

PERSONAL PORTFOLIO

Hanwen Gu



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ABOUT ME



Hanwen Gu

Age : 22

Sex : Male

Nationality : Chinese

Degree : Bachelor



Beijing Forestry University

Digital Media Technology

09/2019 – 06/2023

CONTENT

2022

- 1 3ds MAX project
MODELING
- 2 WebGL project
WEBSITE
- 3 AI project
ICON/UI
- 4 OpenCV project
COMPUTER VISION
- 5 Unity project
VR/AR

CONTENT

2022

3ds MAX project
MODELING

3ds MAX project



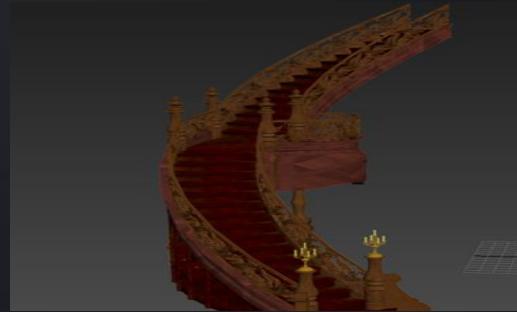
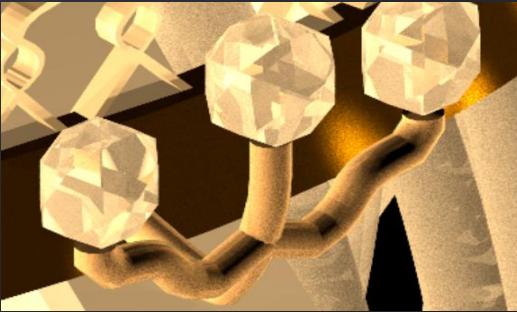
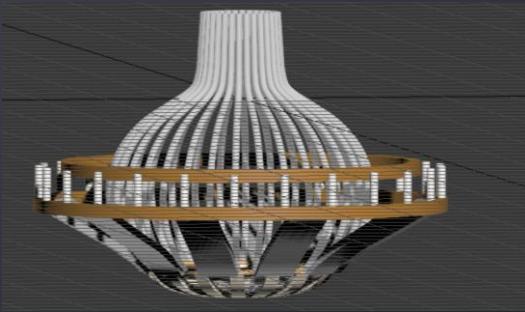
Design concept

The original scene is from the castle of Resident Evil 8. After observing the floor plan and the detail drawings from many angles, I decided to restore this scene and add my own modifications and aesthetics to the scene. I used 3dsMax to restore the main hall of the medieval castle and related decorative homes, etc.

3ds MAX project



3ds MAX project



2022

WebGL project
WEBSITE

WebGL project

Design concept

The main content of the work is to import its own audio, through the audio data to make the objects in the scene according to the corresponding frequency of vibration, color change, zoom in and out, ripple, undulation and other functions. Then I adjust the position and rate, perspective, background, etc. to create a feeling of emptiness. The main use of atom for writing, WebGL, Three.js and other implementation, the use of more shaders to achieve a more ideal dream effect.



WebGL project

实验7.html

```
<!DOCTYPE html>
<html>
  <head>
    <meta charset="UTF-8">
    <title>水波</title>
    <script src="http://www.yanhuanxueyuan.com/versions/three.jsR32/build/three.js">
    <script src="http://www.yanhuanxueyuan.com/three.js/examples/js/controllers/orbitCon
    <style>
      body {
        padding:0;
        margin: 0;
        overflow: hidden;
      }
    </style>
  </head>
  <body>
    <var vertexShader = `

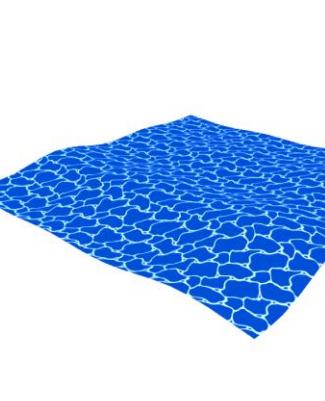
#define SCALE 10.0

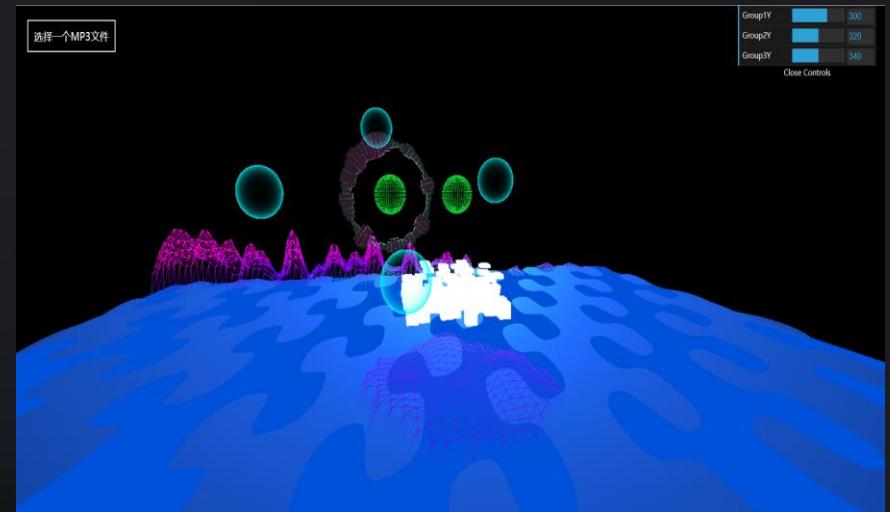
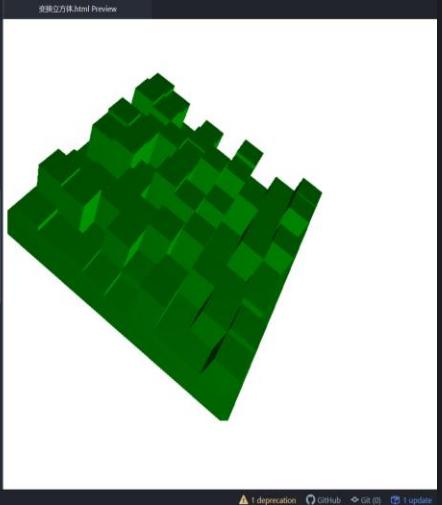
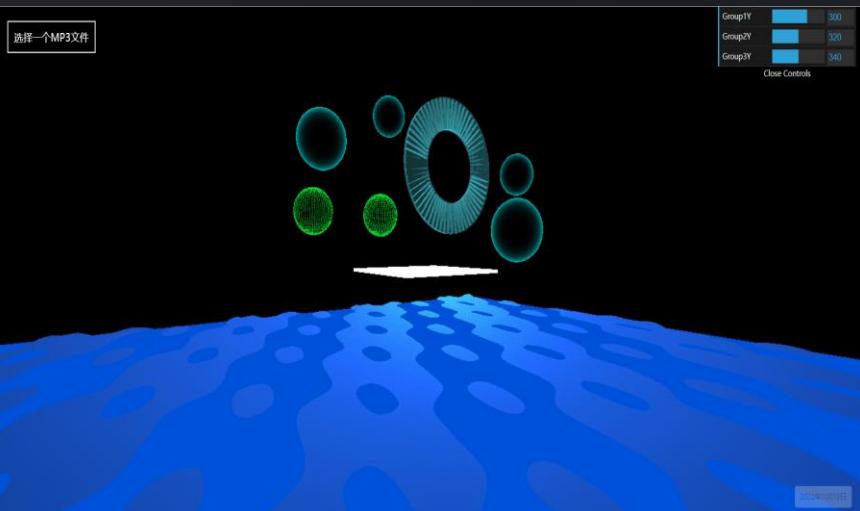
varying vec2 vUv;

uniform float uTime;

float calculateSurface(float x, float z) {
  float y = 0.0;
  y += (sin(x * 1.0 / SCALE + uTime * 1.0) + sin(x * 2.3 / SCALE + uTime * 1.5)
  y += (sin(x * 0.2 / SCALE + uTime * 1.8) + sin(z * 1.8 / SCALE + uTime * 1.8)
  return y;
}

void main() {
```





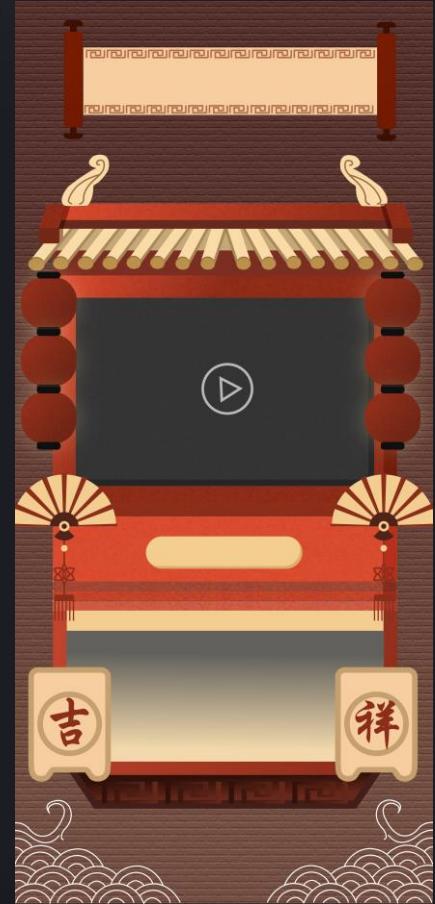
AI project
ICON/UI

2022

AI project

Design concept

A question-and-answer H5 interface design based on the promotion of traditional Chinese New Year culture combined with traditional Chinese cultural elements through AI interface design



AI project



APP's name : 酷薄Cube

LOGO :



AI project



LOGO's Content

The logo echoes the English translation of the project name, Cool Book and Cube. Cool represents the lifestyle of urban youth, while Book is a book, and the cube in the logo is also composed of four letters, c, u, b and e, to build a space of self belonging to urban youth with good taste.

LOGO's Implication

The cube symbolizes the space of harmony, through which urban youth with similar interests gather to express their views and make friends. The cube also represents each user, and the accumulation of many cube forms a huge community set, making the whole community more inclusive.

LOGO's Color

The logo color is chosen from two different blues and a gradient of blue and white. The blue symbolizes reason and profundity, representing each individual's unique opinion on artworks, and with the cube also represents the unity of opposites formed by the diversity of people's opinions.

AI project



2022

OpenCV project
COMPUTER VISION

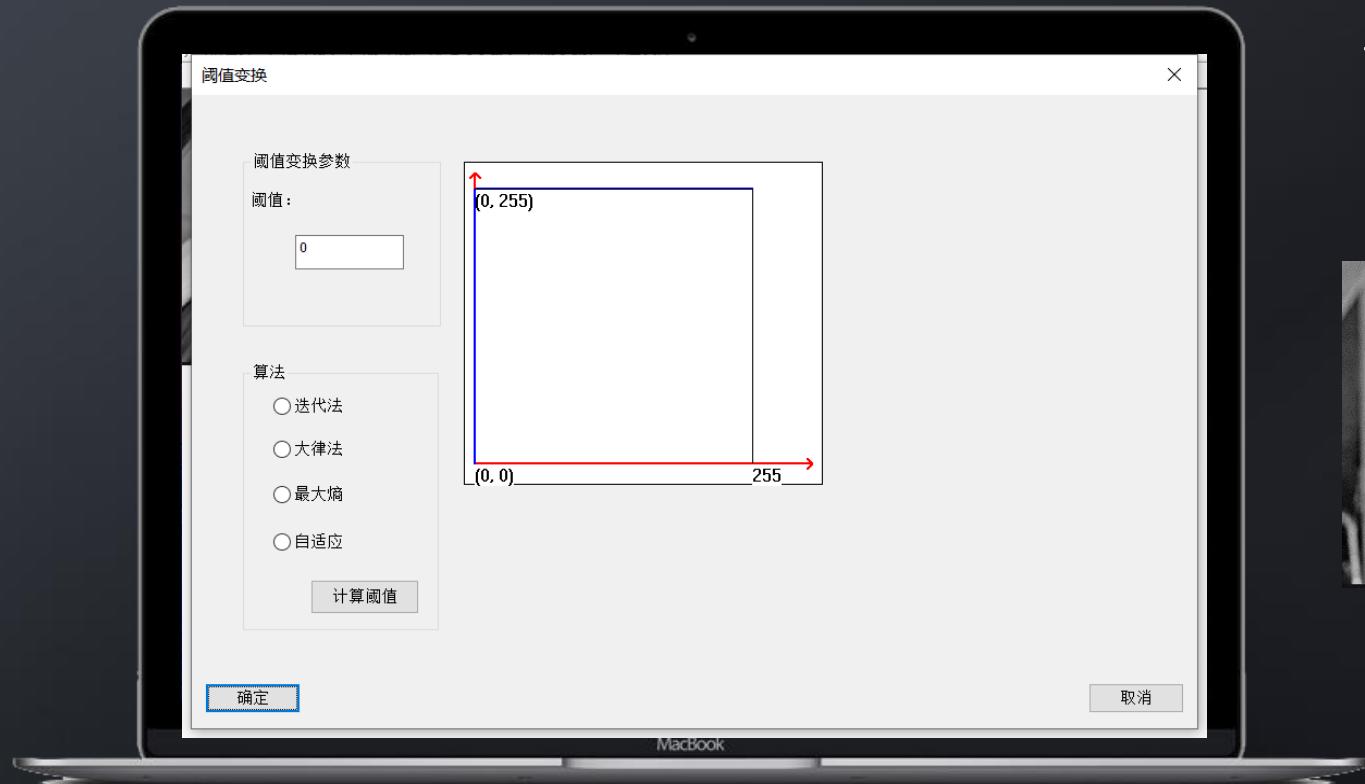
OpenCV project

Design concept

Image processing application written in C++ through the MFC class library, which can perform threshold transformation of grayscale, filter operation, geometric transformation, edge detection, etc. on 8-bit images or 24-bit images



OpenCV project



Threshold transformation of grayscale



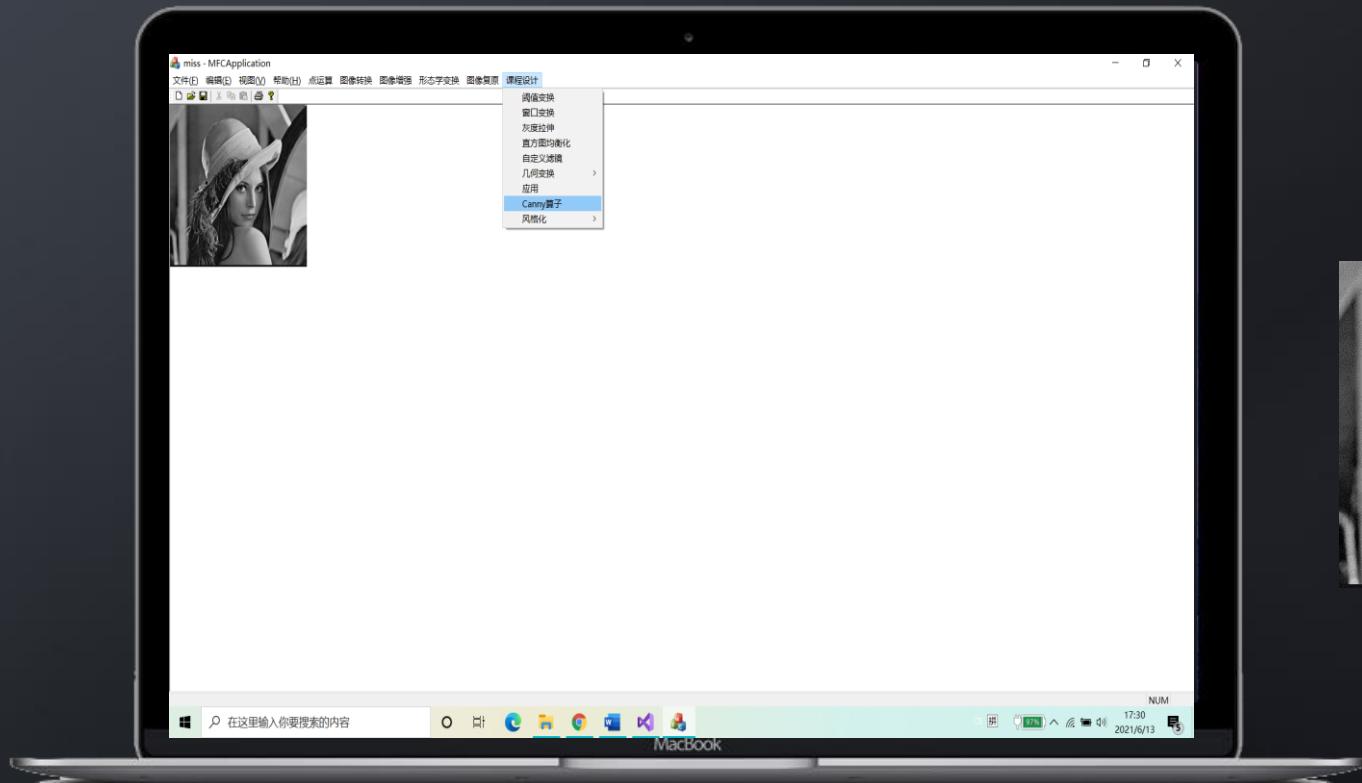
OpenCV project



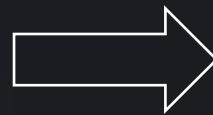
Filter operation



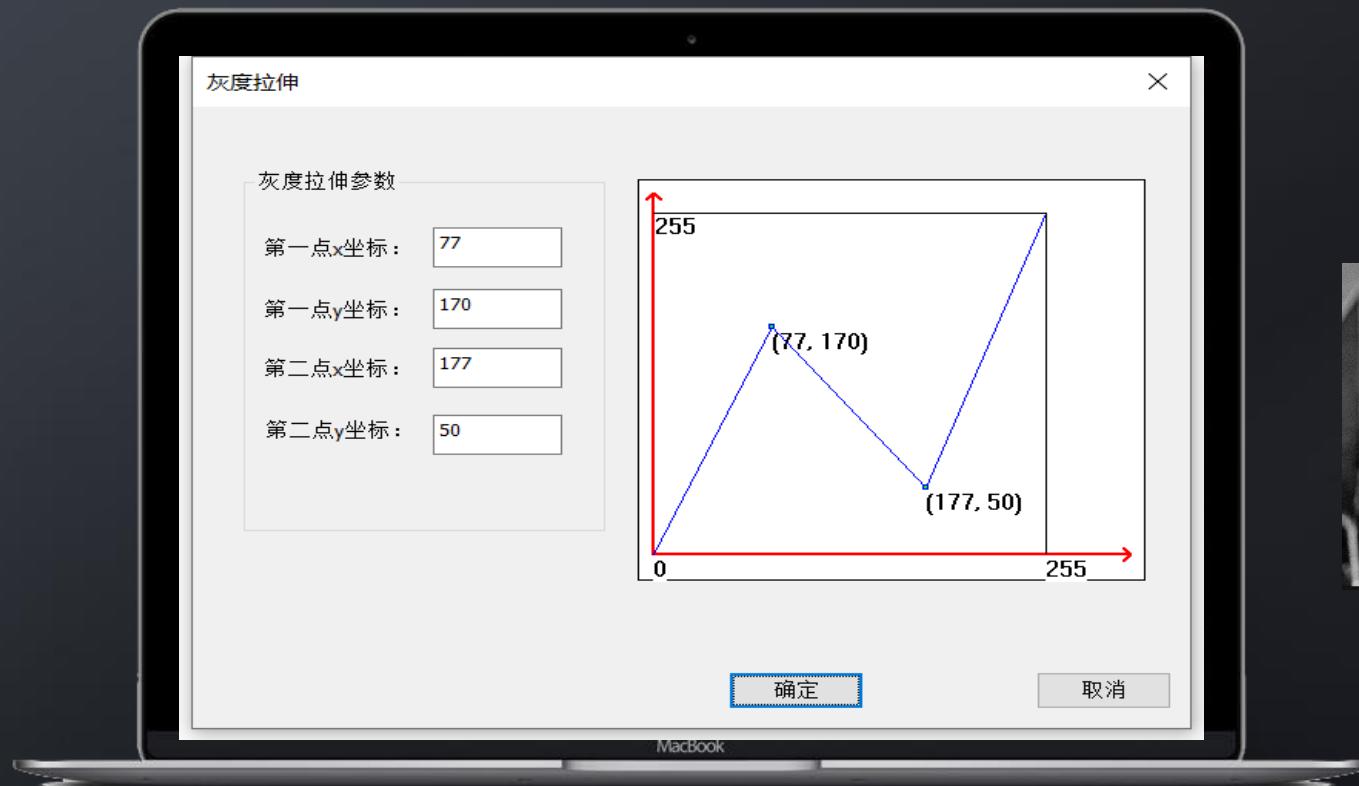
OpenCV project



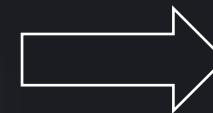
Canny operator



OpenCV project



Grayscale stretching



Unity project
VR/AR

2022

Unity project



Design concept

"Involve" is inspired by social phenomenon, and revolves around the theme of "involution", trying to lead players to think about how we should treat "involution" through the interaction of plot, leveling and decryption, and exploring with players to break through the "involution". The theme of "involution" is to try to lead players to think about how we should deal with "involution" and explore with them the way to break through the strange circle of "involution". This is the reason for the name "Involve", hoping that everyone can break through the shackles of the "involution" and finally break the chrysalis into a butterfly. I'm the developer for first scenario.

Unity project

Design concept

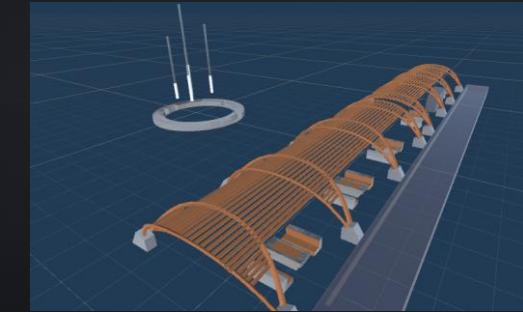
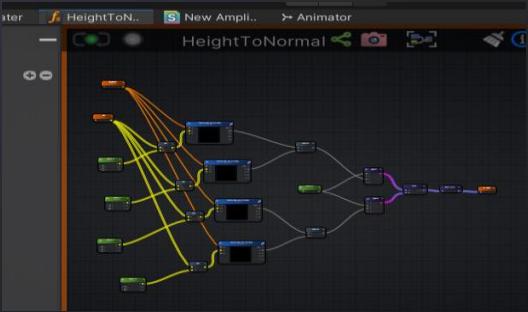
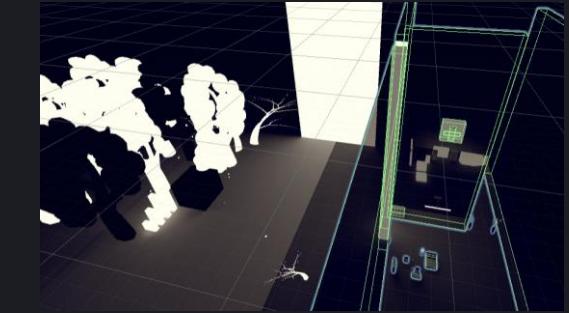
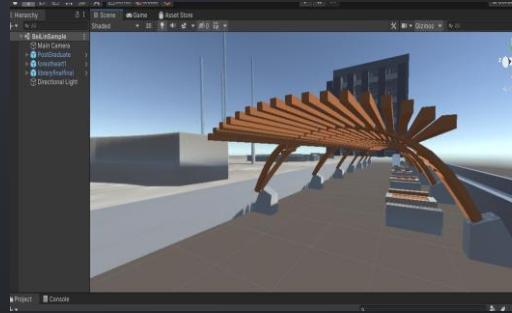
Based on the unity engine platform, the AR development package of Vuforia Engine was imported to realize an AR application, and the Robot Kyle action package was introduced to realize the animation display of AR scenes, configure Java and Android jdk settings and export to Android phones for operation.



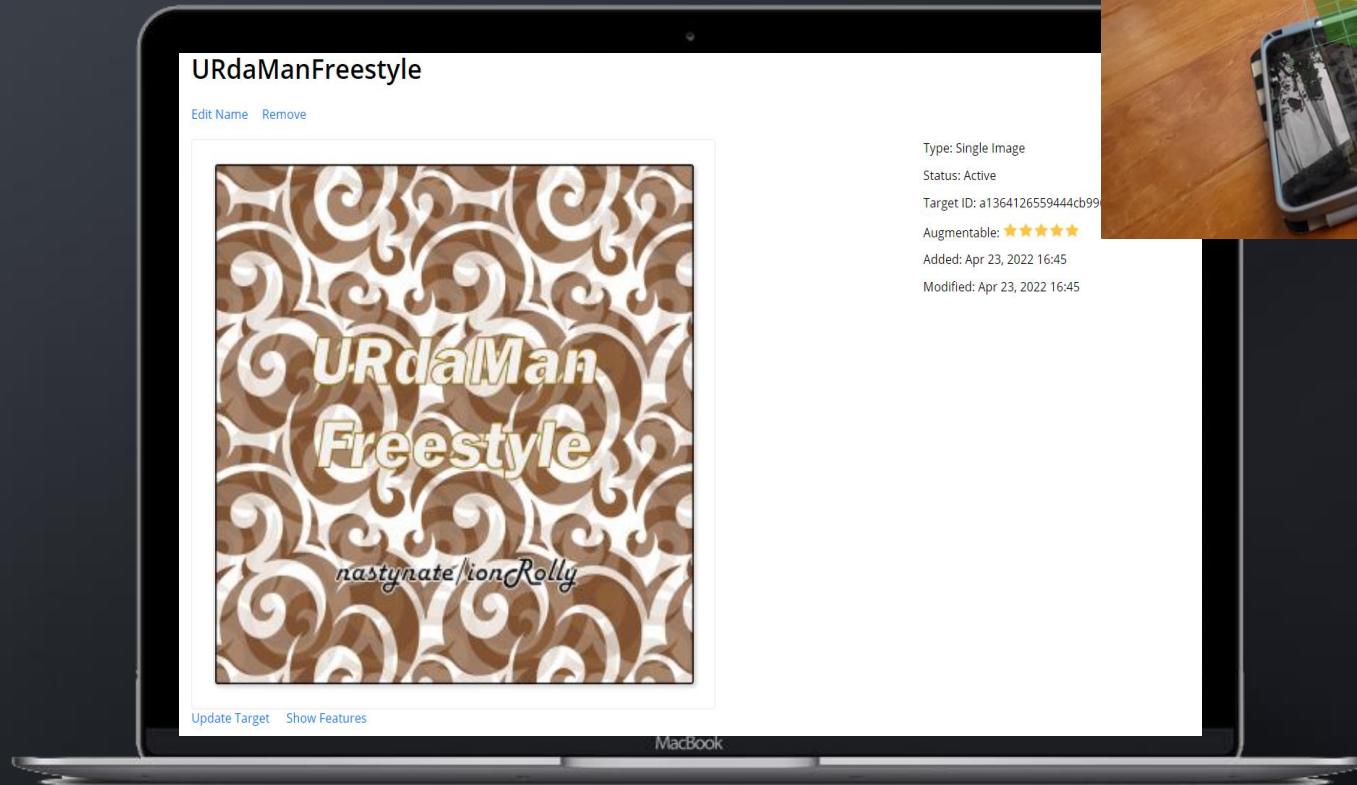
Unity project



Unity project



Unity project



The End



THANKS FOR
YOUR WATCHING

— THANKS —

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