid Maps for a metaverse game project. The tool allows the user to paint over a premade grid map in Blender using a set of 16 Presets defined by different colors, each preset represents a different area of the map, having different physical and non-physical properties like altitude, surface, land price, Flora & Fona, Weather, Social dynamic, and a bunch of other information relevant to the game.

The script works by grabbing the selected squares (that make up the grid) after each paint and assigning all the properties relative to the active preset to the square which is visually displayed in a different color. the other properties are accessed like any blender property, using: `object.get('property_id')`

SOFTWARE DEVELOPMENT





My journey in software development is rooted in a lifelong passion for problem-solving and creation. From childhood block-building and puzzles to simulation games, this inclination naturally evolved into a fascination with coding and automation. What began as a basic introduction to HTML and CSS in high school soon blossomed into a self-taught exploration of Python, algorithms, and various computer science concepts.

The intersection of my 3D modeling expertise and programming skills led me to automate repetitive workflows in architectural design and visualization. I progressed from simple Blender scripts to developing custom add-ons with user interfaces, streamlining my processes and eventually offering these solutions to clients in the 3D industry.

Each client project presented unique challenges, expanding my knowledge into areas like 3Ds Max and Cinema 4D scripting, web development with ReactJS and TypeScript, and 3D web applications using ThreeJS. Along the way, I gained proficiency in object-oriented programming, version control with Git, API integration, backend development, databases, and cloud computing.

This diverse skill set has enabled me to create and commercialize various 3D-related digital products and solutions, including add-ons and web applications. My software development journey exemplifies the power of combining passion with continuous learning, allowing me to bridge the gap between creative vision and technical implementation in the 3D and architectural realms.

3.1 AUTOMATION: CHARACTERS

Development of a Blender add-on that automates the generation of thousands of 3D Characters along with their "depth maps", used as Data sets for a machine learning model in the context of a medical imaging research project based in Germany. The script is using the HumGen addon as a basis for the generation, and automates the process of generating, randomizing, rendering, post-processing and more manual tasks into a click of a button, and a few user-input parameters.



3.2

AUTOMATION: VOXEL TREES

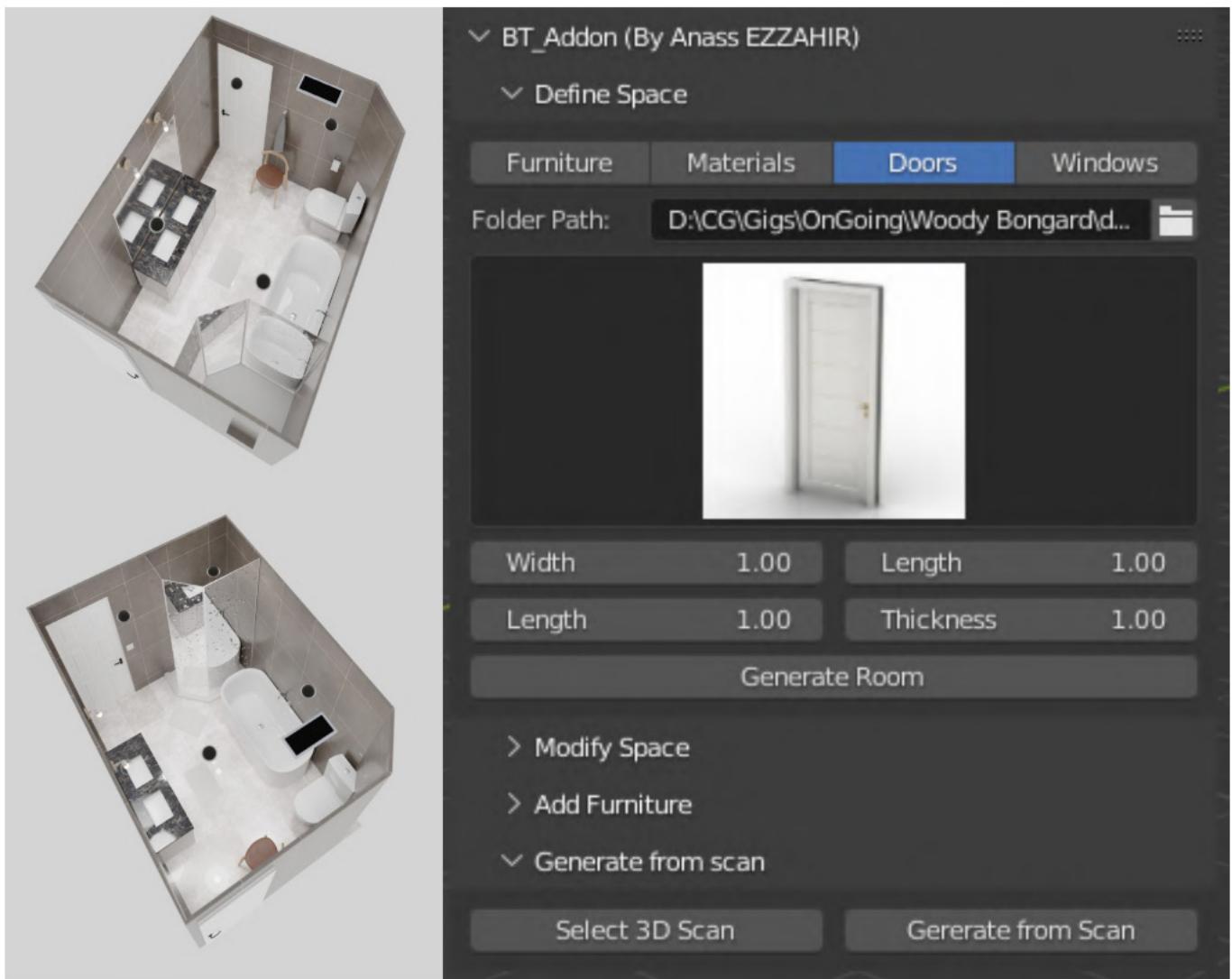
Development of a Blender add-on that generates thousands of Procedural Voxel Trees with different materials, properties in different growth stages from a geometry nodes setup that turns "The Grove" add-on's results into stylized voxel models. made as part of the visual branding of a tree planting initiative led by Betterverse Ltd, a Company based in the UK.

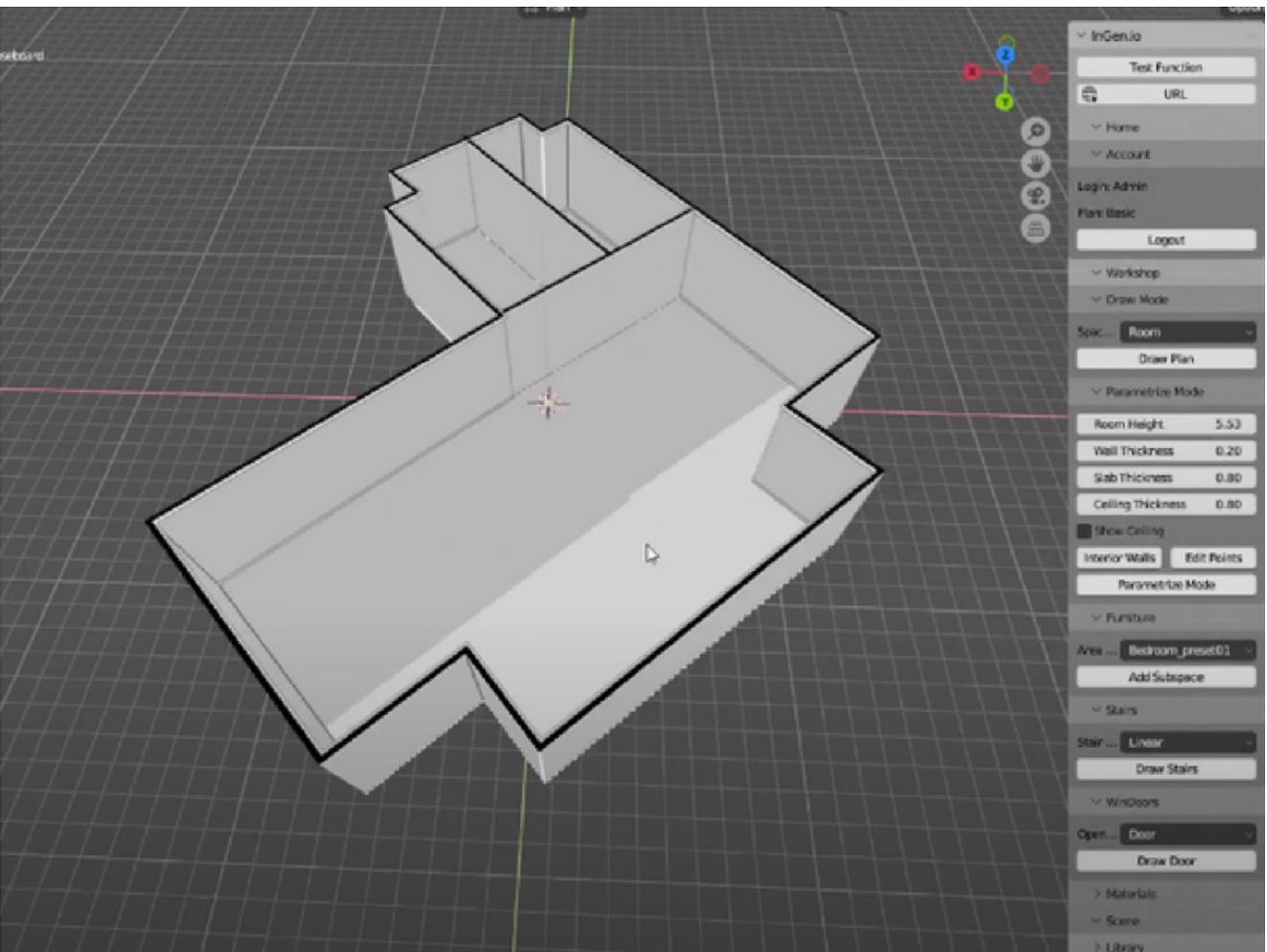


INTERIOR GENERATOR

A BLENDER ADD-ON

The Interior Generator Blender add-on offers a procedural workflow for creating 3D floor plans. It allows users to generate architectural details through a series of prompts and clicks, without requiring coding or visual programming skills. The add-on produces customizable and parametrizable elements, streamlining the process of 3D floor plan creation within Blender.





Developed using Python & Geometry Nodes, the add-on aims to streamline the modeling process with a focus on parametricism & the non-destructive nature of GN. The unique proposition of this tool is the creation of procedural spaces rather than procedural elements, allowing for the generation of render-ready production-level interiors in minutes. Work is still in progress as part of a collaboration with Diffuse Studio, a company based in Sevilla, Spain, who undertake similar projects.



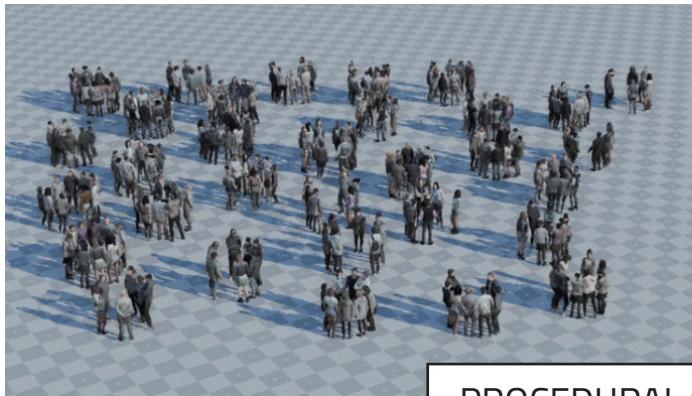
PROCEDURAL CROWDS

A BLENDER ADD-ON

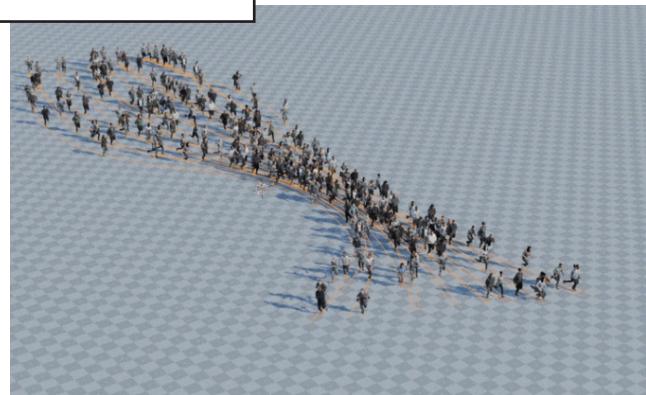
Procedural Crowds is a versatile Blender add-on designed to generate dynamic, lifelike crowd animations with ease. By leveraging a procedural workflow, this plugin enables users to create large-scale crowd scenes, complete with realistic movement, variety, and interactions, all while maintaining control over customization and efficiency. It is perfect for quickly populating scenes with animated characters for films, games, or architectural visualizations.

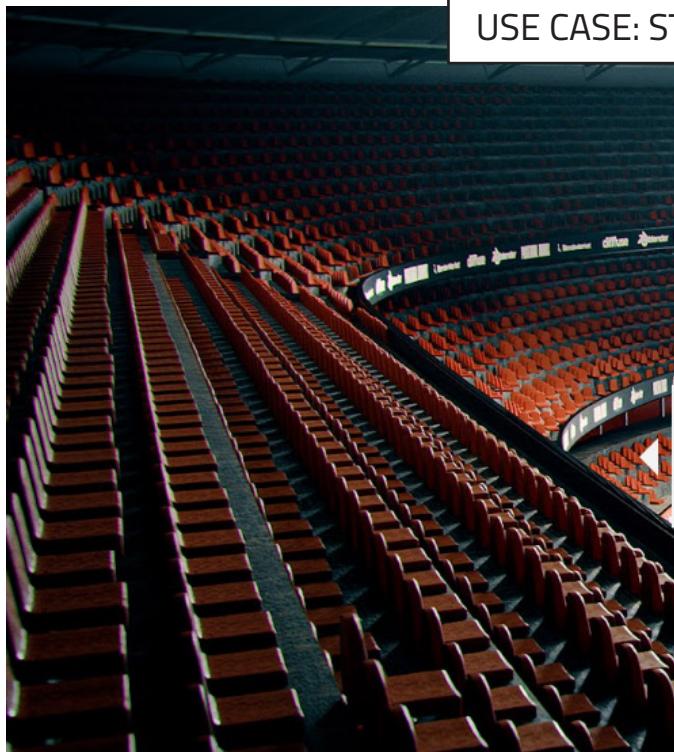


ADD-ON UI

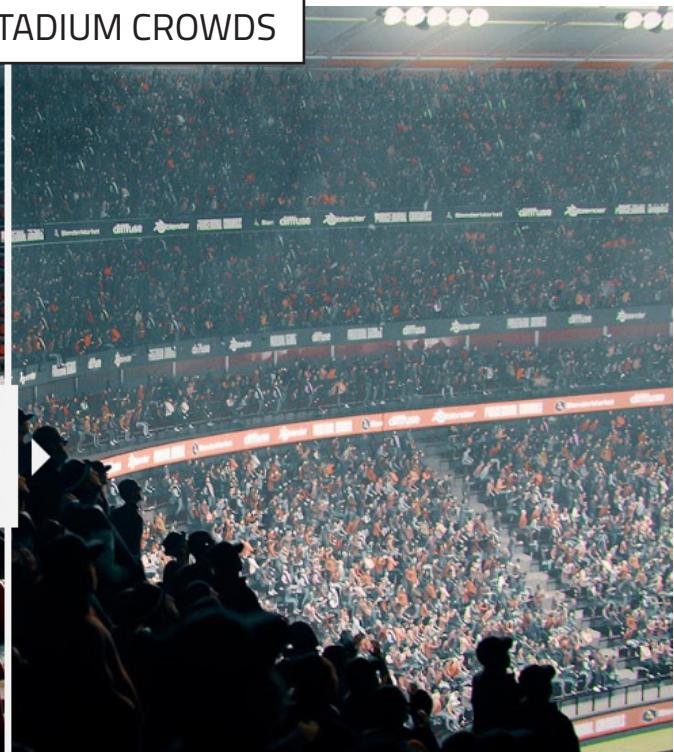


PROCEDURAL CROWD TYPES

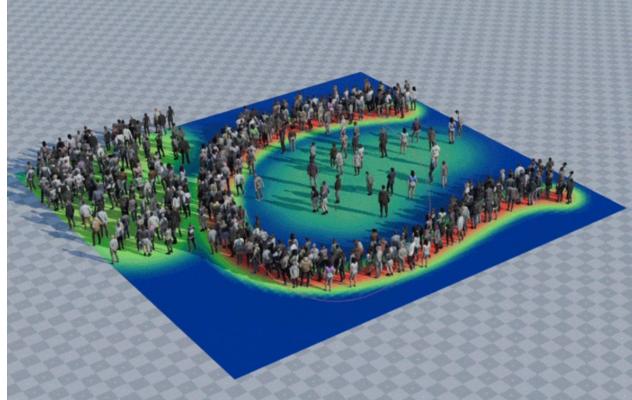




USE CASE: STADIUM CROWDS



In the context of AEC, Crowds adds value by bringing a sense of life and scale to projects. Whether it's a plaza, a lively conference, or a crowded stadium, this tool allows professionals to visualize their



designs in context, giving clients a more immersive experience and an accurate sense of how their spaces would function in real-world scenarios.

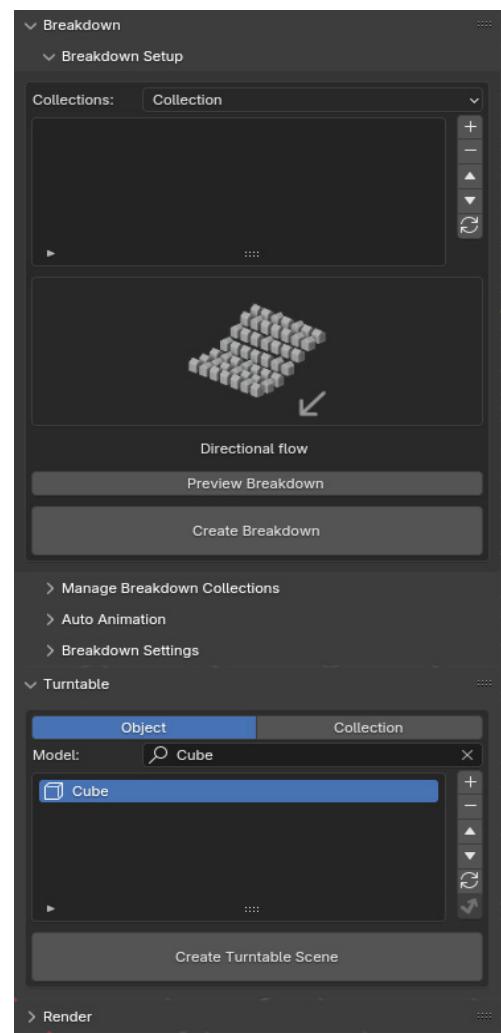


FULL DOCUMENTATION

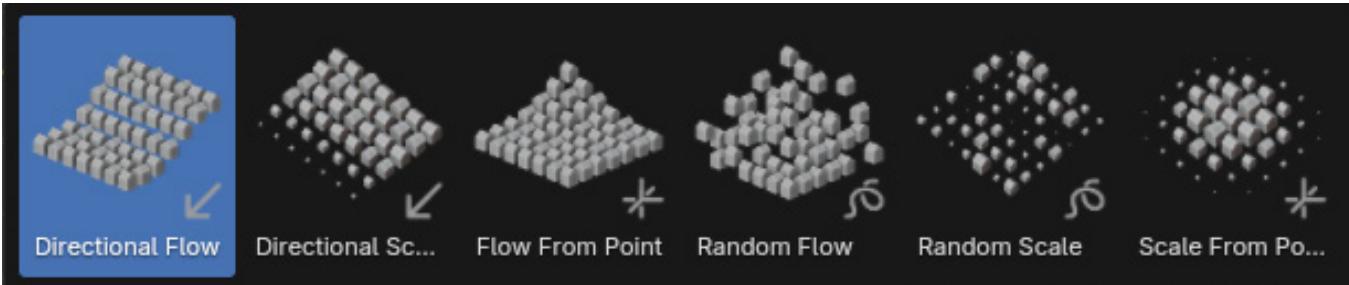
BREAKDOWN MAKER

A BLENDER ADD-ON

Breakdown Maker is a Blender add-on designed to streamline the creation of professional scene breakdowns and model turntables. It offers features such as animation presets, customizable lighting schemes, HDRI integration, and texture options, enabling users to effectively showcase their creative processes and final models with minimal effort. In the field of AEC this tool enhances presentations by providing clear, step-by-step visualizations of project development, allowing professionals to effectively communicate design concepts and construction sequences to clients and stakeholders, ensuring a comprehensive understanding of the project's progression.



BREAKDOWN ANIMATION TYPES



ANIMATION START



ANIMATION END



The development involved Python and Geometry nodes in collaboration with Diffuse Studio, a team known for their expertise in proceduralism, we combined our skills in programming, design, and problem-solving to develop a tool that meets industry standards and addresses the specific needs of 3D artists and professionals



FULL DOCUMENTATION

SOFTWARE DEVELOPMENT

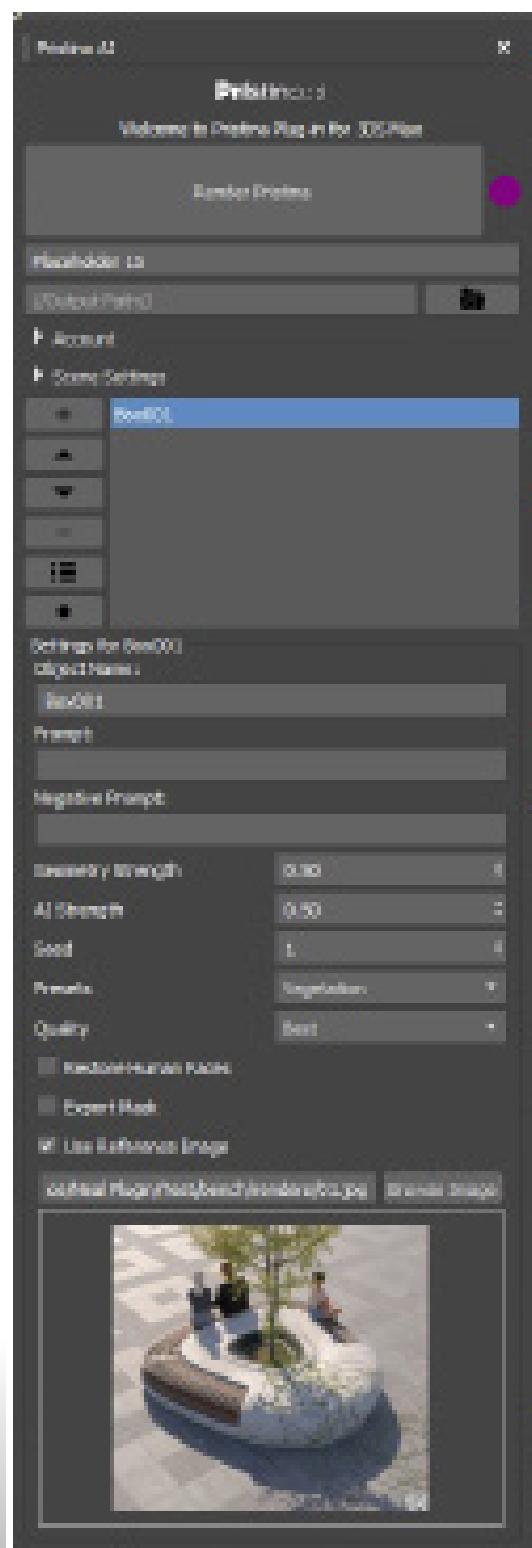
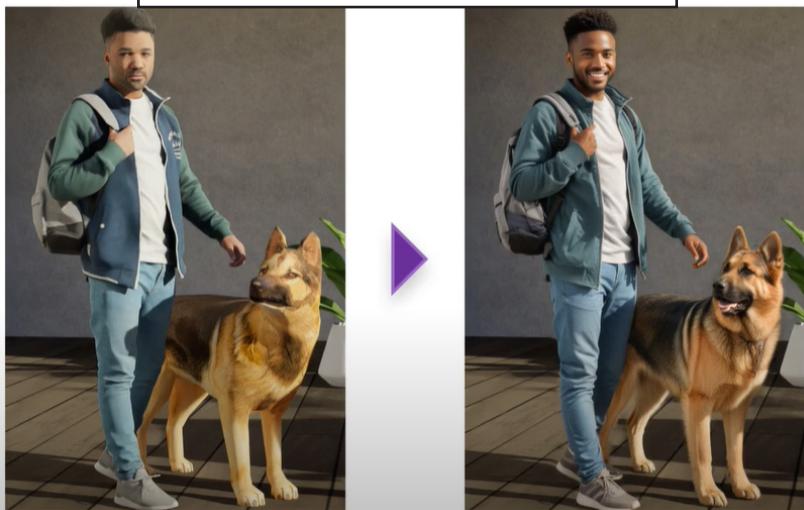
45

PRISTINA AI

A 3DS MAX ADD-ON

Pristina AI is designed to revolutionize rendering workflows in architectural visualization. The tool utilizes AI-driven upscaling to transform low-resolution renders into high-quality, detail-rich outputs with more realism and accuracy. Users can specify which elements of their scene they want to enhance, and the plugin processes the selected elements via cloud computing to deliver a finely tuned, AI-enhanced render. By eliminating the need to source ultra-high-resolution models or textures, this tool significantly streamlines the rendering process while improving the visual impact of architectural presentations.

BEFORE & AFTER PRISTINA AI

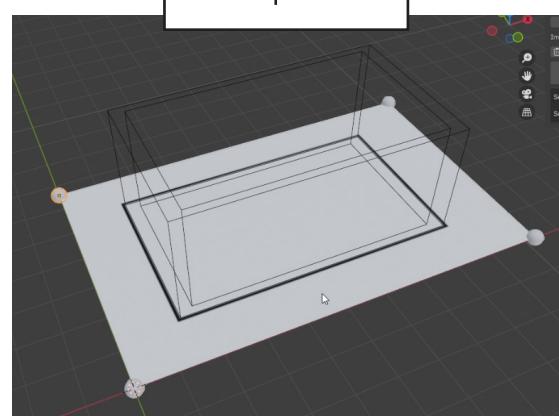
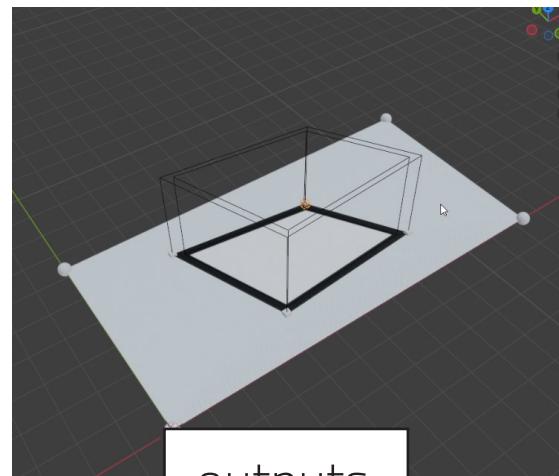
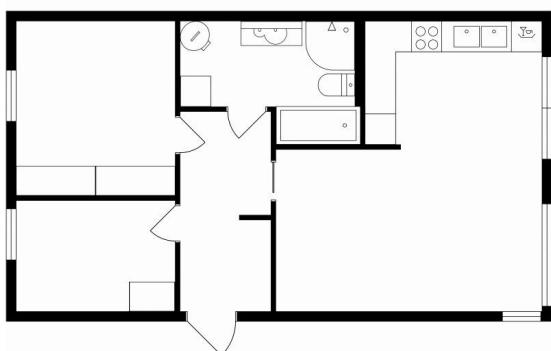
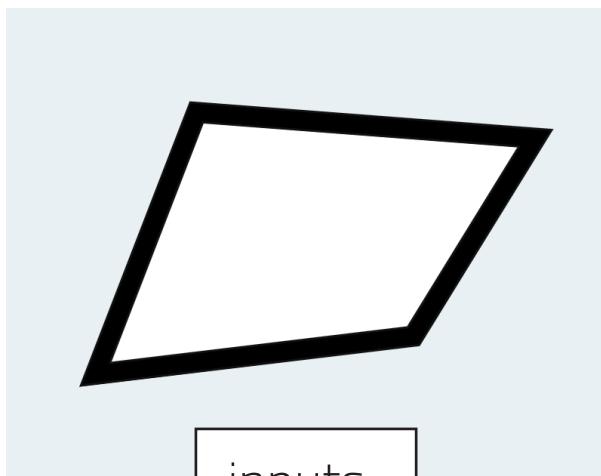


3.7

PLAN-TO-3D

COMPUTER VISION (WIP)

this tool leverages computer vision and edge detection algorithms to convert architectural plans into parametric 3D models. Using Python and OpenCV, it analyzes 2D floor plans to identify key structural elements, focusing primarily on detecting clear exterior walls in simplified, empty plans for now. This foundational capability serves as a stepping stone toward automating the creation of detailed 3D models directly from plan drawings. While still in the research phase, the tool demonstrates the potential of AI in streamlining Architectural tasks.



3.8

Parametric Grasshopper Model

Rendered with ThreeJS

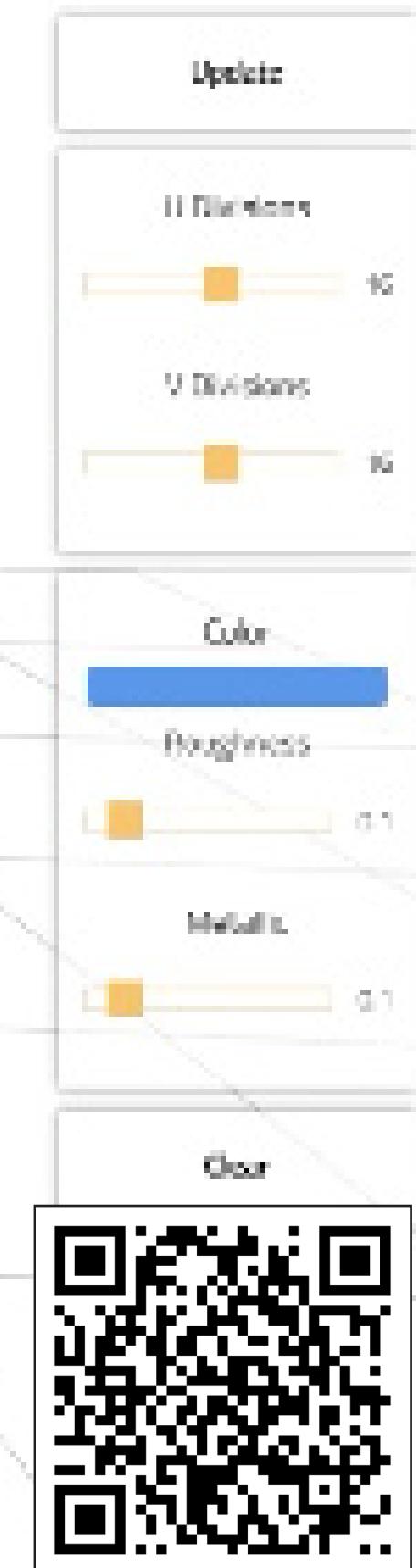
RHINO COMPUTE

A 3D REACT WEB APP

Edit parameters on the web app to update the parametric 3D lamp Model in real time using Rhino & Grasshopper in the Cloud.

This web app combines ReactJS and TypeScript for the front-end with ThreeJS for 3D rendering. The back-end utilizes Rhino Compute on a .NET framework.

Users interact with a cloud-based Rhino instance, which processes a pre-made Grasshopper definition of a parametric lamp. The app receives user parameters, sends them to the cloud for processing, and returns the customized lamp geometry for real-time visualization in the browser.

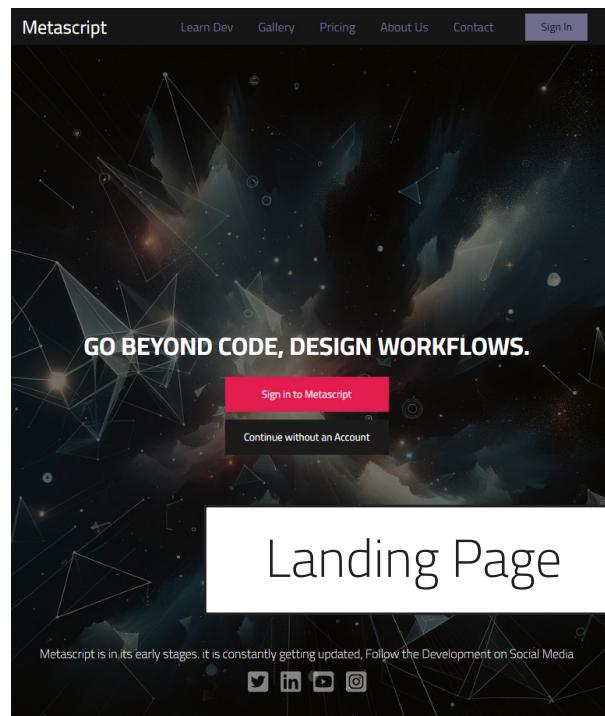


Watch Demo

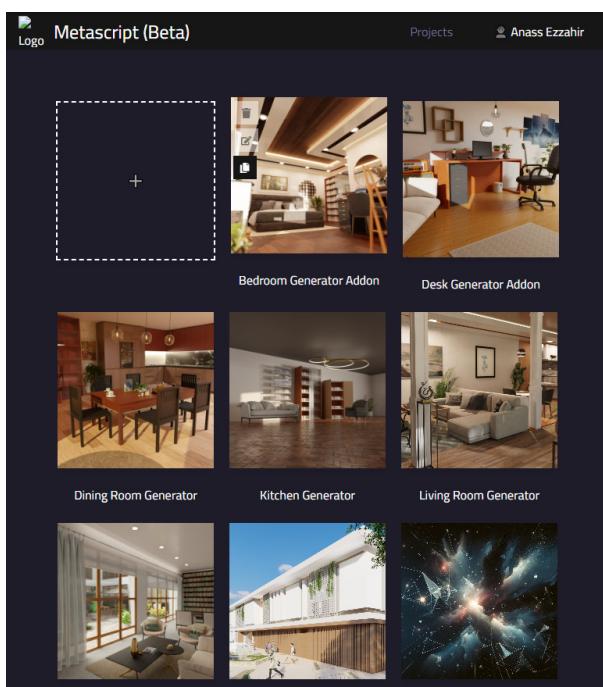
3.9

METASCIPT | A REACT WEB APP

Metascript empowers users to create custom plugins for Blender through an intuitive drag-and-drop interface, eliminating the need for coding expertise. By enabling users to visually design their own toolsets and workflows, Metascript simplifies the plugin development process, allowing for the creation of tailored UIs with personalized options,

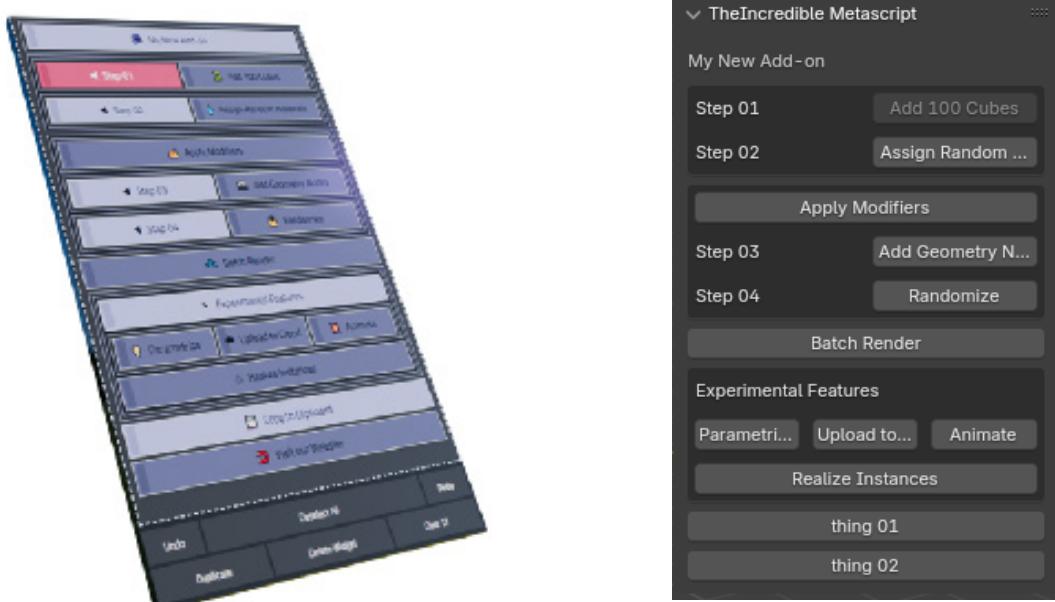
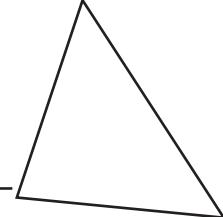


Landing Page



Project Management Page

parameters, and buttons. This flexibility enables users to streamline their work and unlock greater productivity in their 3D modeling projects. Metascript addresses the growing need for optimized workflows and task automation. Professionals in the field often rely on repetitive processes and unique tool configurations to meet specific project demands.



Example Add-on Created with Metascript

Metascript provides a way to create customized solutions without requiring programming knowledge, allowing architects, designers, and 3D artists to save time, reduce redundancy, and maintain focus on creativity and problem-solving. This makes it an invaluable tool for enhancing efficiency and innovation in design and visualization workflows.

The development of Metascript involved the use of ReactJS and TypeScript for the front-end, with Firebase powering authentication, storage, and database management on the backend. The application's core functionality includes converting user-designed configurations, stored as JSON data, into a Python module that is automatically zipped and made available for download, making the plugin development process a user-friendly and efficient one.

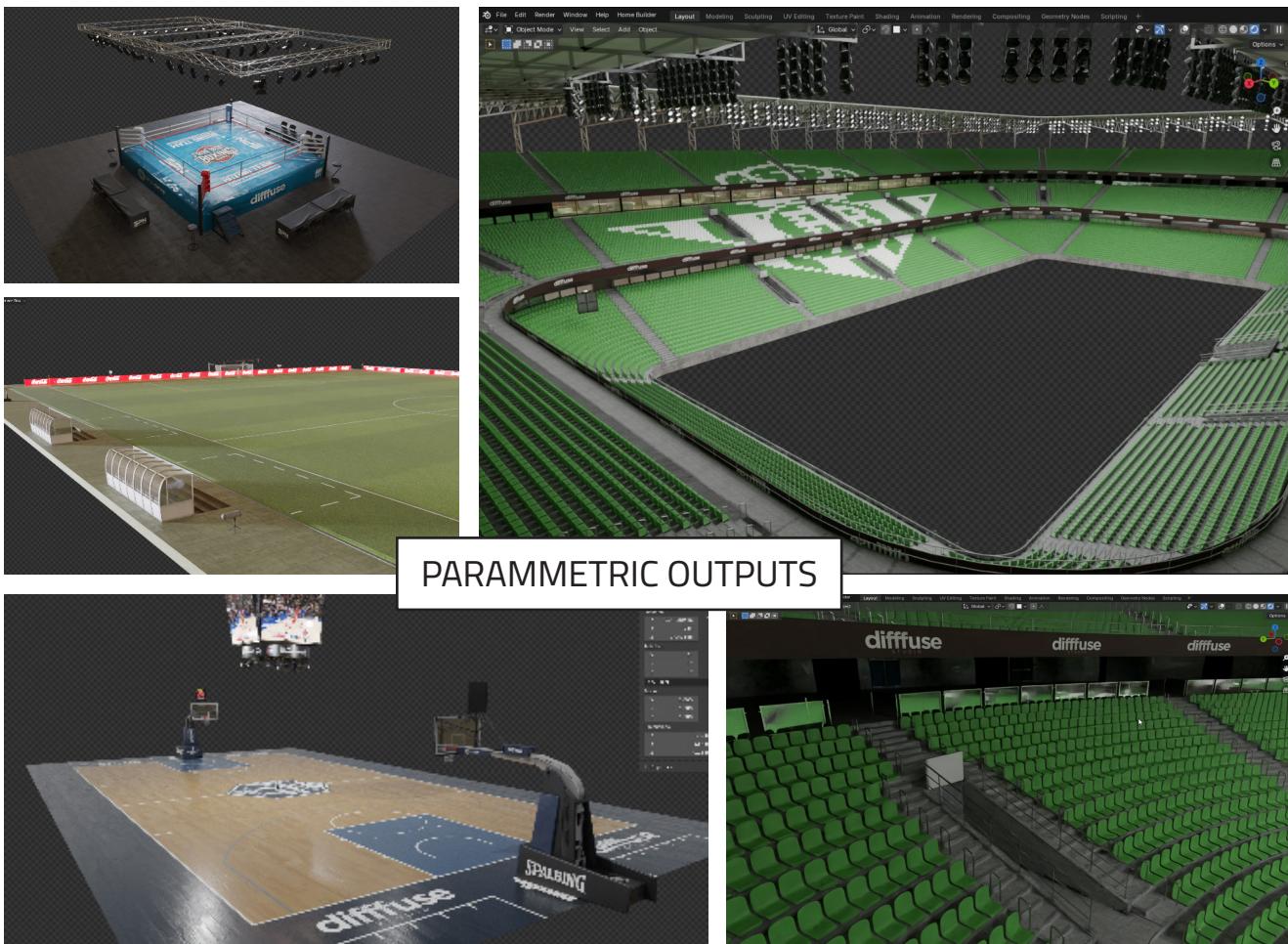
Try it: metascript.netlify.app

3.10

PROCEDURAL STADIUMS

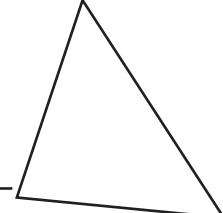
A BLENDER ADD-ON (WIP)

Procedural Stadiums is a Blender add-on being developed in collaboration with Diffuse Studio, designed to streamline the creation of parametric sports facilities. This tool allows users to generate stadium models quickly and intuitively without requiring manual 3D modeling expertise. By offering customizable parameters for design elements such as seating, structures, and layouts, the add-on provides a user-friendly solution for architects, designers, and visualization professionals looking to save time and effort while achieving high-quality, tailored results.



MISC PROJECTS





Discovering 3D design in my second year of architecture school ignited a passion that quickly evolved beyond academic requirements. Driven by curiosity, I explored innovative tools and software, ultimately finding my creative home in Blender. What began as a hobby soon turned into a freelance career as I honed my skills in 3D modeling and rendering.

My portfolio spans a diverse range of projects, extending beyond architectural visualization. I've delved into intricate character and environment designs, fantasy, surrealistic, industrial and game design and specialized in creating captivating nature scenes with 3D renders and animations which became a particular forte, allowing me to bring static designs to life with movement and storytelling.

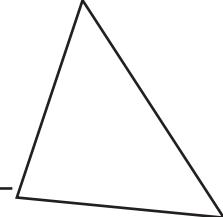
This expertise has led to collaborations with clients worldwide, each project presenting unique challenges and opportunities to push the boundaries of 3D art. From concept to final render, I strive to create immersive visual experiences that captivate and inspire, blending technical proficiency with artistic vision.



View more Projects on Artstation

Interior Design Projects (Blender)





Exterior Rendering (Blender)

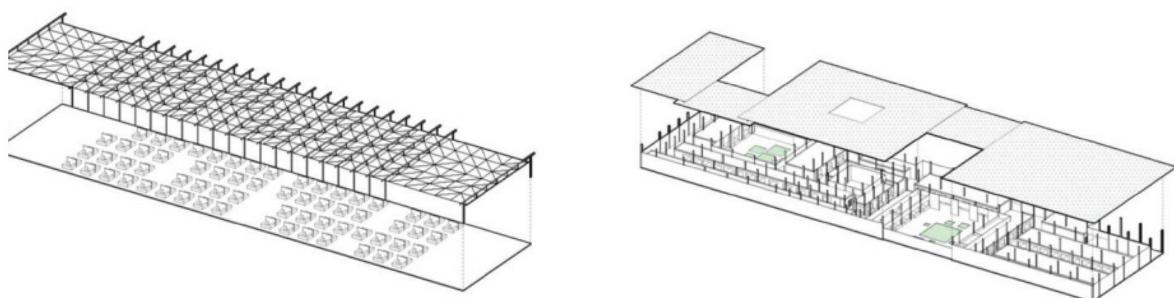


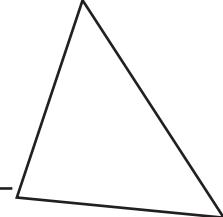
3D Axonometry (Blender)





Architecture School
SOUK: A 5TH YEAR PROJECT





Exterior 3D Modeling & Rendering (Blender & Lumion)

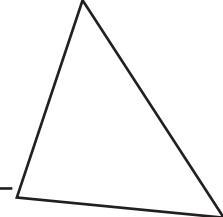




ECO-HOUSING

A 5th Year Project





Interior 3D Modeling & Rendering (Blender)



Exterior 3D Modeling & Rendering (Blender & Lumion)

A detailed 3D rendering of a forest scene. In the foreground, there is a vibrant patch of flowers in shades of pink, purple, and white. A dirt path leads through the flowers into the forest. The background is filled with tall, dark green evergreen trees. Sunlight filters through the branches, creating bright highlights on the trunks and leaves. The overall atmosphere is lush and natural.

3D Modeling, Rendering & Animation (Blender & Lumion)



Ezzahir Anass