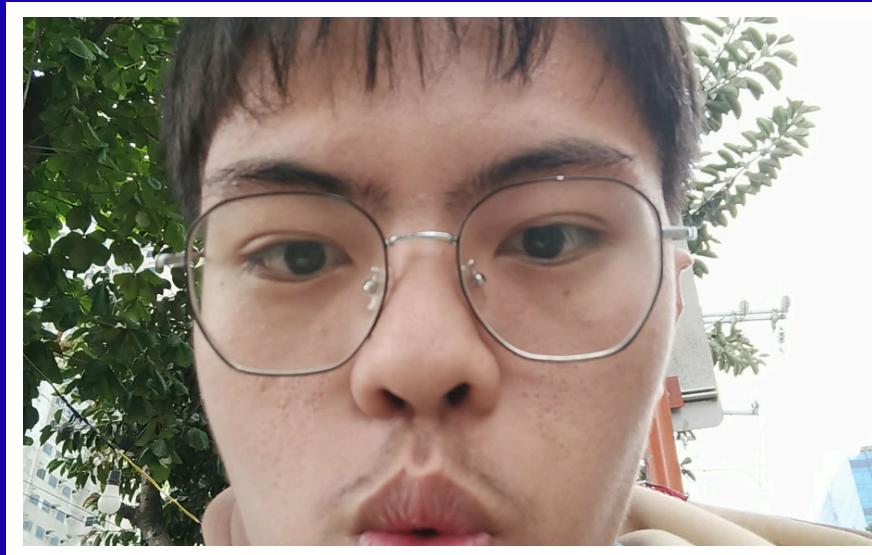


PORTFOLIO

ALFRED GLIC B. LEGARIO



HELLO! I AM AN UNDERGRADUATE
DEDICATED TO BRIDGING THE GAP
BETWEEN PHYSICAL CRAFTSMANSHIP
AND DIGITAL PRECISION THROUGH
IMPACTFUL VISUAL COMMUNICATION.



BACHELOR OF SCIENCE IN
AEROSPACE ENGINEERING 3A

ABOUT ME

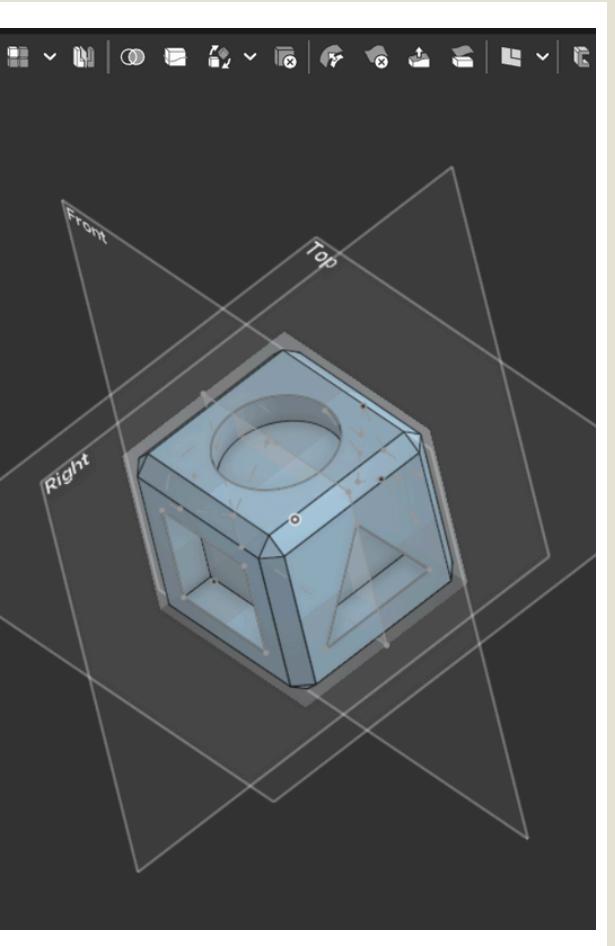
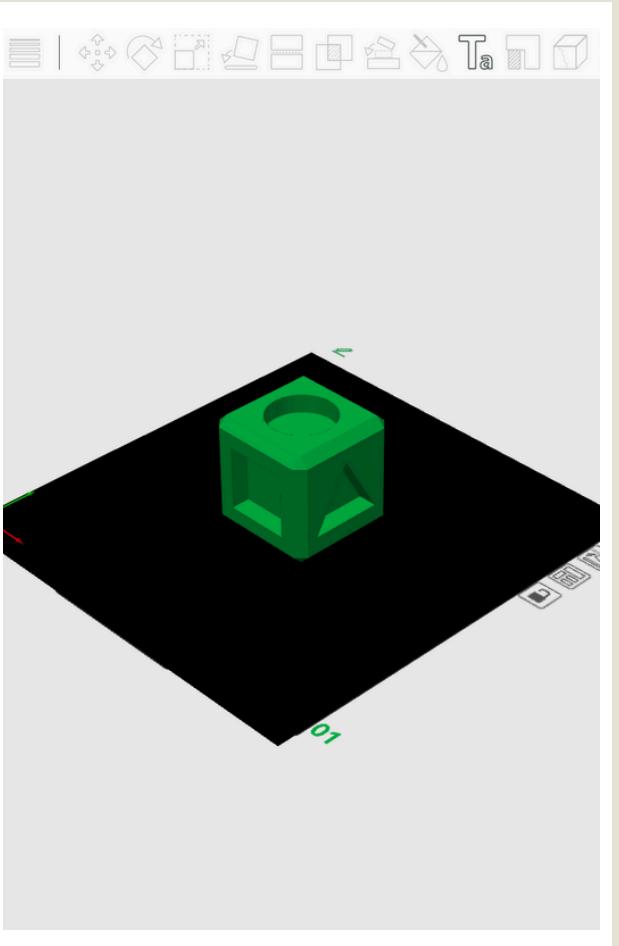


GAMING SERVES AS A PRIMARY SOURCE OF INSPIRATION FOR MY DIGITAL WORK, OFFERING A FIRSTHAND LOOK AT WORLD-BUILDING AND ASSET OPTIMIZATION. THIS HOBBY HELPS ME UNDERSTAND HOW 3D MODELS MUST FUNCTION WITHIN REAL-TIME ENGINES, FOCUSING ON CLEAN TOPOLOGY AND IMMERSIVE USER EXPERIENCE.



MY DEDICATION TO GUNPLA IS A PHYSICAL EXTENSION OF MY PASSION FOR TECHNICAL PRECISION AND STRUCTURAL ENGINEERING. BY APPLYING ADVANCED FINISHING AND WEATHERING TECHNIQUES, I TREAT EACH BUILD AS AN EXERCISE IN SURFACE STORYTELLING TO REFLECT A REALISTIC SENSE OF SCALE AND HISTORY.

MY SKILLS



TECHNICAL ENGINEERING AND SPATIAL LOGIC

MY FOUNDATION IN PHYSICAL SCALE MODELING INFORMS A DISCIPLINED APPROACH TO 3D GEOMETRY, ENSURING EVERY DIGITAL ASSET IS GROUNDED IN MECHANICAL REALISM AND STRUCTURAL LOGIC. BY BRIDGING TACTILE ASSEMBLY WITH DIGITAL DESIGN, I PRODUCE WORK THAT FEELS FUNCTIONALLY SOUND AND PROPERLY PROPORTIONED.

SURFACE STORYTELLING AND MATERIALITY

I TRANSLATE TRADITIONAL WEATHERING TECHNIQUES INTO DIGITAL SHADERS TO CREATE AUTHENTIC SURFACES THAT REFLECT A HISTORY OF AGE AND ENVIRONMENTAL INTERACTION. THIS EXPERTISE ALLOWS ME TO MOVE BEYOND PROCEDURAL TEXTURES, CAPTURING THE "LIVED-IN" PERSONALITY OF AN OBJECT THROUGH REALISTIC WEAR AND MATERIAL WEIGHT.

ITERATIVE PROTOTYPING AND CUSTOM FABRICATION

I LEVERAGE A HYBRID WORKFLOW OF PHYSICAL SCRATCH-BUILDING AND DIGITAL ITERATION TO SOLVE COMPLEX DESIGN CHALLENGES AND REFINE HIGH-FIDELITY ASSETS. THIS CROSS-DISCIPLINARY CAPABILITY ENSURES A FLEXIBLE CREATIVE PROCESS THAT CAN PRODUCE BESPOKE RESULTS THAT BRIDGE THE GAP BETWEEN CONCEPT AND REALITY.

THANK YOU

FOR YOUR TIME AND ATTENTION



waBsaB - Overview

waBsaB has one repository available. Follow their code on GitHub.

 GitHub

github.com/waBsaB