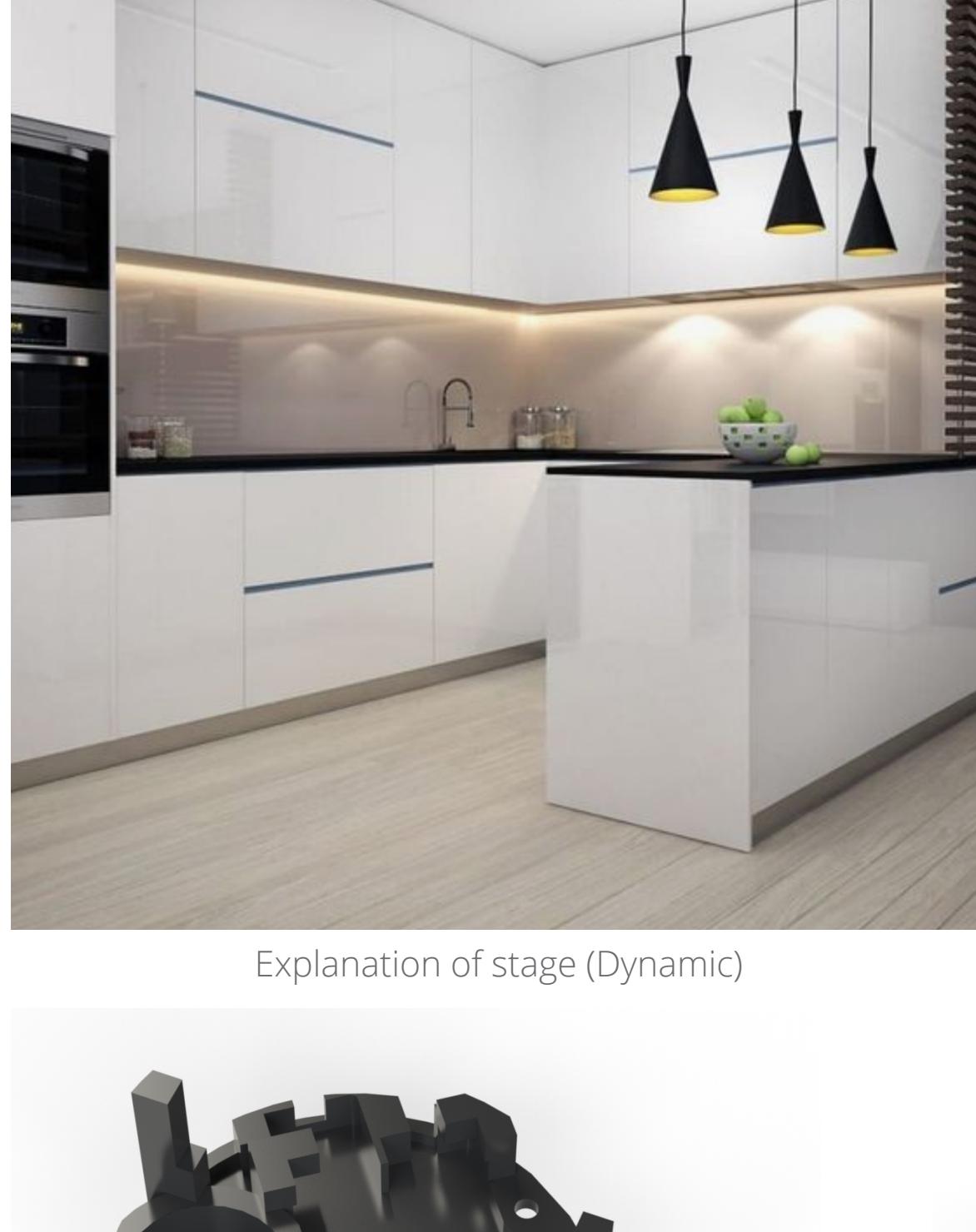


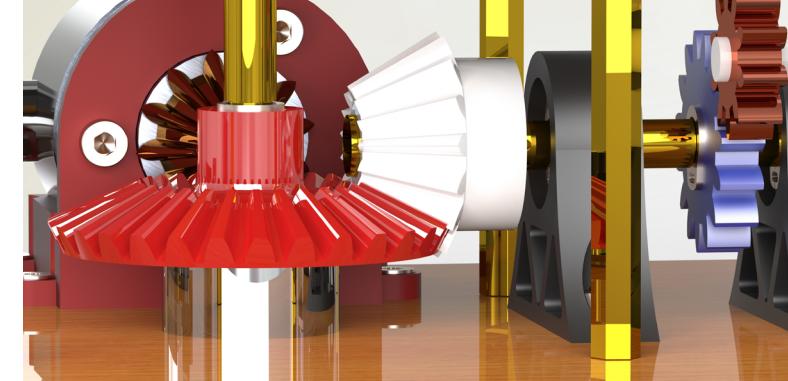
REND3R3D RENDERING LOGO

For many uni projects and during free time, I like to make renders of concepts, real products or other interesting scenes.

I was inspired by professionals such as Blender Guru (YouTube) and @sam_does_design, who produce incredibly beautiful renders that both convey a product idea and are satisfying to look at.



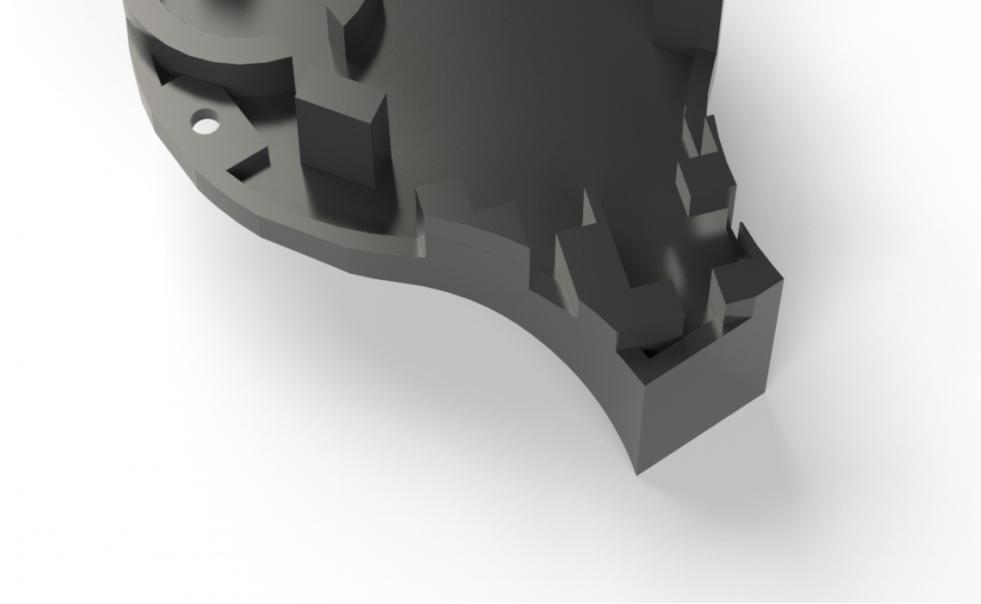
Explanation of stage (Dynamic)



Gizmo inside



Guibe finish



Explanation of stage (Dynamic)



Guibe EV

Different angles

My preferred renderers are Blender and Solidworks Visualize.

Blender offers unparalleled versatility and a wide community for teaching and support.

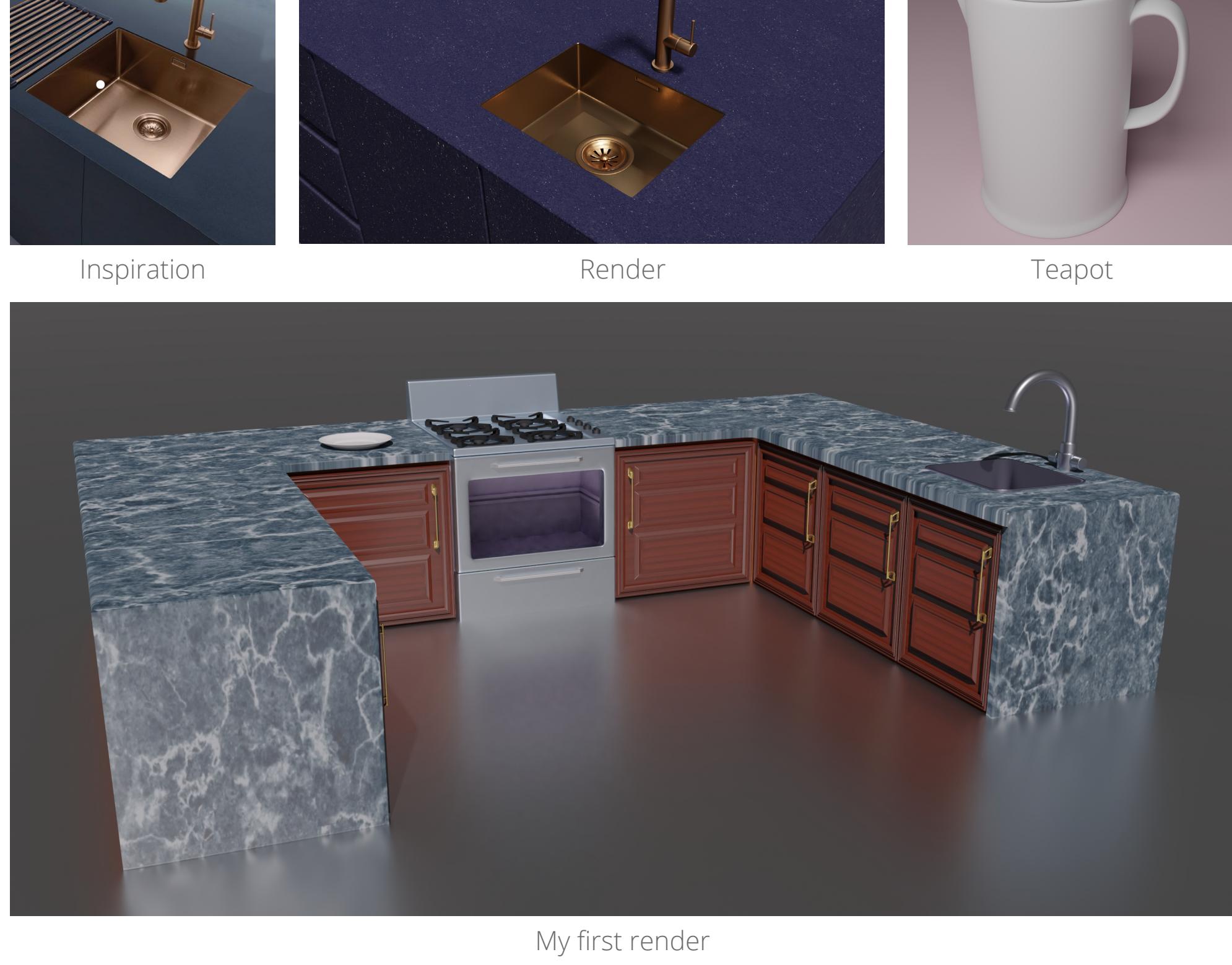
SW Visualize is a quick and easy way to turn Solidworks models into beautiful renders.

I am familiar with Keyshot but do not use it due to its lack of a GPU rendering engine.

Inspiration

Render

Teapot



My first render