PORTFOLIO

by VOLODYMYR GORAL

Welcome

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Volodymyr Goral

3D DESIGNER 2022

CV

03/10/1997
Citizen of Ukraine
Based in London

About me

Highly efficient, innovative and a well-rounded designer, with high emotional intelligence now seeking a full time opportunity in a 3D modelling and visualisation design space to cultivate my CAD skills and grow professionally.

Ethnically Ukrainian I have grown up around the world and was driven from a young age by insatiable curiosity and a natural desire to create and manifest ideas into reality.

Always trying to stay ahead of latest software and technological innovation, sourcing concepts and applications from across different disciplines and fields of inquiry.

Having a background in Product Design and experience within Architecture and Interior Design I am open to new industries to further diversify my portfolio and learn new skills.

Work & experience

Design Development Engineer — 2019 – present
Builders By Design Limited, London

Working with a versatile multi-disciplinary design and construction company, executing large scale projects start to finish within high end residential neighborhoods in London.

Extensive experience using ZEB Revo RT scanner for 3D surveys, the Siemens SolidEdge package to produce 3D models and technical drawings for construction and Keyshot for renders.

Bartender — 2017 – 2019
The Bristol Bar, Brighton

Banqueting & Events — 2014-2015
Royal Garden Hotel, London

Education

2019 BSc in Product Design — University of Sussex
First-Class Honours | Awarded best engineered project

Software

Skills

- Node Based Shading
- 3D Surveys & Scans
- Sketching & Prototyping
- Free-Form Modelling
- Parametric Modelling
- Drafting
- Post Processing & Compositing

Interests

Languages

Fluent — English | Ukrainian | Russian

Limited Working Proficiency — Spanish

Contact me

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Volodymyr Goral
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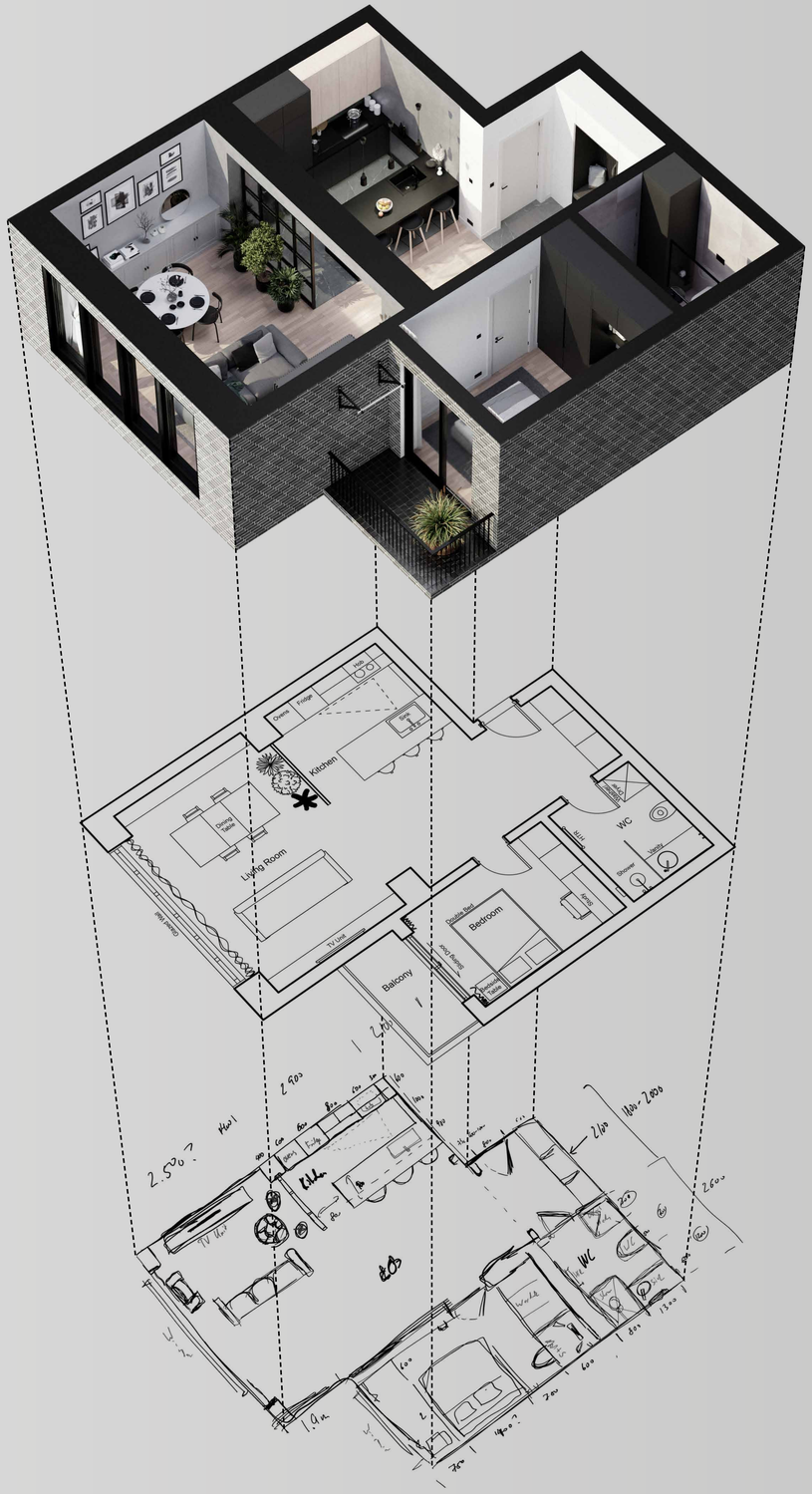
Archviz

God is in the details

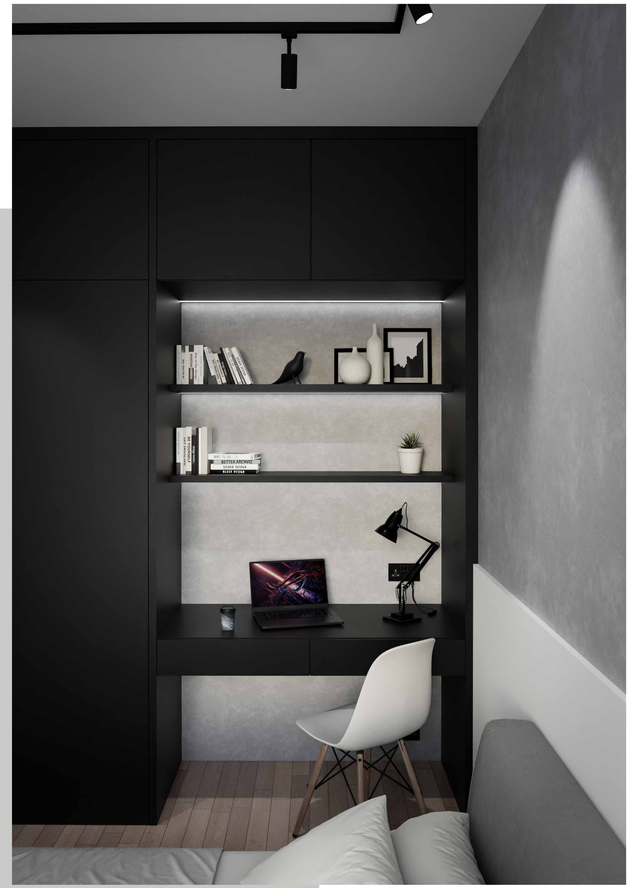
Ludwig Mies van der Rohe

Highlight of personal projects tailored to explore the architectural visualisation sphere

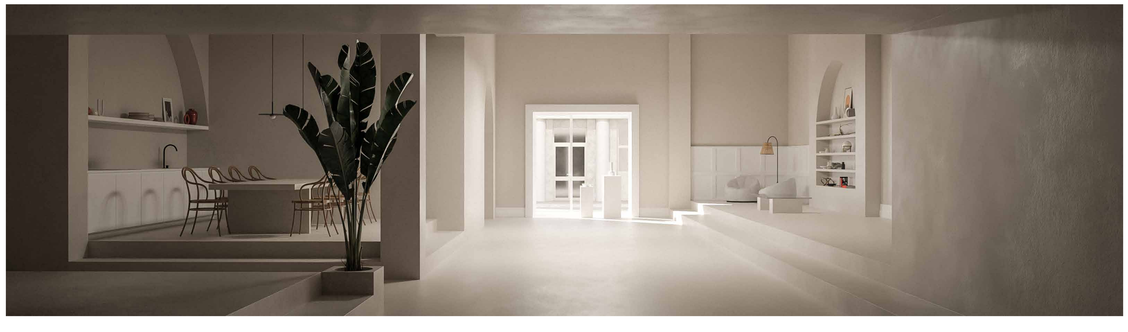
2


Oven
Fridge
Sink
Kitchen
Dining table
Living Room
Sofa
TV Unit
Balcony
Sliding Door
Double bed
Bedroom
Wardrobe
Table
WC
Sink
Shower
Vanity
Hall
WC

VANITY FAIR PORTRAITS



VOGUE



LOW POLY

ISO

Project rendered with real time engine
|blender eveee|

Useful for mock ups and quick updates
efficient for rendering out multiple angles,
walkthroughs and animations

Less is more
only when more
is too much
Frank Lloyd Wright

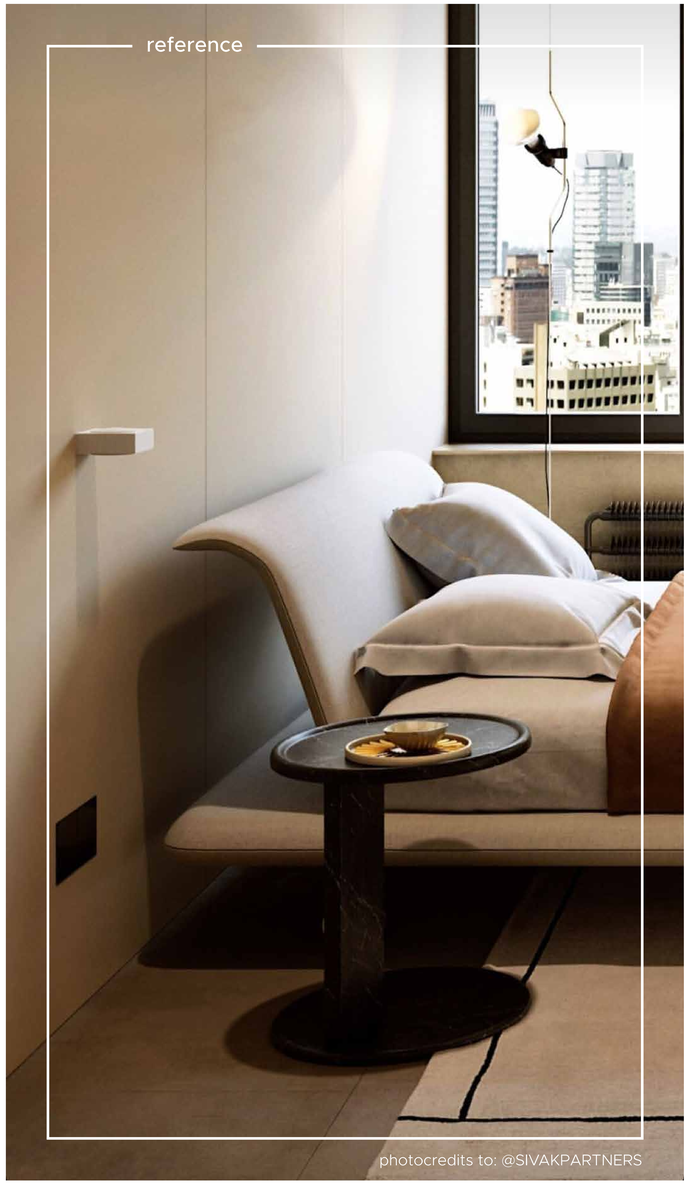
Self learning photorealism

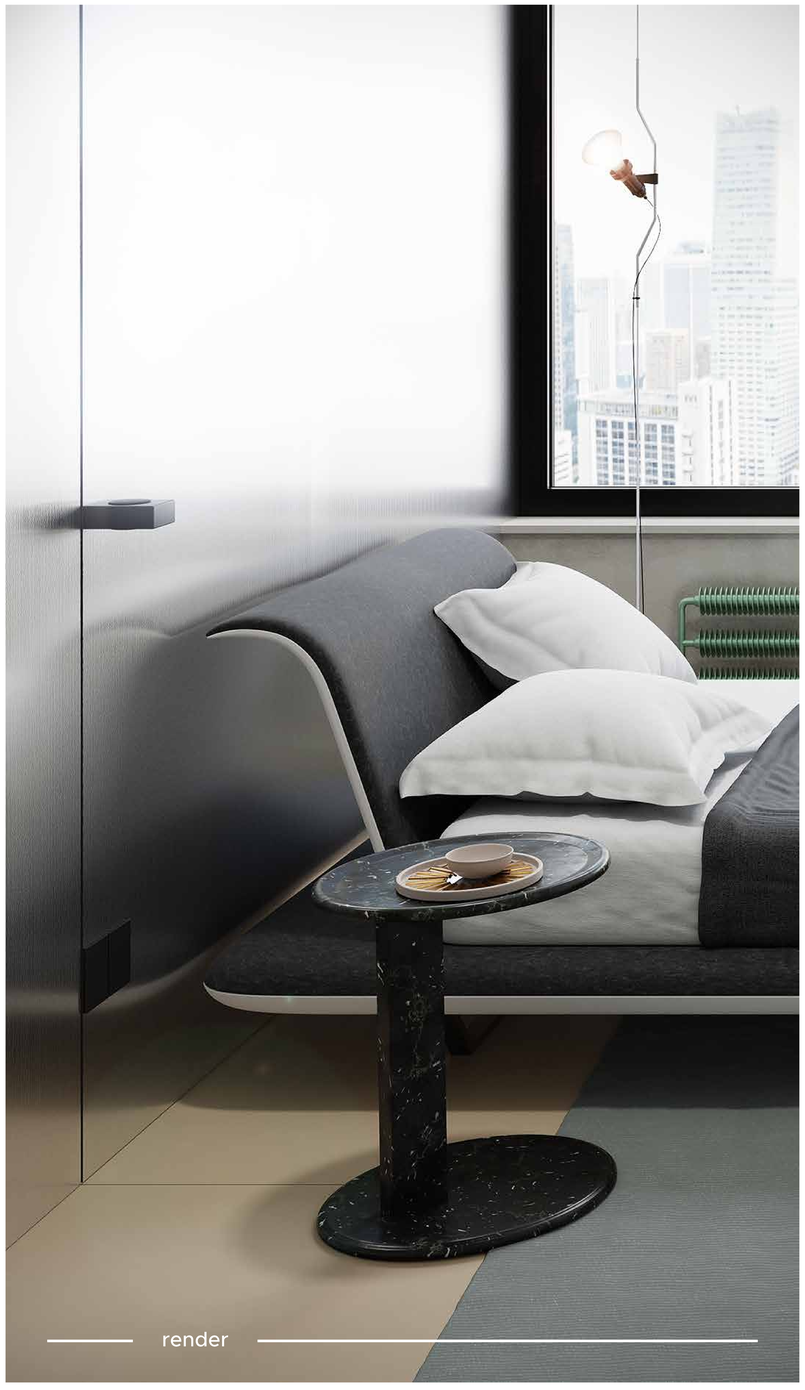
Recreating real life scenes in blender through references to learn how to bring life to my renders

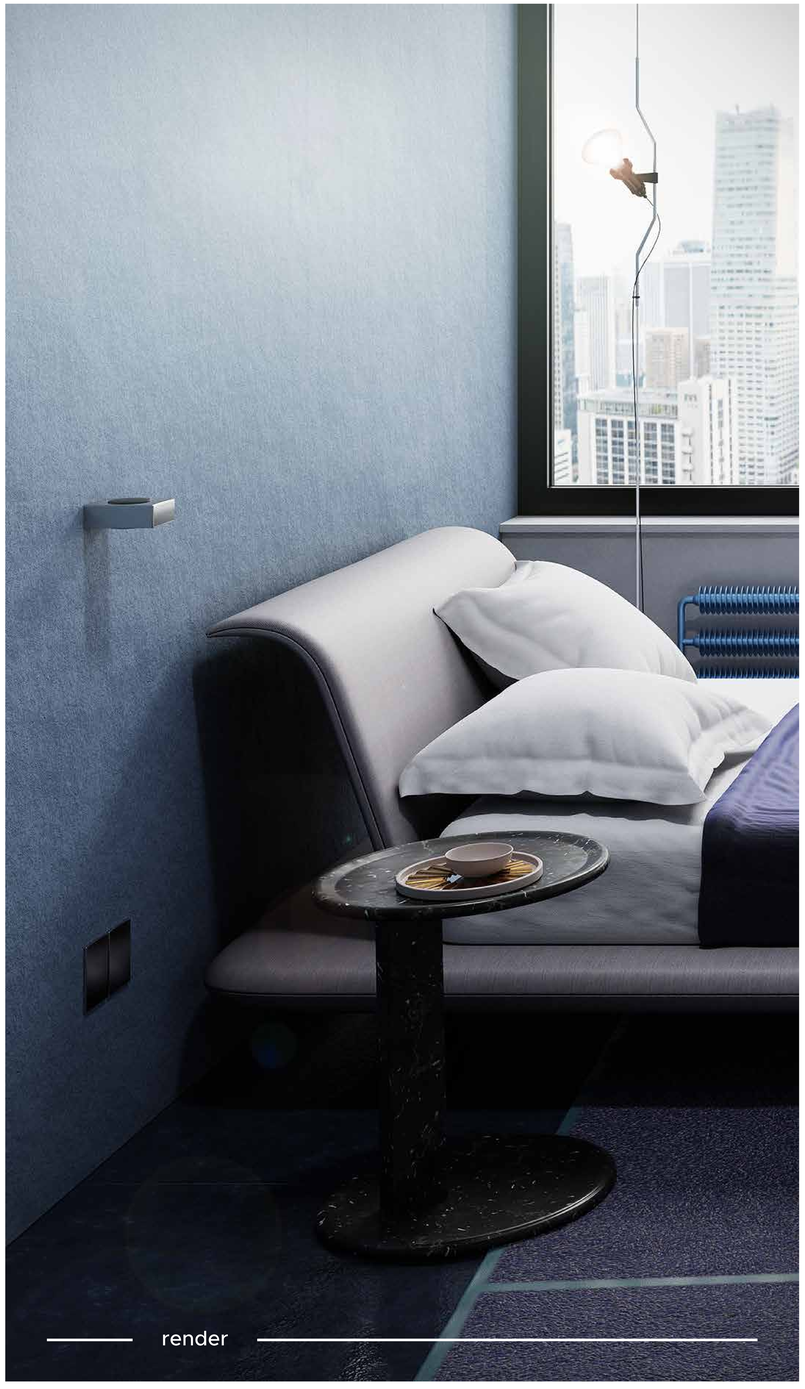
Studying Light

photocredits to: Zenkiperch

Composition







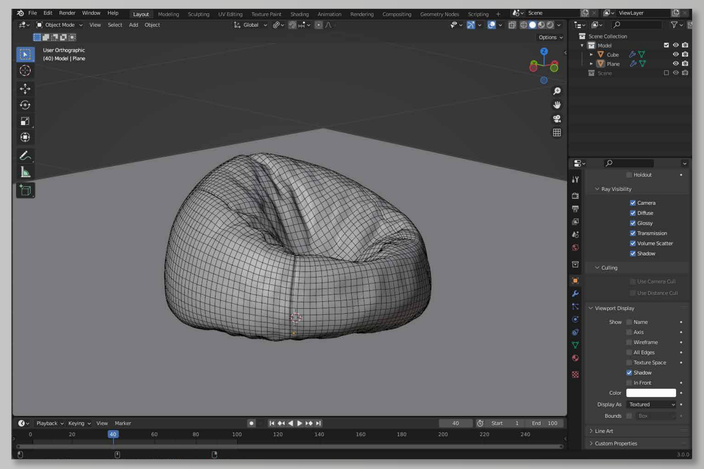
Exploring Colours

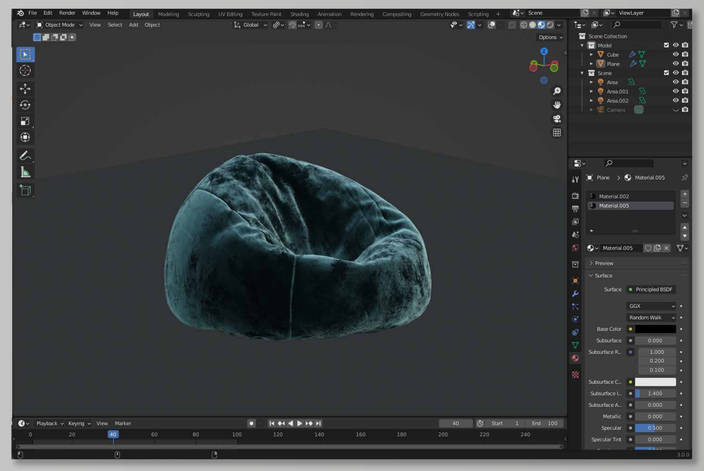
photocredits to: These Four Walls blog

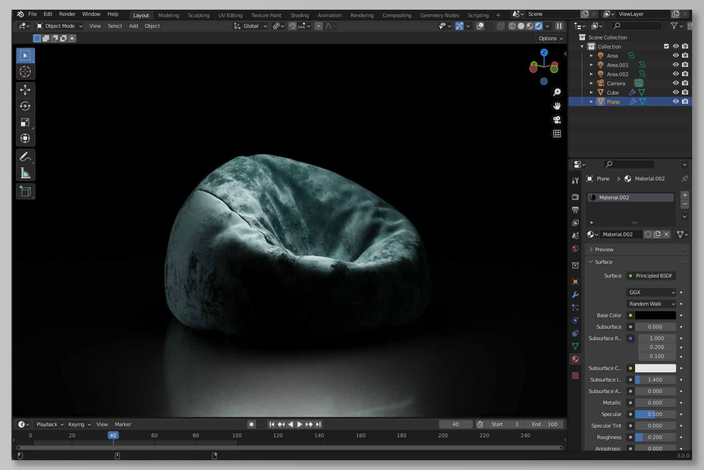
Form

photocredits to: Amtico Flooring

& Patterns





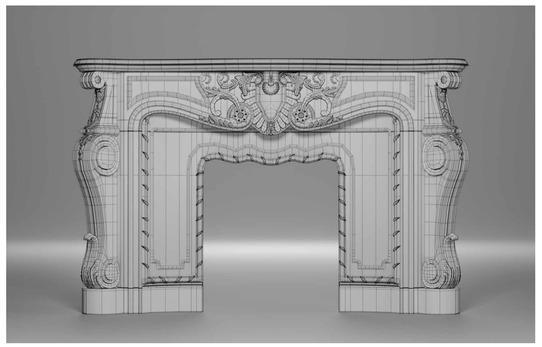


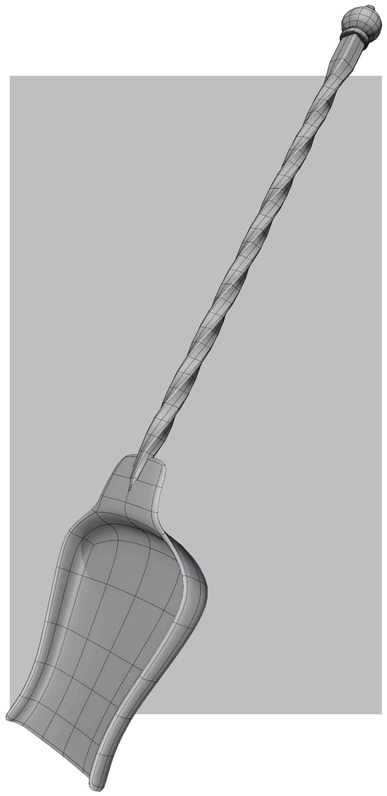
Behind the scenes

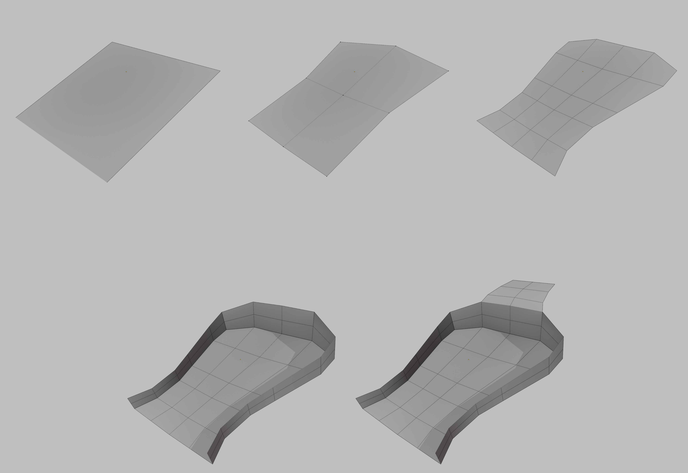
3

How it works

Case study showcasing knowldege and skills in the use of cad tools to create depicted project

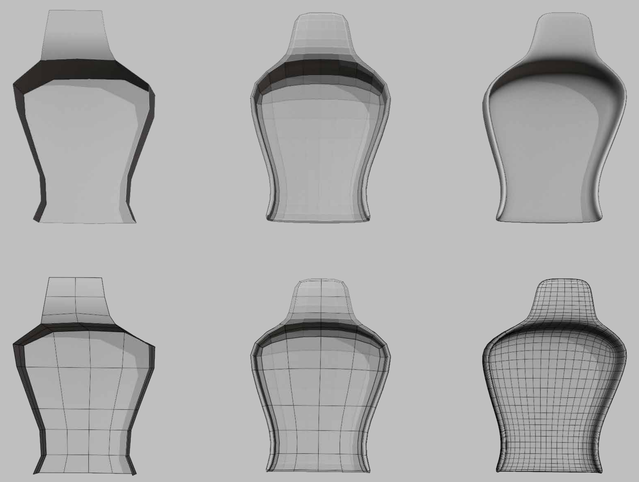






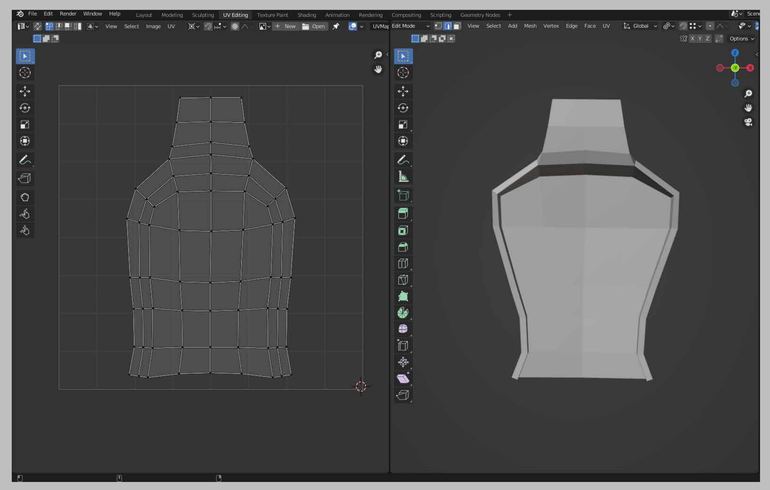
Modelling - manipulate simple shapes into more complex ones

In this example I started with a plane which is then subdivided, scaled and extruded to form the spade



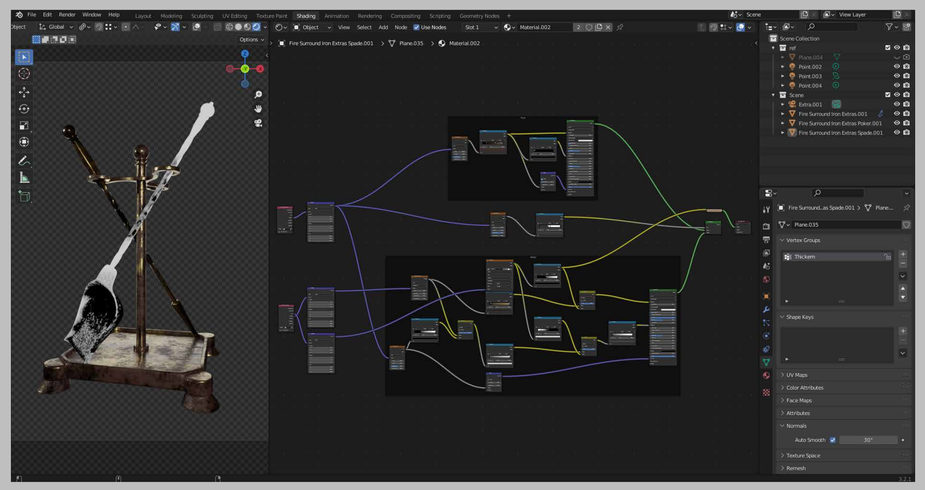
Modifiers - altering mesh geomtery with non destructive software operations

First step with the spade was to add thickness to it and subdivide to make it mode detailed. Then shaded smooth to get rid of the jagged edges



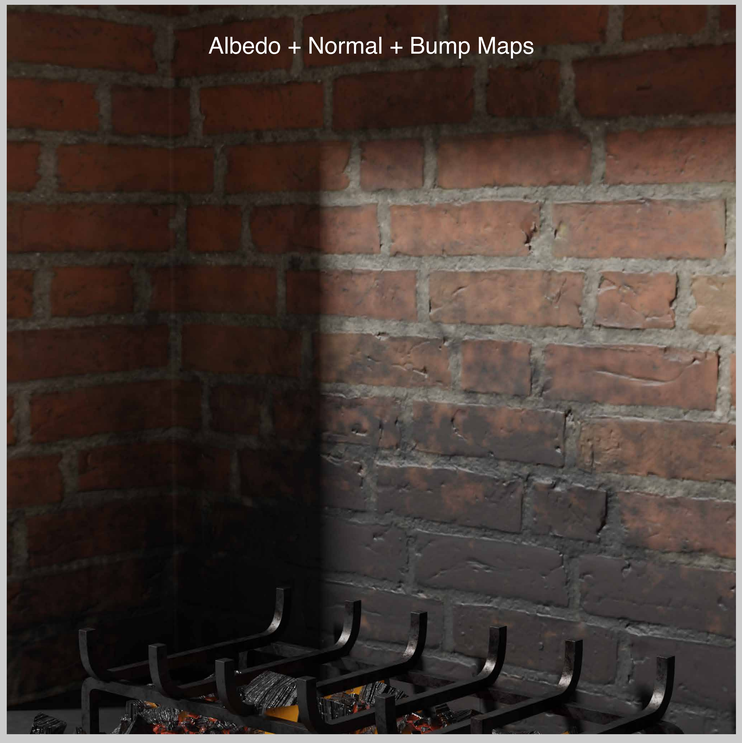
UV unwrapping - projecting a 3d model onto a 2d image to accurately map textures onto model

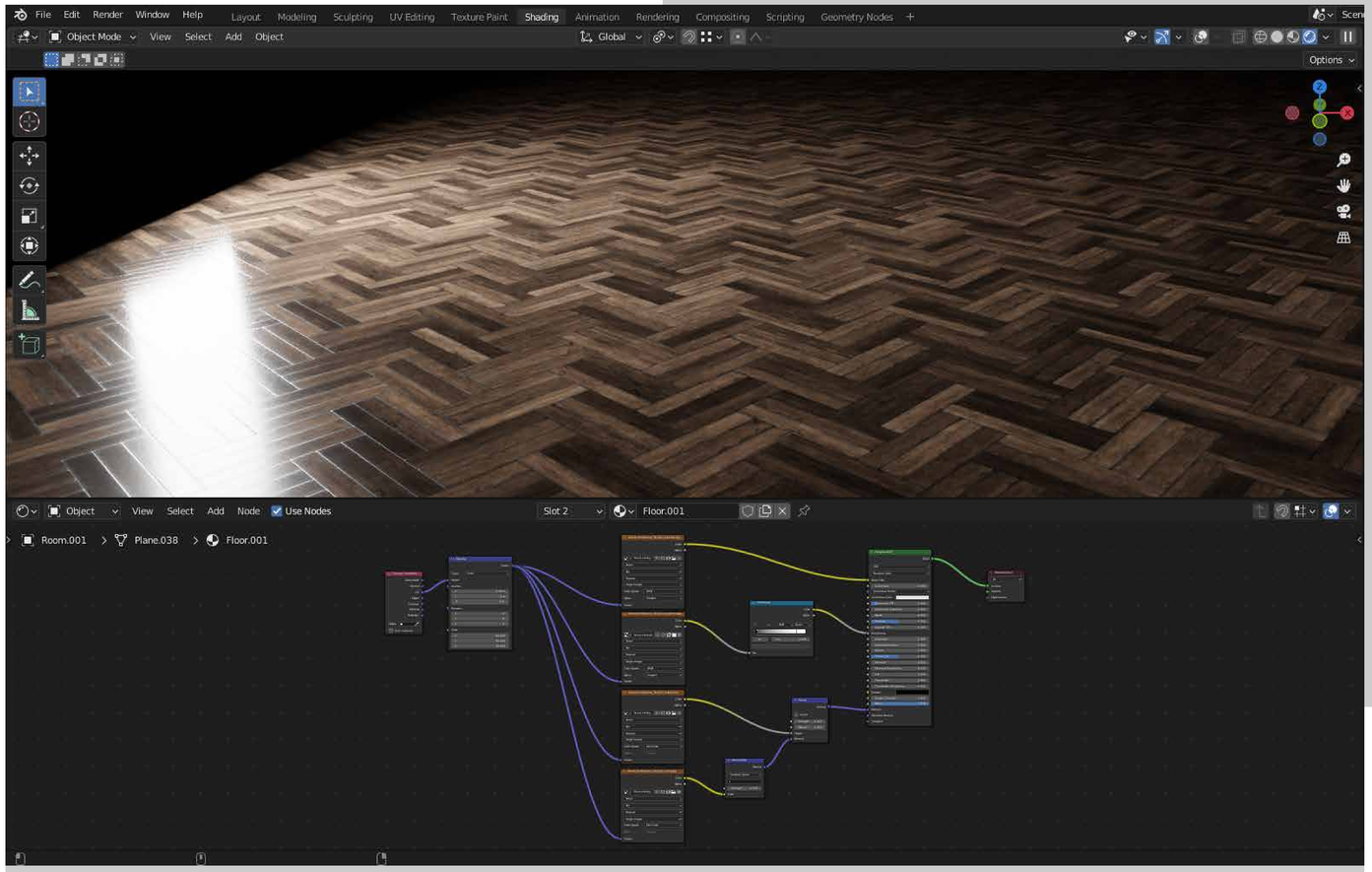
Simple models such as the spade can be flattened automatically onto a flat plane by the software. A more complex mesh with closed geometry requires marked seams to separate parts of the model



Procedural Texturing - setting up object materials through node based shading

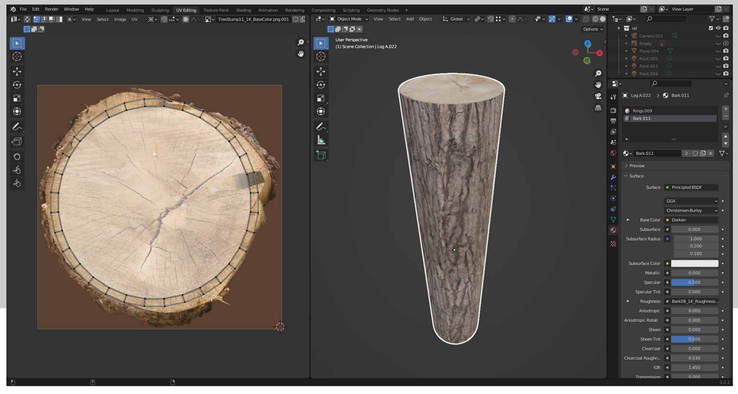
In this example created a custom texture weight map projected on the UV's to mix two materials together - antique brass and soot. Both materials in this example made from native noise textures to create an infinitely varied material





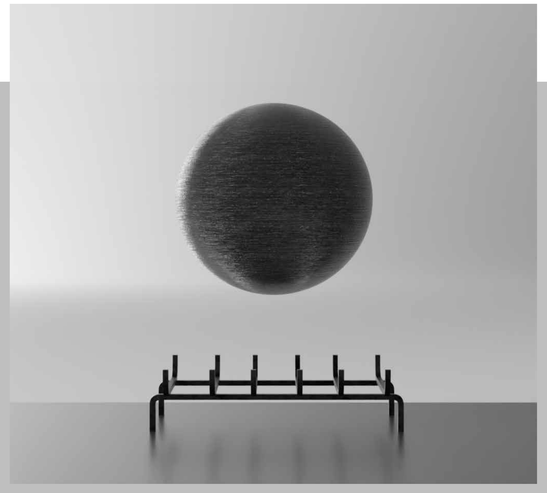
PBR Shading

Physically Based Rendering Textures are set up via nodes to give the mesh a realistic material under all lighting conditions

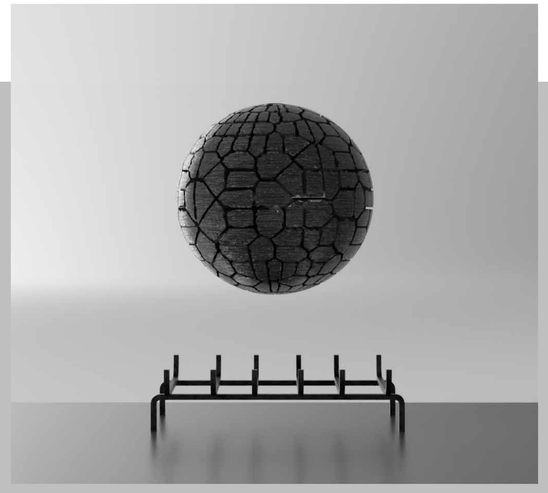


UV Mapping

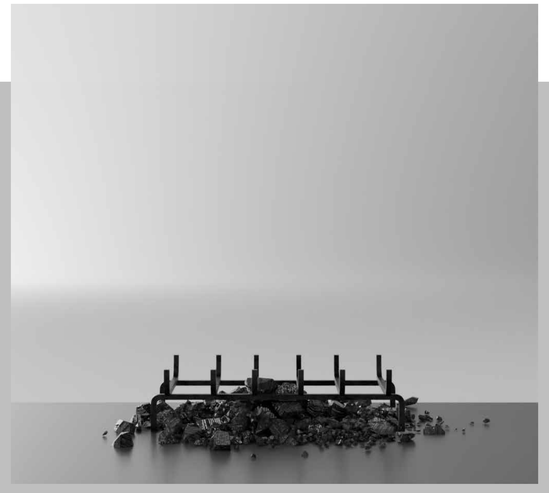
UV unwrapped mesh mapped onto texture



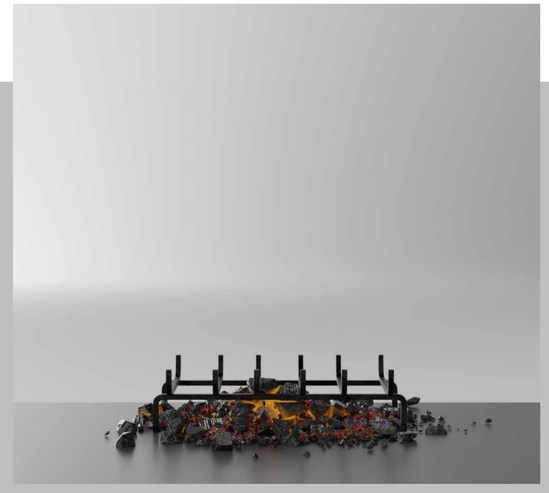
PBR textured mesh of coal



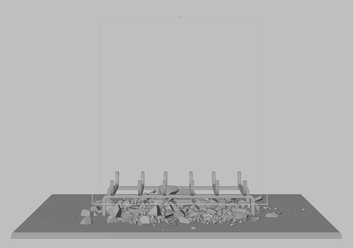
Cell Fracture to break down mesh



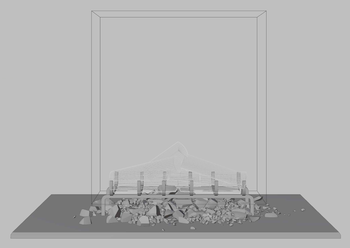
Simulating Gravity with collision and rigid body property modifiers + fine tuning fracture



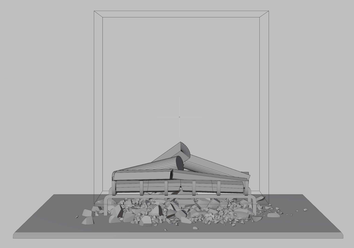
Using ambient occlusion node to create ember



Add domain for smoke simulation



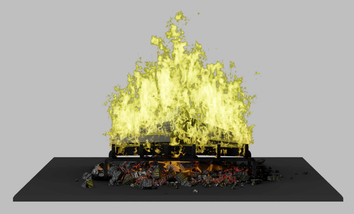
Create flow source for simulation



Add force field for a turbulent flame

Applying principled volume shader to simulation

Adding detail to flame with textures



Select emission colour for flame

Compositing

Rendering with Layers and Passes allows to manipulate and edit separate parts and attributes of the render such as lighting, colour, reflection and others to improve the quality of the image as well as make quick updates without having to render the image again.

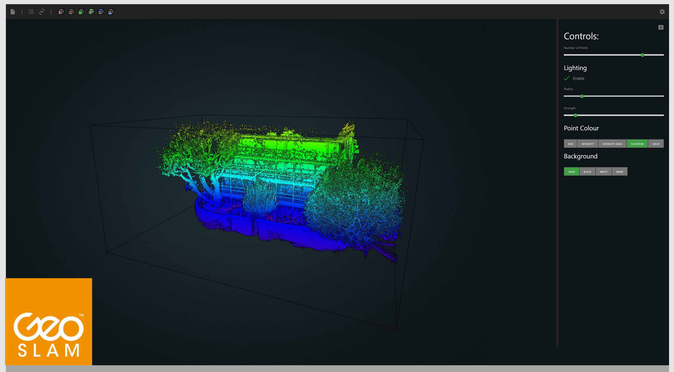
Separate passes can be edited in native software, external or both. Post processing software such as Photoshop can be utilised to blend multiple images together, distort them and add overlays and backdrops to enhance an image.

These effects are useful in simulating physical camera properties and help achieve photorealism or create stylised visuals

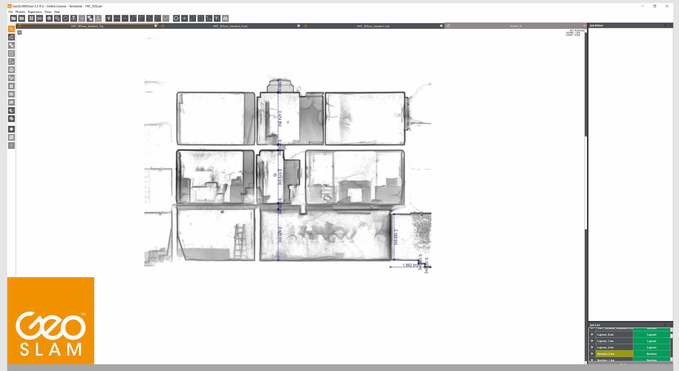
raw

processed

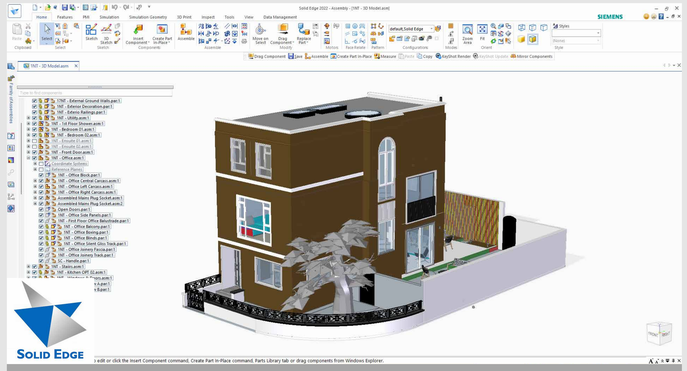
Work experience



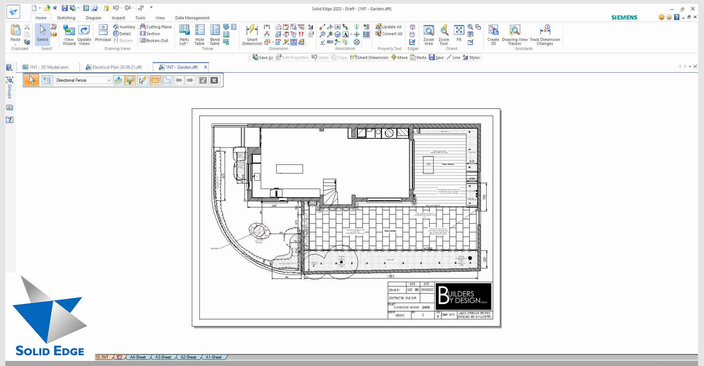
Existing property scanned



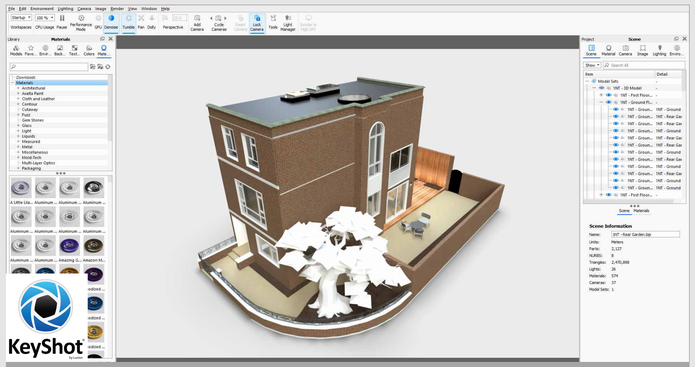
Property drawings made from pointcloud



Proposed project created using existing dimensions from scan



3D model used to generate proposed 2D drawings



3D renders created from model

Design and Development Engineer

Builders By Design Ltd

London

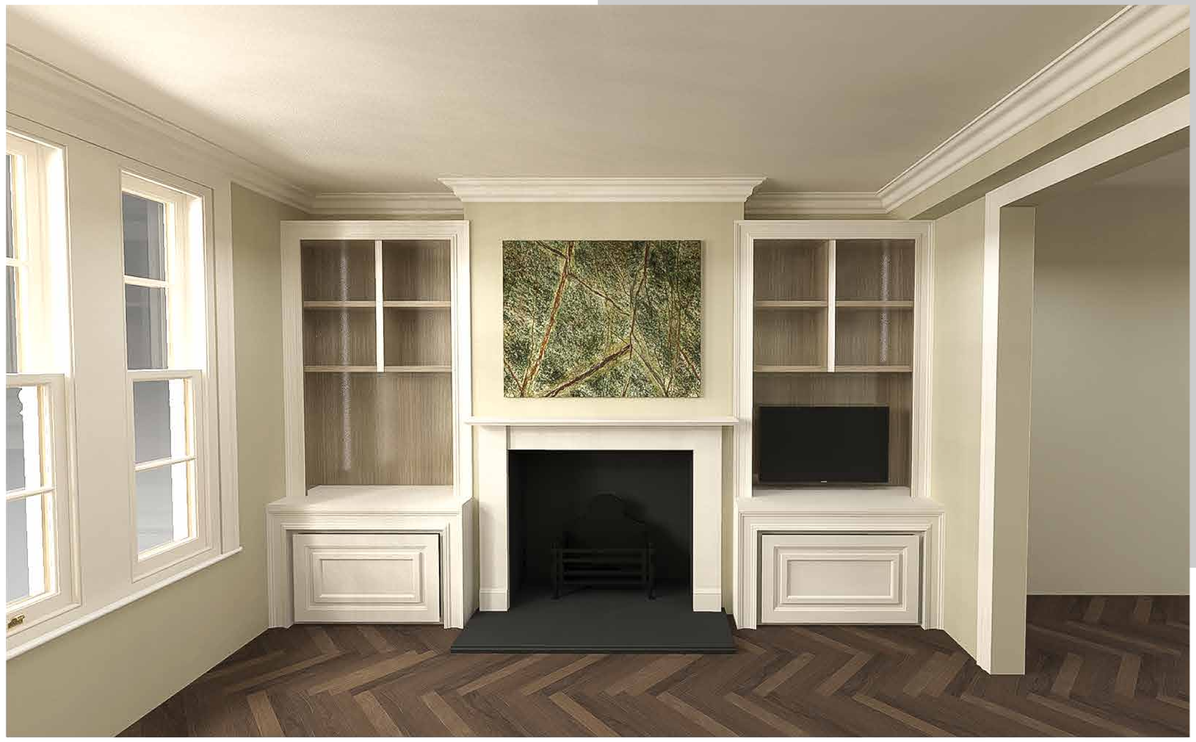
Key Responsibilities:

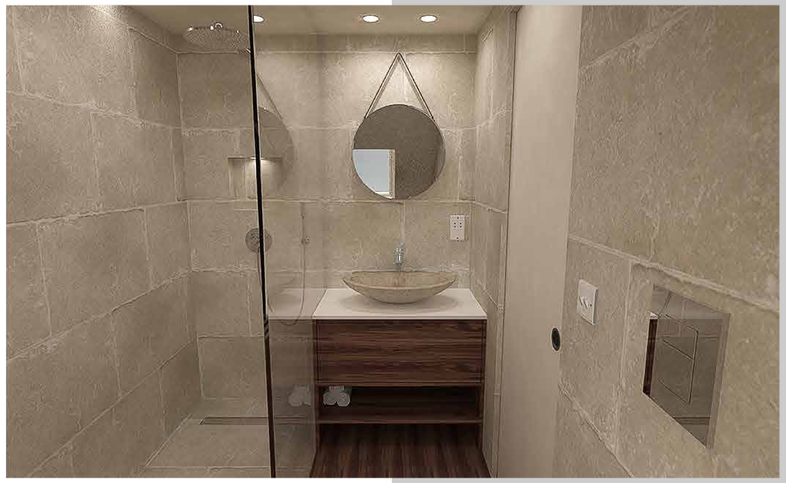
- Carry out 3D Scans, produce 3D models, deliver CAD drawings and renders to a high standard for all Design and Build / Joinery projects from written, sketched or verbal specifications.

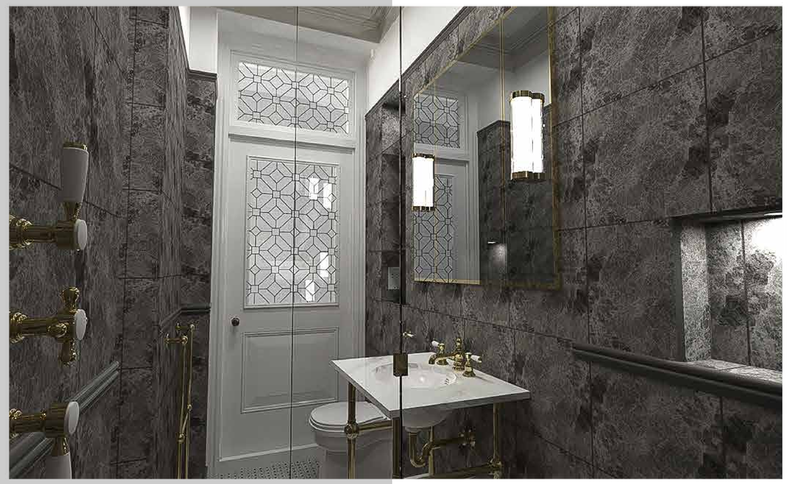
- Expand knowledge and understanding of the construction sector practices, methodologies and detailing. Expand library of 3D assets and 2D details to reuse in future projects where applicable.

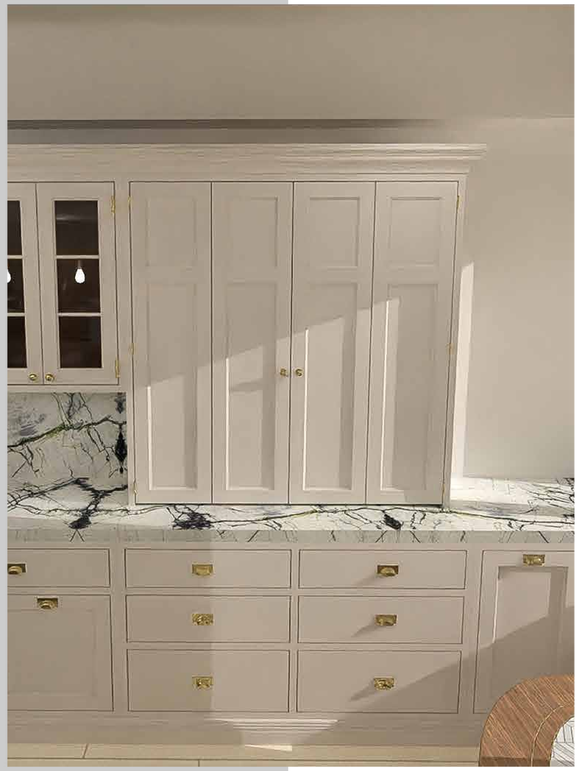
- Execute projects timely and inform management if deadlines cannot be met or where design compatibility problems exist with recommendations for creative solutions.

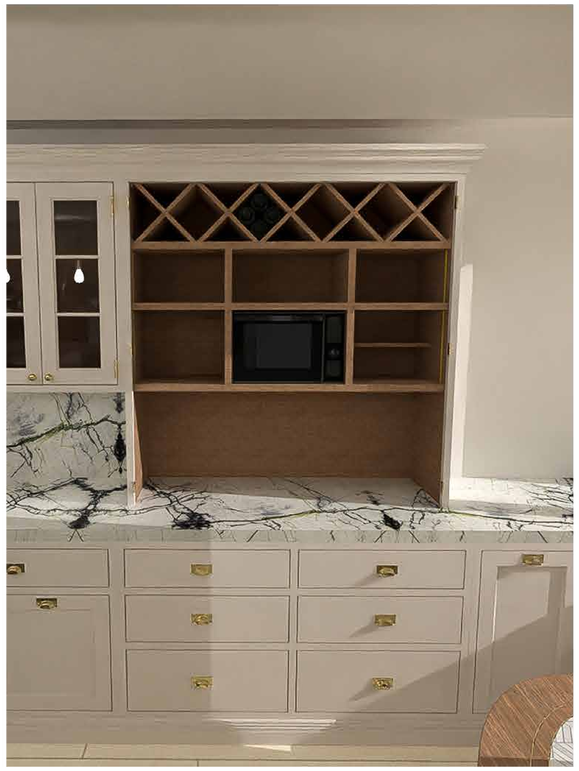
- Gain further knowledge and understanding for the capabilities of integrating external software into existing BBD workflows.



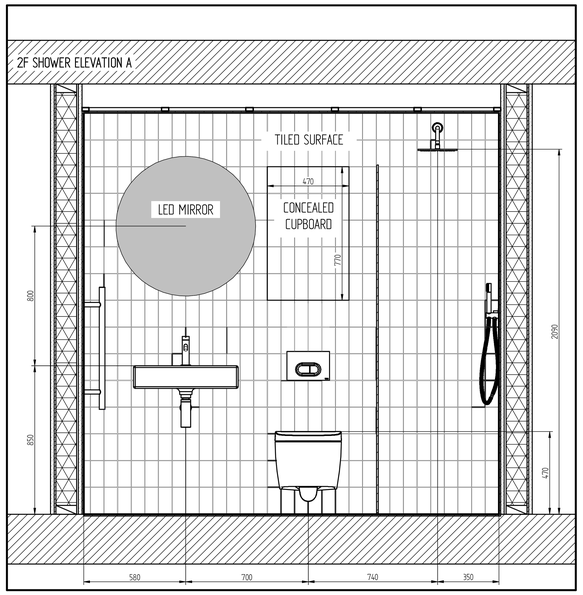


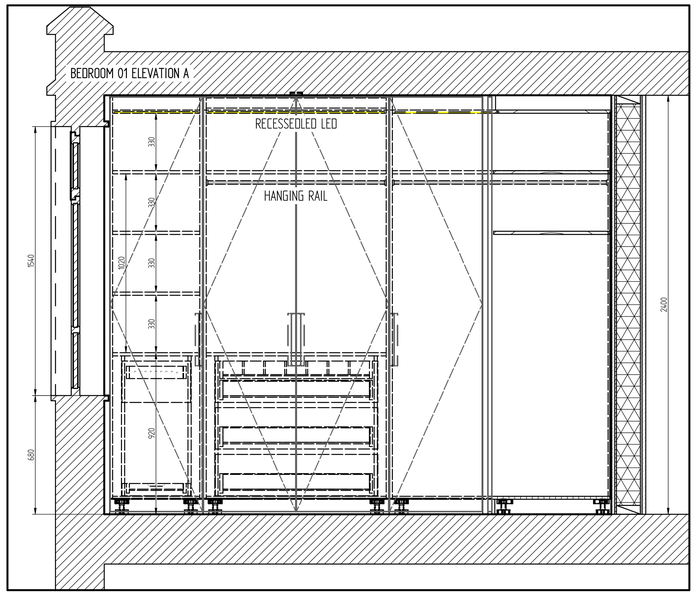


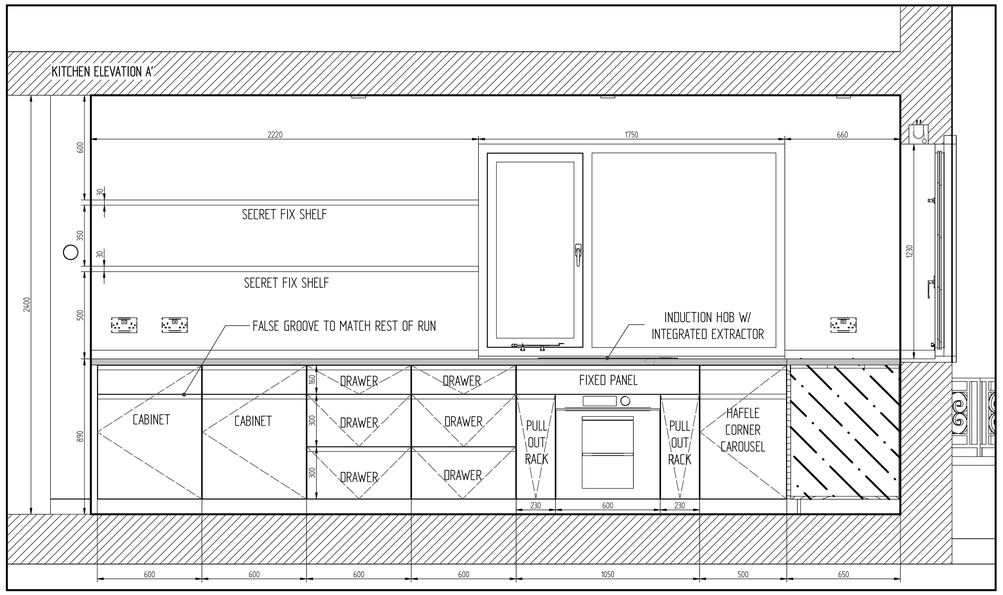


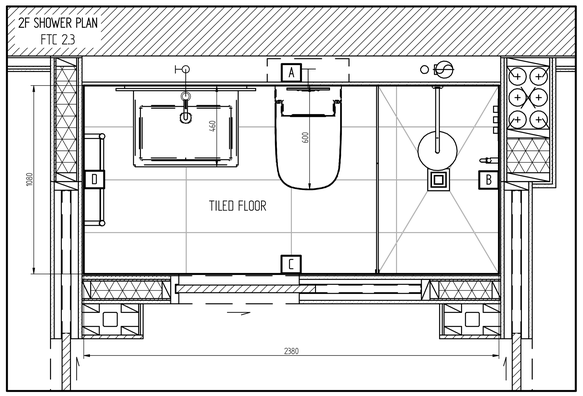


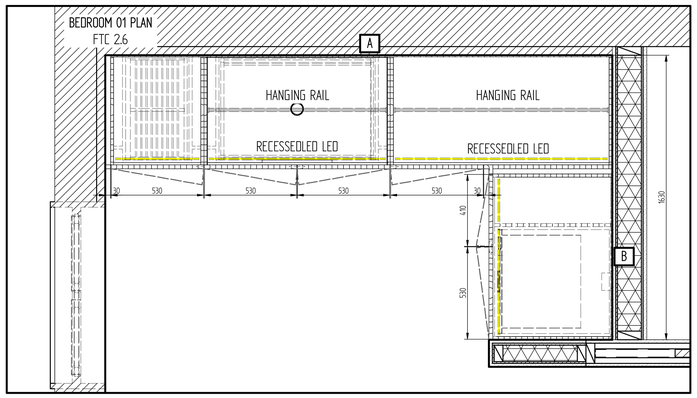
Technical detail

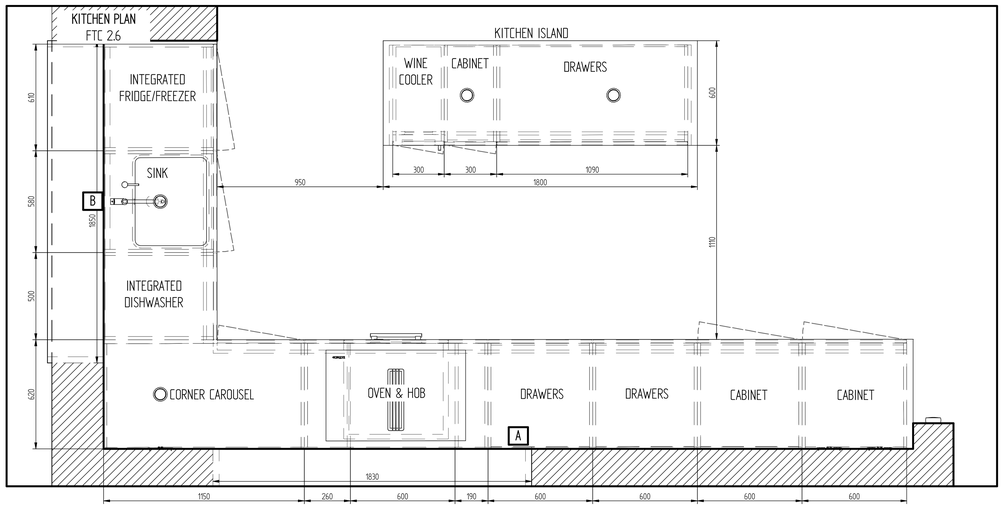












1 PROPOSED FRONT ELEVATION

BUILDERS BY DESIGN GROUP

1. Do not scale drawings. All dimensions to be checked on site.
2. Contractors, sub-contractors and suppliers to verify any critical dimensions on site prior to fabrication of any building element. Any discrepancies to be reported to the Architect.
3. To be read in conjunction with all relevant Architect's, Engineers' and services drawings, specifications and specialists consultants' information. Any discrepancies to be reported prior to installation
4. Drawings and Designs copyright. Drawings and Designs must not be reproduced without the consent.

REV	DESCRIPTION	DATE
001	INITIAL DRAWING	11/03/2022

PROJECT: _000_ EXTENSION

STATUS: PLANNING

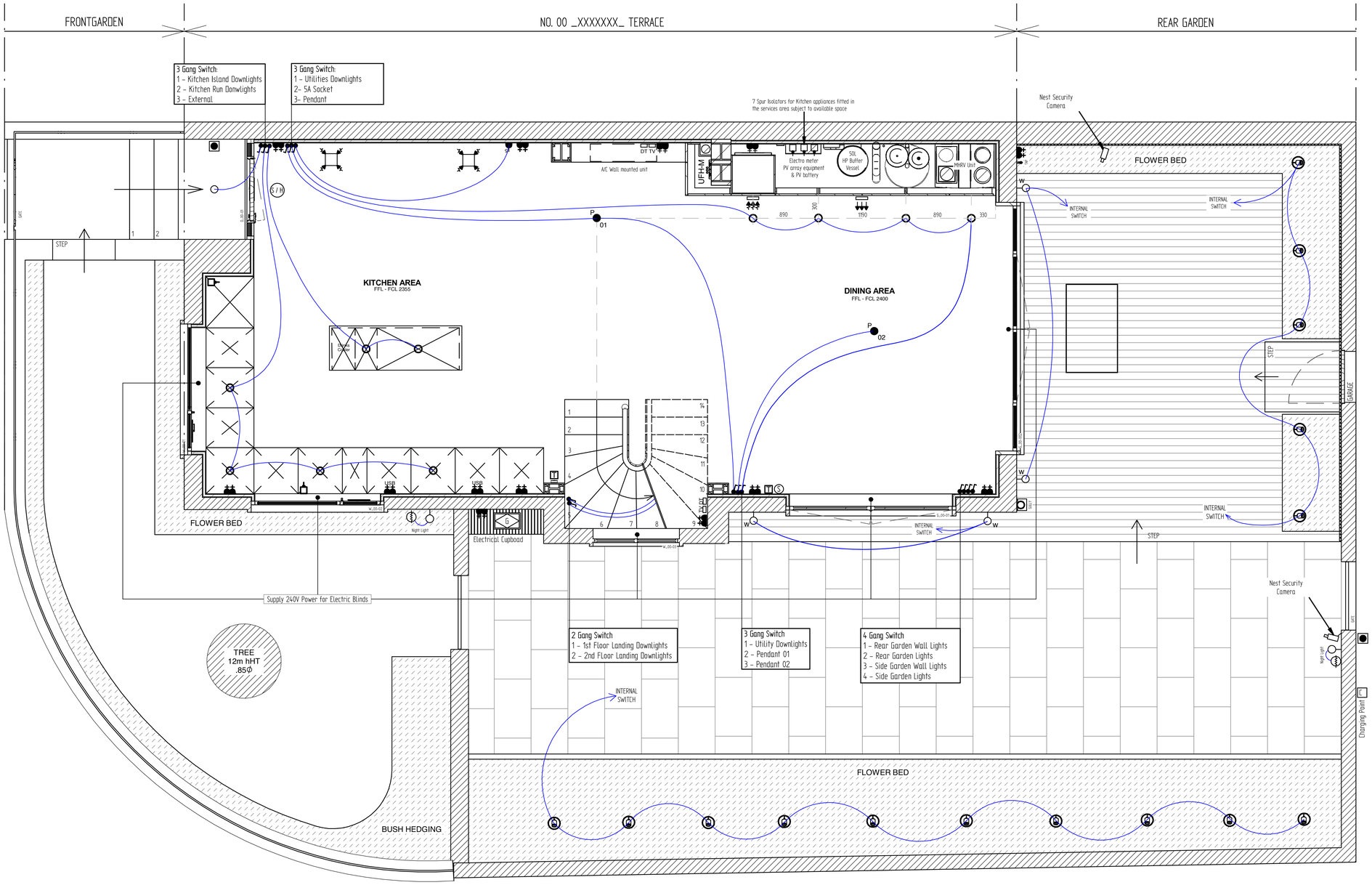
TITLE: _XXXXX YYYYYYYY_ FRONT ELEVATION PROPOSED

DRAWN BY: VLOD

CHECKED BY: SID

DRAWING NUMBER: 00_XX_000

SCALE: 1:100 @ A3



1 GROUND FLOOR ELECTRICAL PLAN

LEGEND:

LIGHTING	MECHANICAL SERVICES	ELECTRICAL SERVICES		
Recessed downlight	Ceiling extract / inlet	2-gang 13A switched socket, @ typ height / @ non-typ height	Multigang grid switch	Nest Hello Video Doorbell
Pendant / ceiling light	Wall extract / inlet	External weatherproof 2-gang socket, IP66	Nest 3rd Gen UFH thermostat / programmer	Photocell Sensor
Wall light	Wall supply / exhaust	2-gang 13A switched socket w/ USB chargers	Data / Telephone connection point	Google Nest Cam Outdoor Smart Security Camera
Garden light	Radiator / towel rail	1-gang 5A unswitched socket	TV connection point	Charging Point
Linear LED light	Ceiling supply / exhaust	Shaver socket	Nest 2nd GenSmoke Detector (LO1)	5 Amp Socket
PIR		Fused connection point:	Smoke & Heat Detector	
gang switch				

Note: Socket Height 450mm AFFL, Light Switch Height 1200mm AFFL, Light Switch by the bed Height 800mm AFFL, Thermometer Height 1500mm AFFL, Wall Light Height 1750mm AFFL

NORTH

0 1 2 3 4 5

BUILDERS BY DESIGN GROUP

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3. To be read in conjunction with all relevant Architect's, Engineers' and services drawings, specifications and specialists consultants' information. Any discrepancies to be reported prior to installation
4. Drawings and Designs copyright. Drawings and Designs must not be reproduced without the consent.

REV	DESCRIPTION	DATE
010	ISSUED TO SITE	23/01/2022

PROJECT: _000_ REFURBISHMENT

STATUS: ISSUE FOR CONSTRUCTION

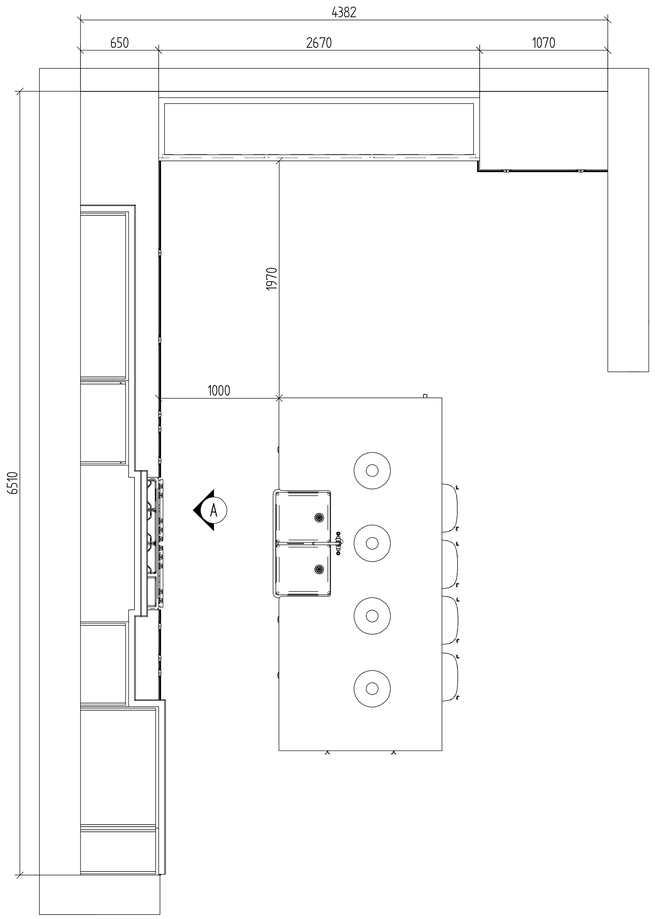
TITLE: _XXXXX YYYYYYYY_ GROUND FLOOR ELECTRICAL PLAN

DRAWN BY: VLOD

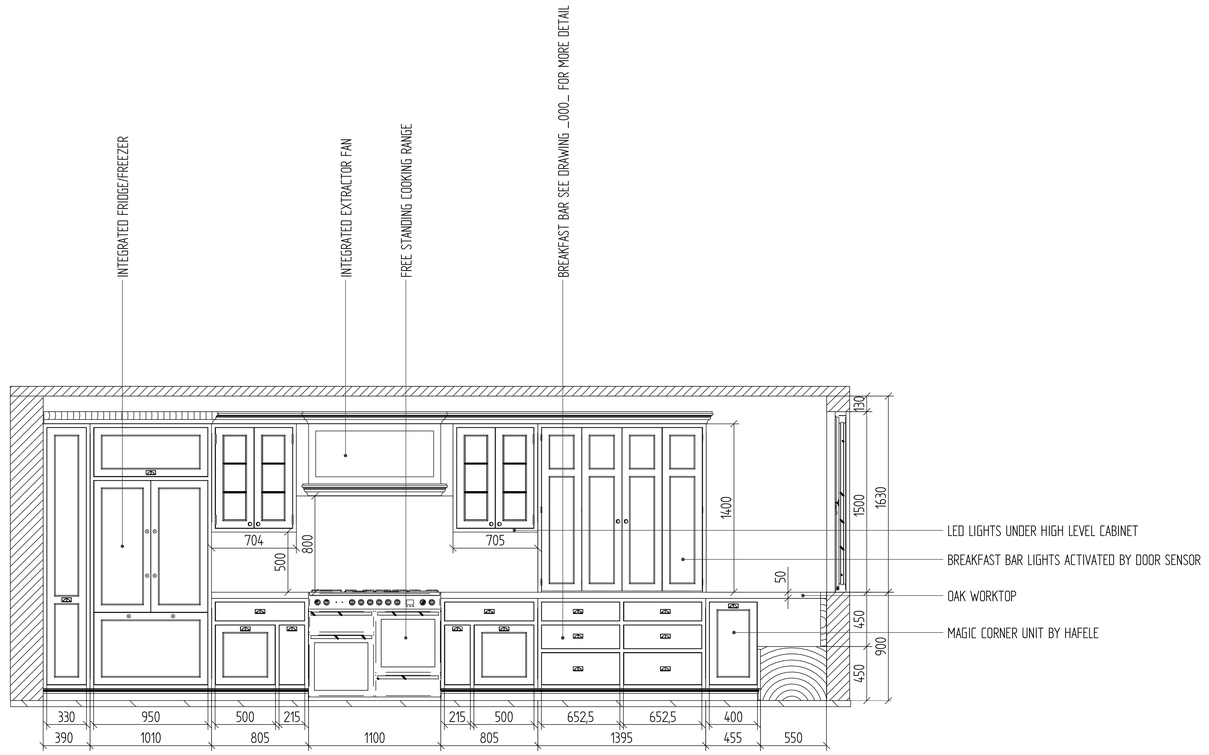
CHECKED BY: SID

DRAWING NUMBER: 00_XX_000

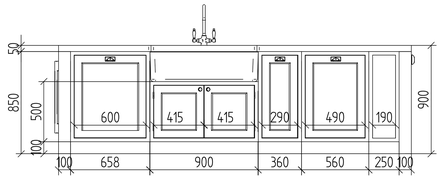
SCALE: 1:50 @ A3



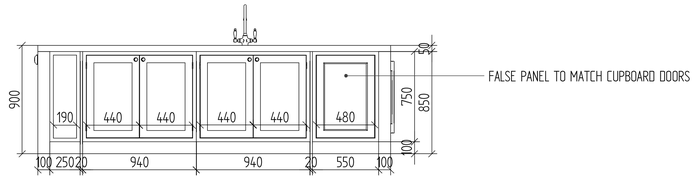
1 KITCHEN PLAN



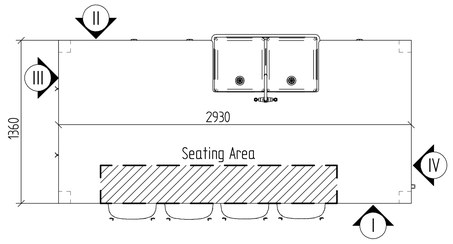
2 ELEVATION A



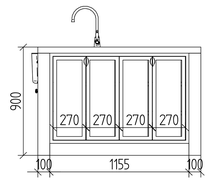
3 ELEVATION I



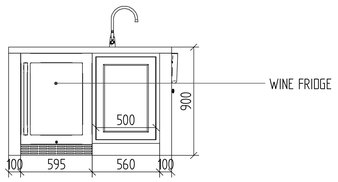
4 ELEVATION III



5 ISLAND PLAN



6 ELEVATION II



7 ELEVATION IV

BUILDERS BY DESIGN GROUP

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REV	DESCRIPTION	DATE
A01	ISSUED TO CLIENT	12/06/2022

PROJECT: _000_ JOINERY

STATUS: PLANNING

TITLE: _XXXXX YYYYYYYY_ KITCHEN

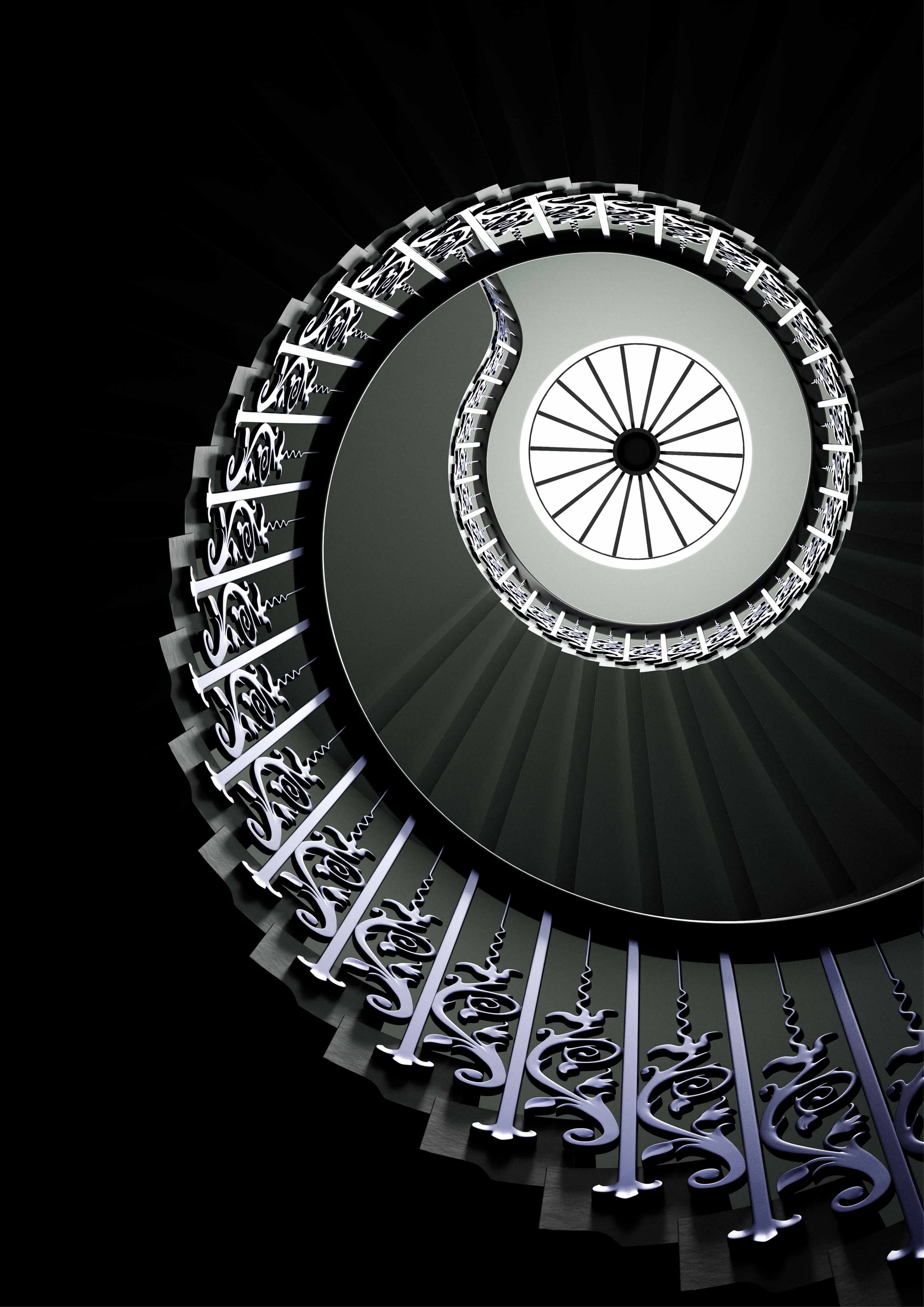
DRAWN BY: VLOD

CHECKED BY: SID

DRAWING NUMBER: 00_XX_000

SCALE: 1:50 @ A3

Extras



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