



MIRON GAVRILOV

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Education:

- School (physics and mathematics track)
- Foundation year, NABA Milan, 2022-2023
- Youtube tutorials

Works not included in this portfolio can be found on my Youtube or Instagram - @satyr_bravo

IS IT A CROW? IS IT A CAT?



This animation was done in a span of three days for a little competition between me and my friends. The theme was "Evolution", but I took some creative liberties.

Crow-cat animation was hand-drawn in Krita, then placed into stylised 3d environment with Blender. Final composite was also performed in Blender.



<https://vimeo.com/829798606>

Project made by myself on 21.03.2023

INFINITE JOURNEYS



While being ill during pandemic, I participated in the "Infinite Journeys" community challenge. The submission had to include the moving background behind the window, and a character in the foreground. I chose the 1960's retrofuturistic style, because it is one of my favourite concepts. The video has a few references to classical pieces of such aesthetic - try to find them!



Individual video link:

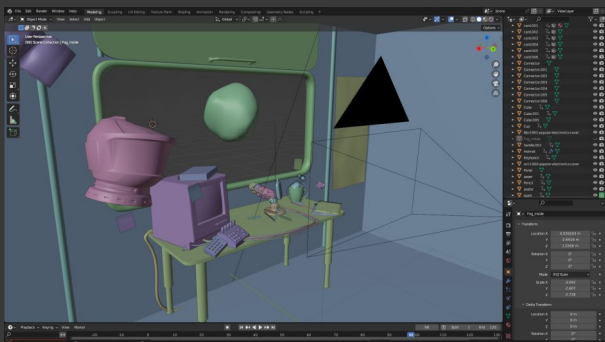
https://youtu.be/t52oXR_gd1U

Community montage link with time:

<https://youtu.be/FgKu2X4Lk4w?t=8839>

Software used in the process of making:

- Blender - modeling, animation and rendering
- Krita - image and texture processing
- Kdenlive - video editing



Behind the scenes

Project made by myself on 22.05.2022 in Blender and Krita

ALIVE PAINTING



This project was inspired by the painting I had in my bedroom when I was a kid. It is a common fantasy concept of going through the mirror or painting, but I have rarely seen any satisfying implementations, so I decided to try and walk through the painting myself.



The video can be seen by either scanning QR code or by following the link

<https://youtu.be/3f9JCTKCpE0>

The original idea was to composite the rendered animation into the filmed painting on the wall, but I did not succeed because of tracking issues.



FLORAL EXPLOSION



This idea came to my mind when I watched Dr. Strangelove - the final scene of the nuke explosions horrified me. So I decided to take a different look at this, and make the explosion something beautiful, like a blooming flower. However, I did not want it to look militaristic, so I made a peaceful backstory. Most time in this project i've spent working on a procedurally-generated flower made so it can open and close.



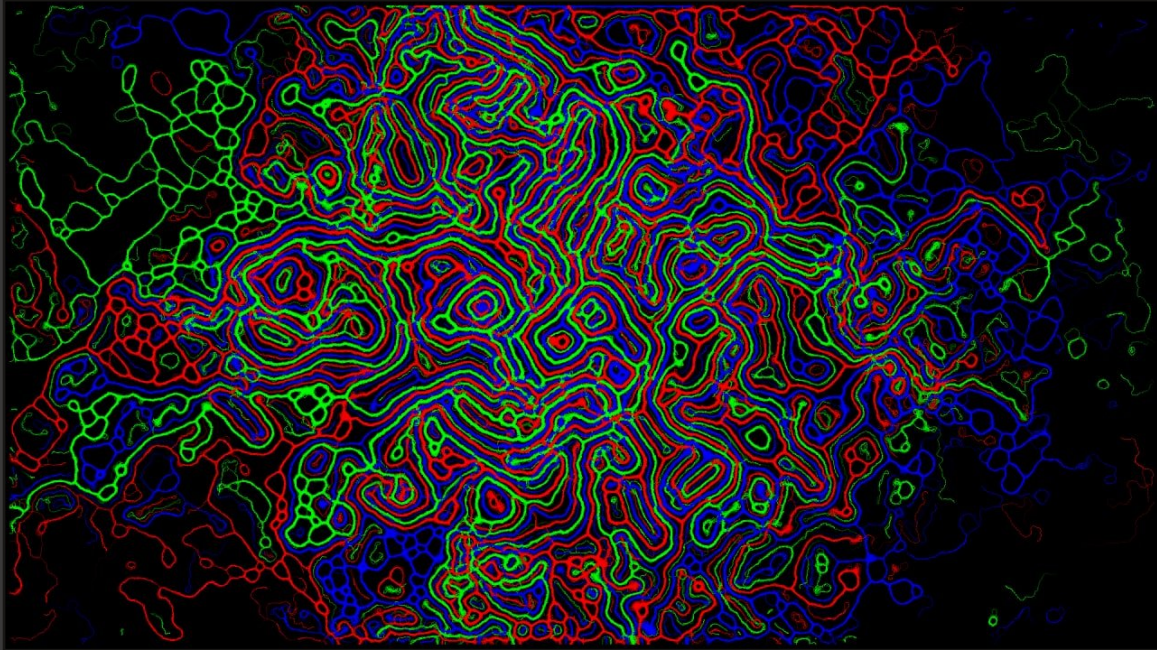
<https://youtu.be/MoG1pvcQCyI>

An incomplete bud ->



Project made by myself on 22.07.2022 in Blender

SLIMESIM



The project does not hold any practical value, but is very aesthetically pleasing. It simulates thousands of simple automatas, which are attracted to the color of their own and are repelled by any other color.



The project is pretty difficult to run, so the demonstration video is linked

<https://youtu.be/Vveza4lrUTM>

Project page: <https://github.com/satyr-bravo/SlimeSim>

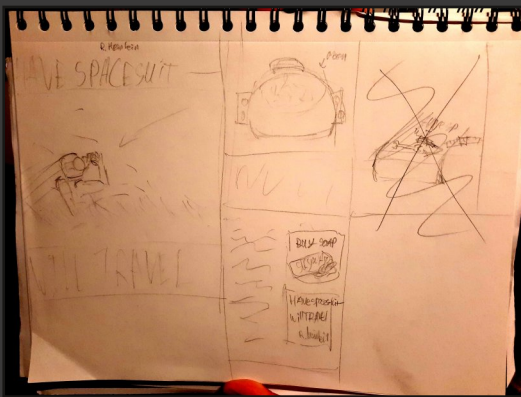


Combined with shading treachery and photoscanned body parts in Blender, produces horrific yet fascinating results

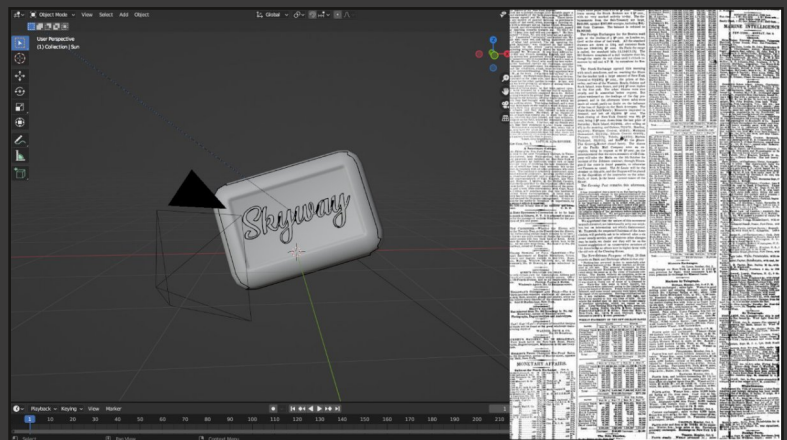
Project made by myself on 08.02.2023 in C++

BOOK COVER DESIGN

This project was made as a class assignment. I chose the "Have spacesuit - will travel" book, because it is my favourite. The idea was to make the book seem like it is wrapped in the old newspaper with the soap ad, and the newspaper ad displaying the name of the book. All of those elements play an important role in the story. Below the progress from sketches to the final design can be seen.



1. Sketch



2. References



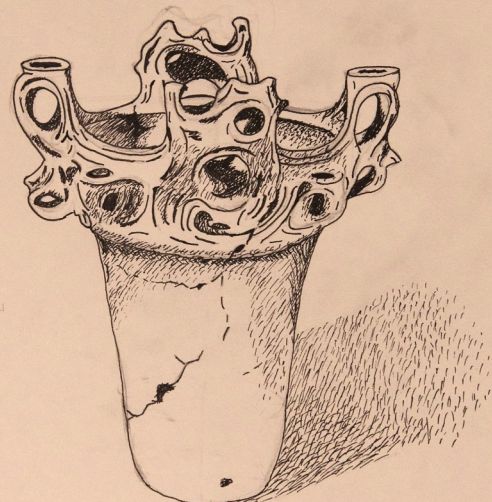
3. Final cover design



4. Product visualisation

Project made as an assignment on 29.01.2023 in Inkscape and Blender

STUDIES OF HUMAN AND STILL FIGURES



Made over the course of 2022-2023 using charcoal, watercolor and pencil

OBSERVATION OF WORLD AROUND



Shot over the course of
2019-2023 on Pentax K-5

Known software:

3D suite:

Blender

Image processing, drawing:

Krita, GIMP, Photoshop

Vector graphics:

Inkscape, Illustrator

Document layout:

Scribus, InDesign

Photo processing:

Darktable

Audio processing:

Audacity

I don't use Adobe creative suite because I deliberately chose not to. I can adapt my workflow to it, if needed.

