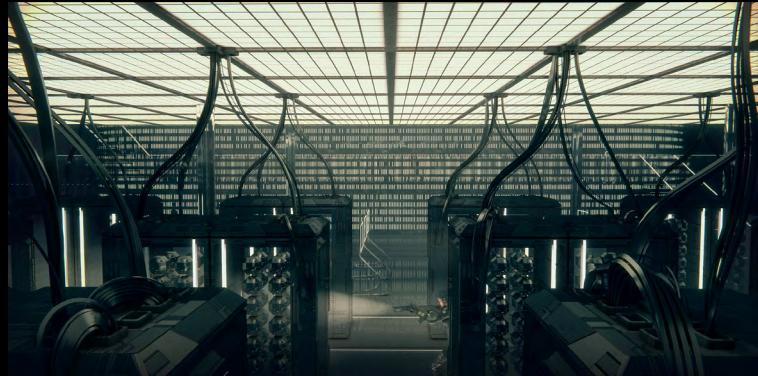


# ZERO ZHANG

## ILLUSTRATION WORKS 2018 - 2022

Website: [ziraozhang.github.io](https://ziraozhang.github.io)  
zhangzirao0219@gmail.com  
626-861-7642



*TV Series*  
Dr. Odyssey  
20th Television

PD: Jamie Walker MaCall  
AD: Ryan Garton  
AD: Nathan Ogilvie



Cruise Ship Exterior (done in one week)  
modeled and rendered in Blender w/ Photoshop touch up

*TV Series*  
Dr. Odyssey  
20th Television

PD: Jamie Walker MaCall  
AD: Ryan Garton  
AD: Nathan Ogilvie



INT. Cruise Ship Entry Building  
Photoshop work based on location photos

EXT. Cruise Ship Entry Building  
Photoshop work based on location photos

*TV Series*  
Dr. Odyssey  
20th Television

PD: Jamie Walker MaCall  
AD: Ryan Garton  
AD: Nathan Ogilvie

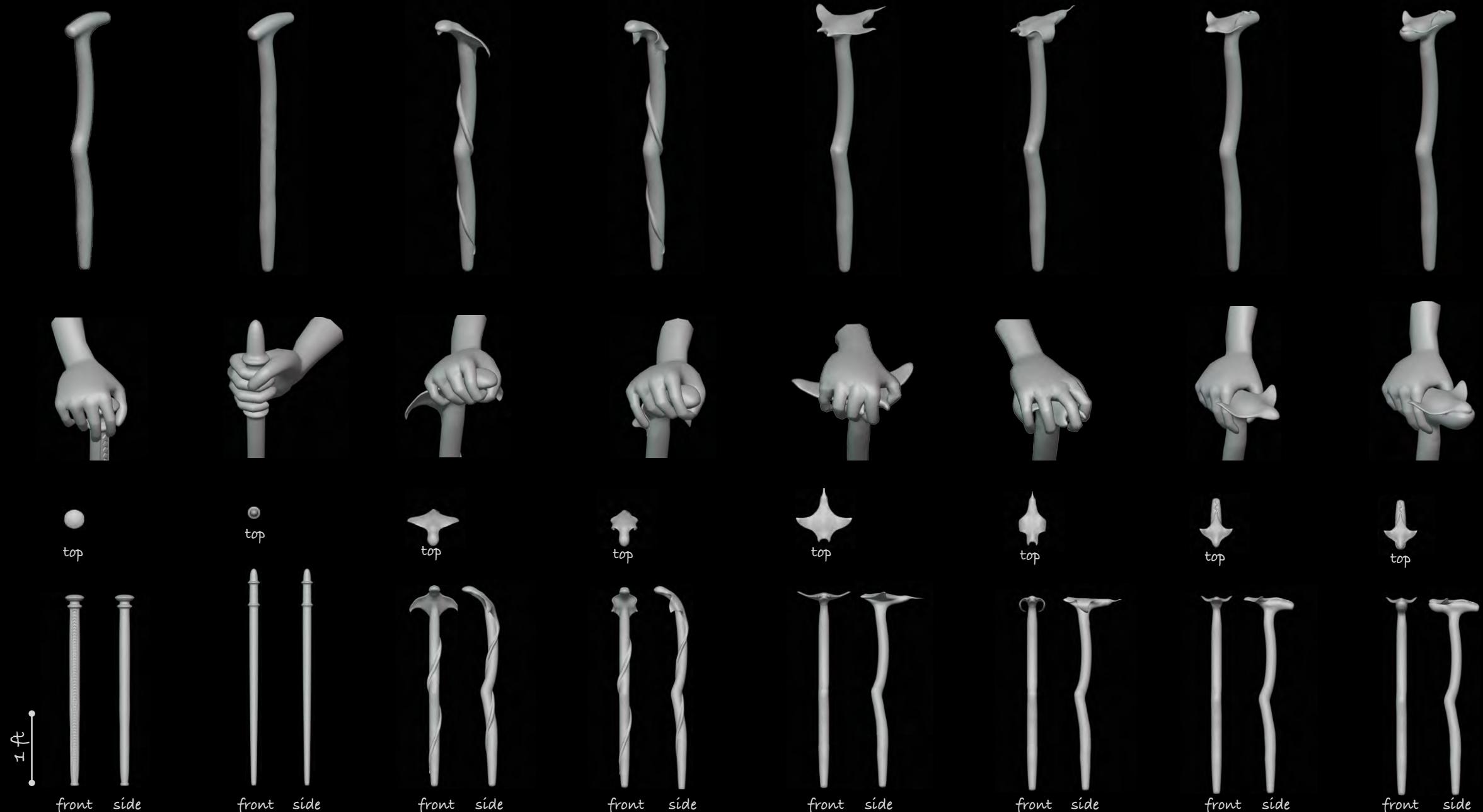


INT. Cruise Ship Entry Building  
Photoshop work based on location photos

EXT. Cruise Ship Entry Building  
Photoshop work based on location photos

*Feature*  
Moana  
Disney

Prop Master:  
Matt Cavaliero



Hero Prop Model  
sculpted in Blender

@Zirao Zhang (Zero)

*TV Series*  
Beef  
A24/Netflix



PD: Grace Yun  
AD: Michael  
Hersey



Hero Props (Actual Props)  
collaboration with union sculpters & painters

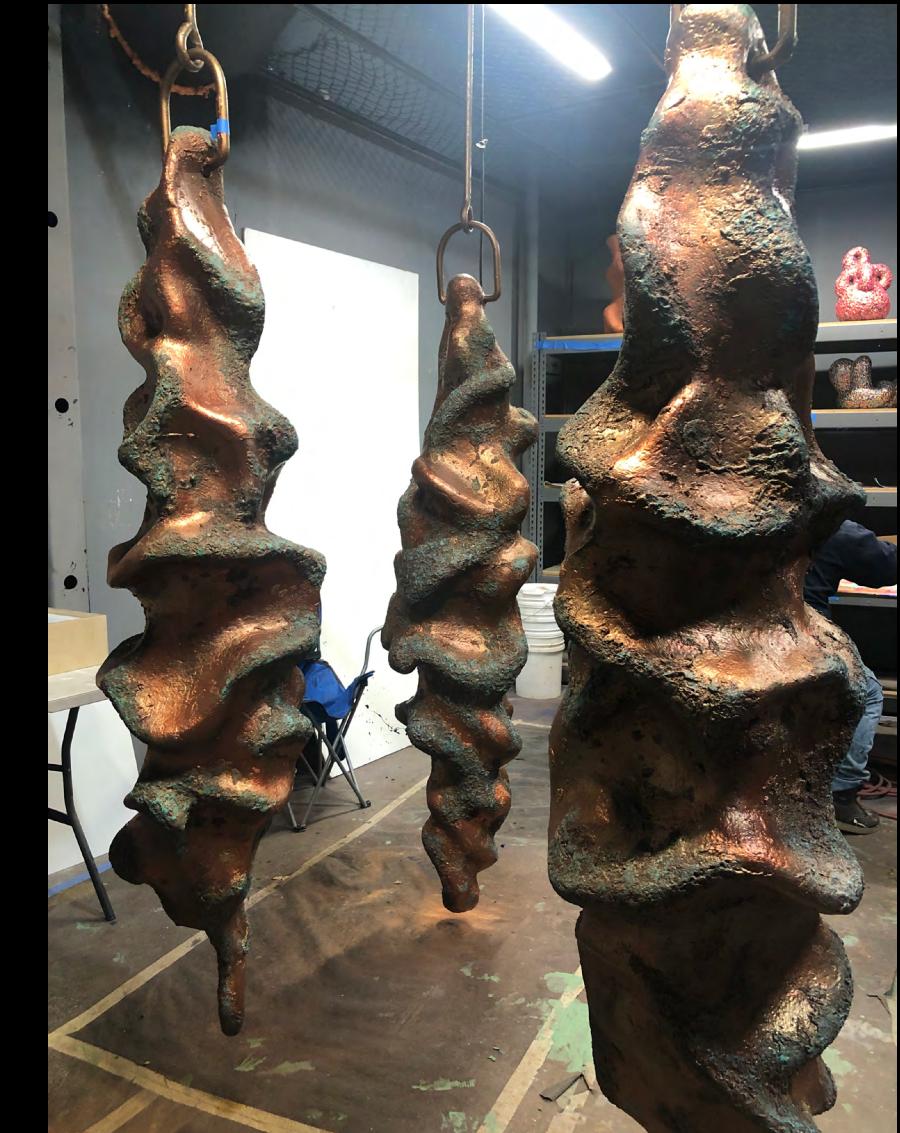
Hero Props White Model  
sculpted in Blender

*TV Series*  
Beef  
A24/Netflix

PD: Grace Yun  
AD: Michael  
Hersey



Hero Props Model  
sculpted in Blender



Hero Props  
collaboration with union sculptors & painters

*Personal Project*  
Scifi Data Center



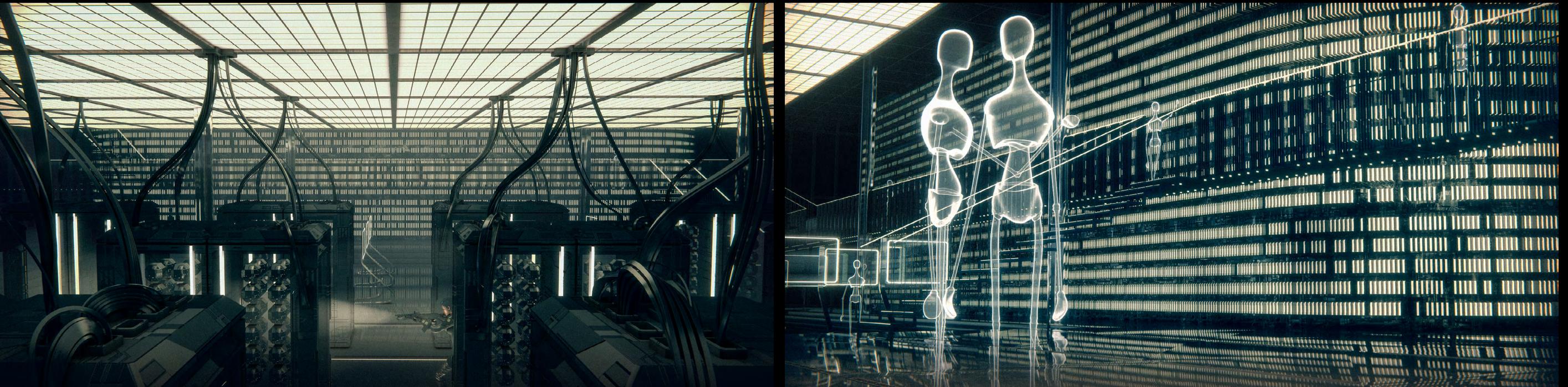
Assets design



INT. Scifi data center  
modeled and rendered in Blender w/ Photoshop touch up

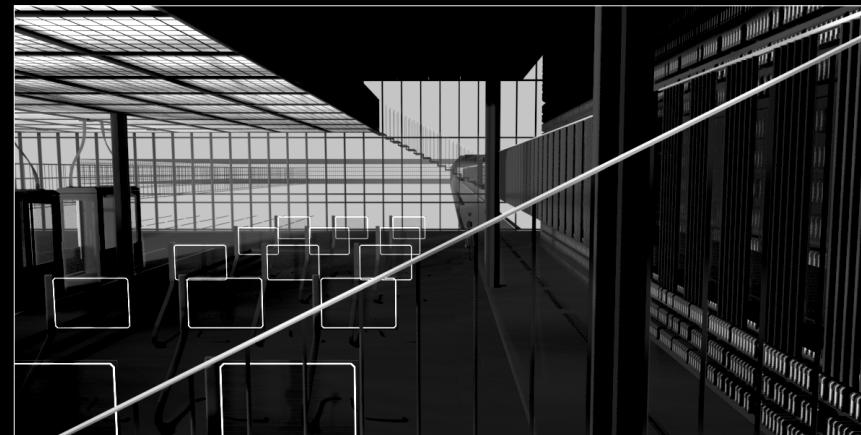
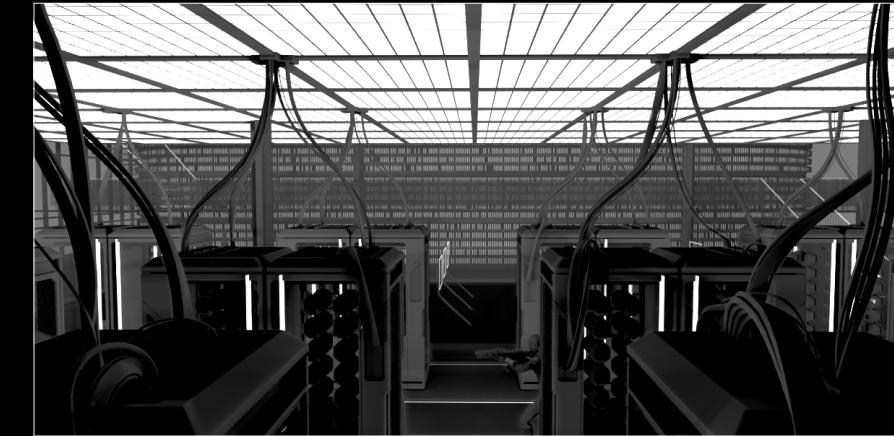
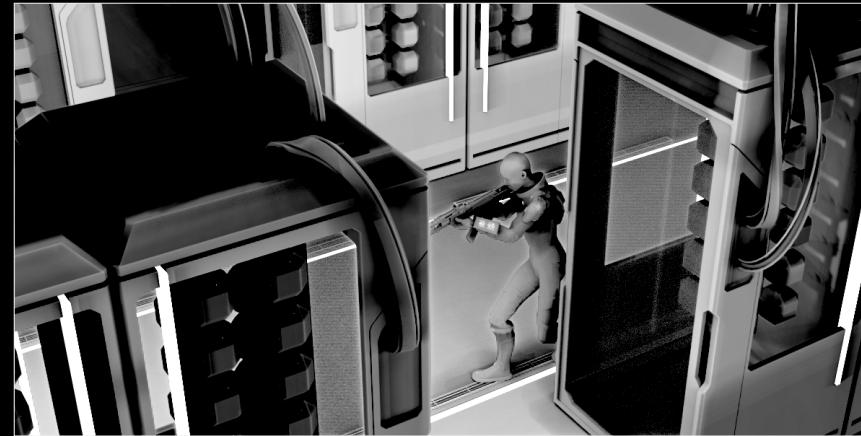
@Zirao Zhang (Zero)

*Personal Project*  
Scifi Data Center



INT. Scifi data center  
modeled and rendered in Blender w/ Photoshop touch up

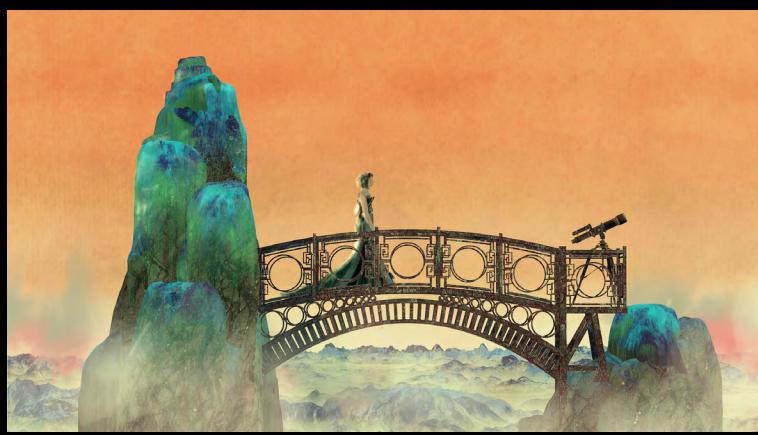
*Personal Project*  
Scifi Data Center



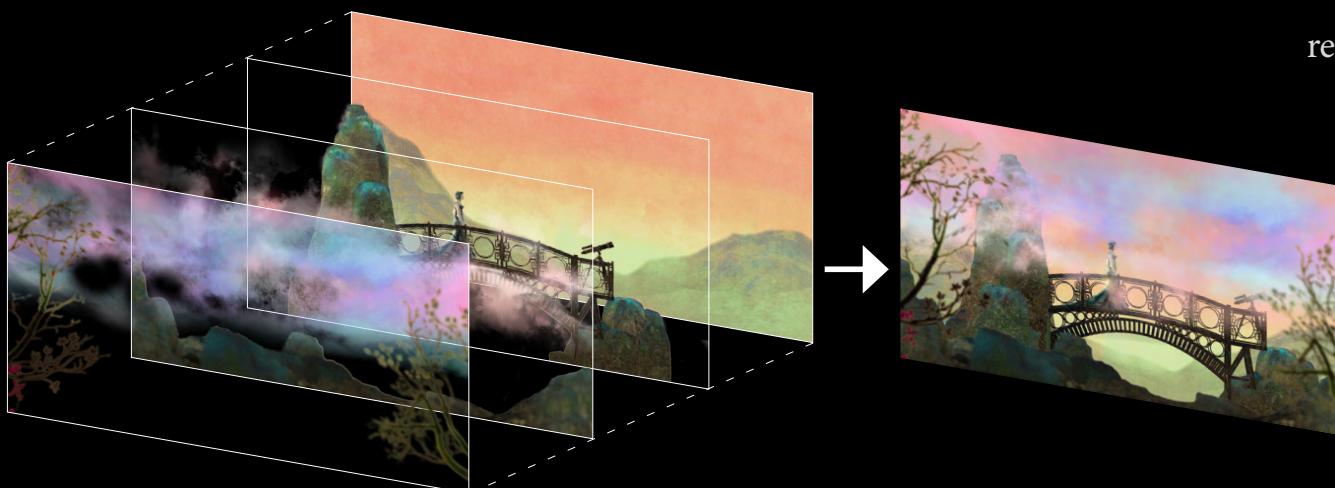
INT. Scifi data center  
Blender thumbnails

*Commercial  
Crypto*

PD: Freyja Bardell



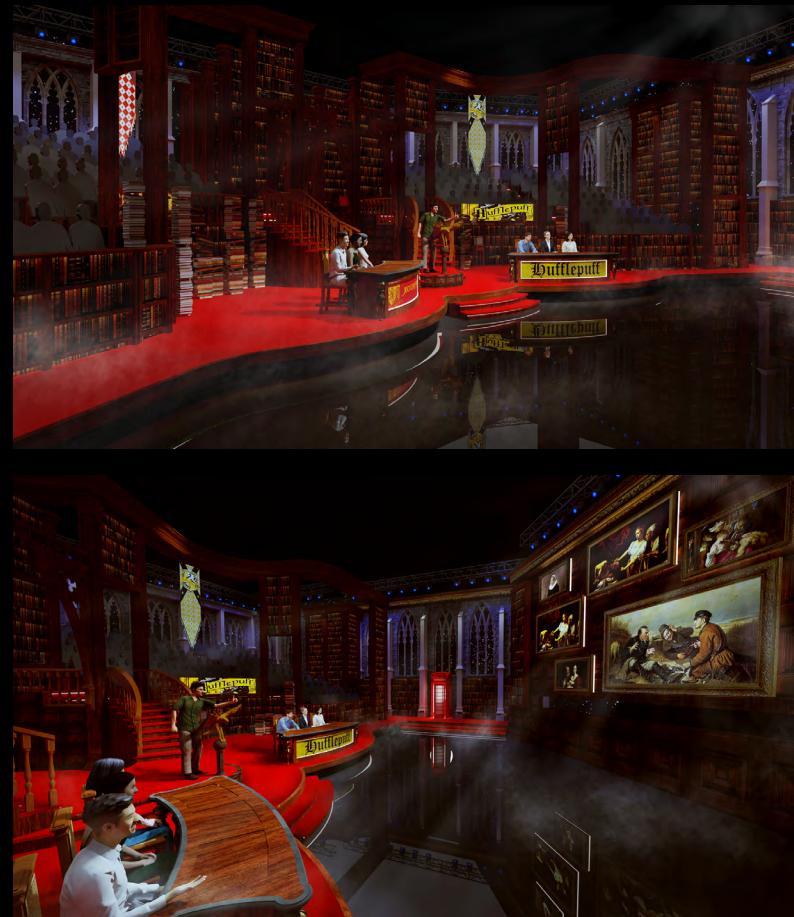
EXT. Bridge in mountains  
rendered in Blender w/ Photoshop post-process  
designed with PD



Set Photo  
built in Prague

*TV Show*  
Harry Potter:  
Hogwarts  
Tournament  
of Houses  
TBS

PD: John Janavs  
AD: Robert Frye



INT. Stage  
rendered in Blender w/ Photoshop post-process  
I also designed the table in Vectorworks  
the rest of the set model was provided by PD.

*Feature*  
Magazine Dreams  
LAMF

PD: Freyja Bardell  
AD: Mikki Mamaril



INT. Killian's bedroom  
Photoshop work based on location photos

EXT. Paint shop front  
Photoshop work based on location photos

*Feature*  
Magazine Dreams  
LAMF

PD: Freyja Bardell  
AD: Mikki Mamaril



Lunch box

INT. Competition stage  
Photoshop work based on location photos



INT. Judge's apartment  
Photoshop work based on location photos

*Personal Project*  
Medieval Alley



EXT. Medieval Alley  
Photoshop

@Zirao Zhang (Zero)

*Personal Project*  
Run, brother, run!

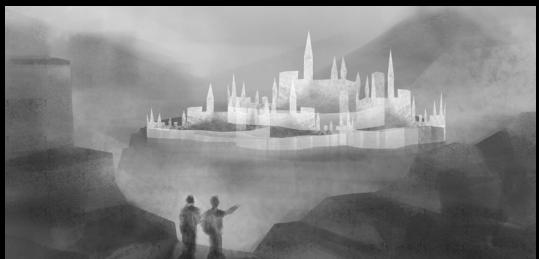
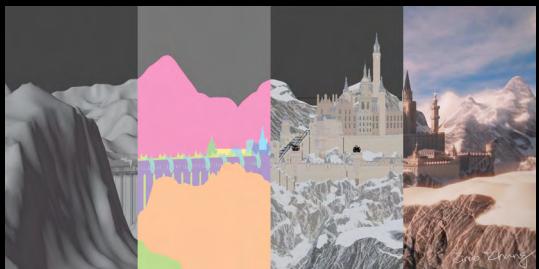


Zero

EXT. Street in Beijing  
Photoshop

@Zirao Zhang (Zero)

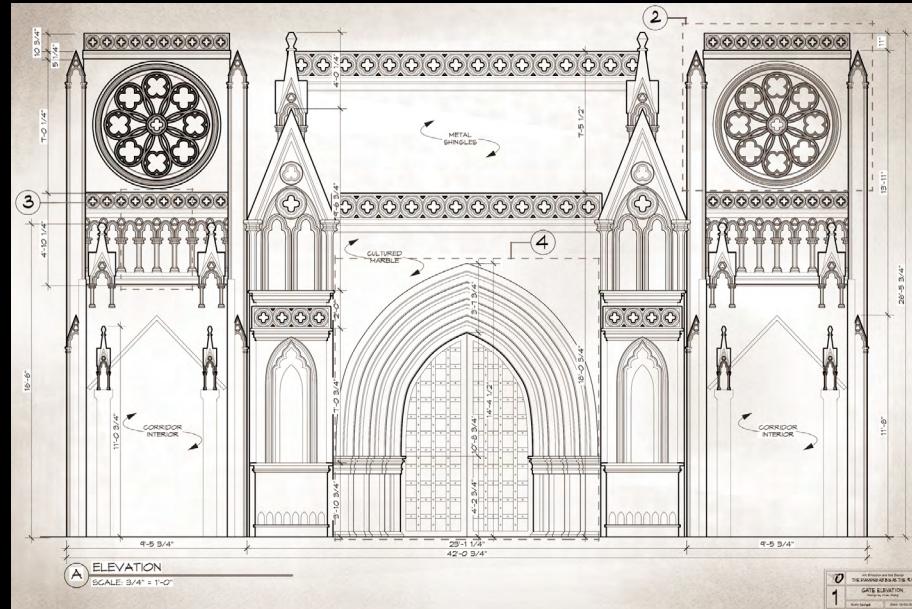
*Personal Project*  
The Diamond As Big  
As the Ritz



EXT. Chateau  
kitbashed and rendered in Blender w/ Photoshop paint over

# *Personal Project*

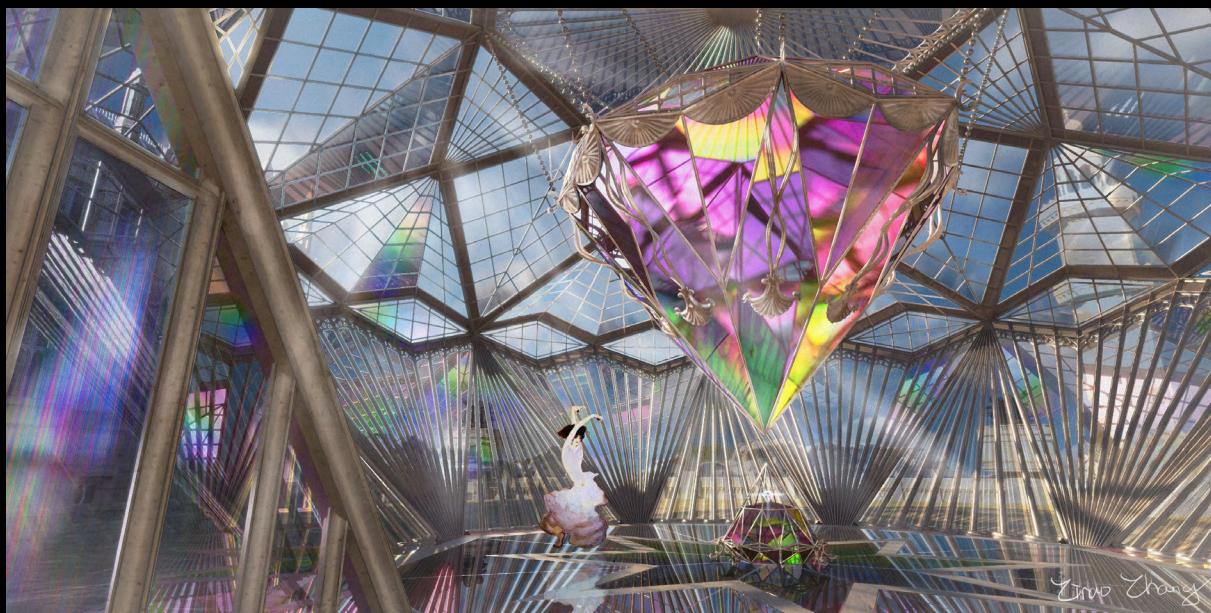
## The Diamond As Big As the Ritz



# Chateau Gate front elevation drafted in Rhino



EXT. Chateau Entrance



INT. Diamond Room  
modeled in Rhino / rendered in Blender w/ Photoshop paint over



INT. Chateau Hallway  
made in Blender w/ Photoshop paint over

*Personal Project*  
The Cave



INT. Cave Exit  
modeled w/ Quixel Megascan assets / rendered in Unreal Engine 5

# Personal Project

## The Illusionist



3d sketch (Rhino)



White model (Rhino)



ELEVATION  
(Rhino, Blender)  
20'-8"

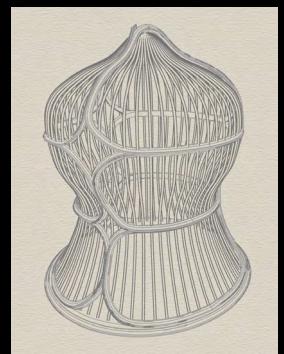
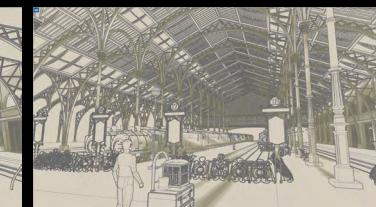
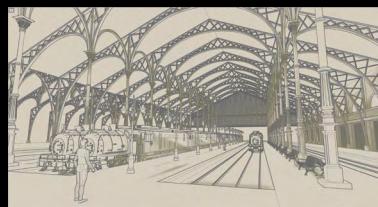


PLAN  
(Rhino, Blender)

INT. Trian Station  
modeled in Rhino /  
rendered in Blender w/  
Photoshop post-process

@Zirao Zhang (Zero)

*Personal Project*  
The Illusionist



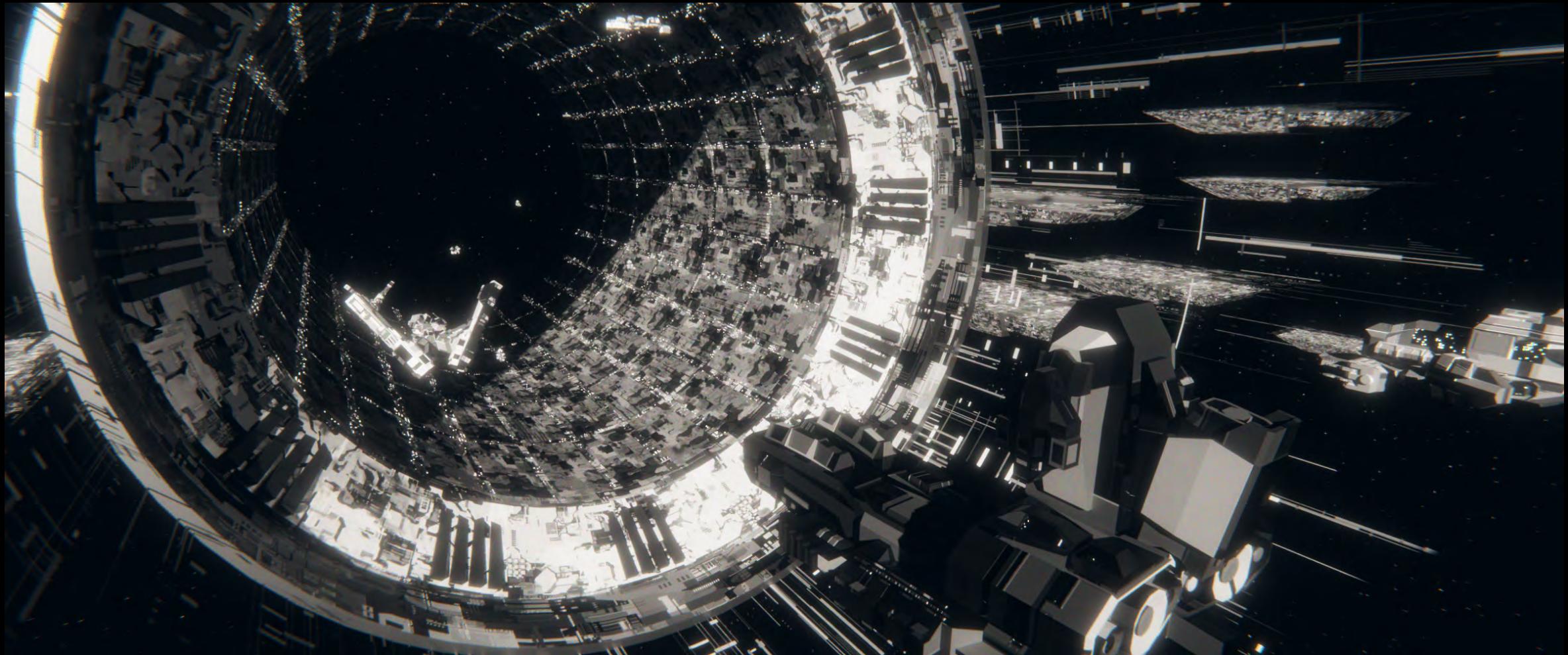
Reference

Key Prop

INT. Train Station  
modeled in Rhino / rendered in Blender w/ Photoshop  
post-process

INT. Train Sleeping Cabin  
modeled in Rhino / rendered in Blender w/ Photoshop  
post-process

*Personal Project*  
Space Station



EXT. Space Station  
made in Blender

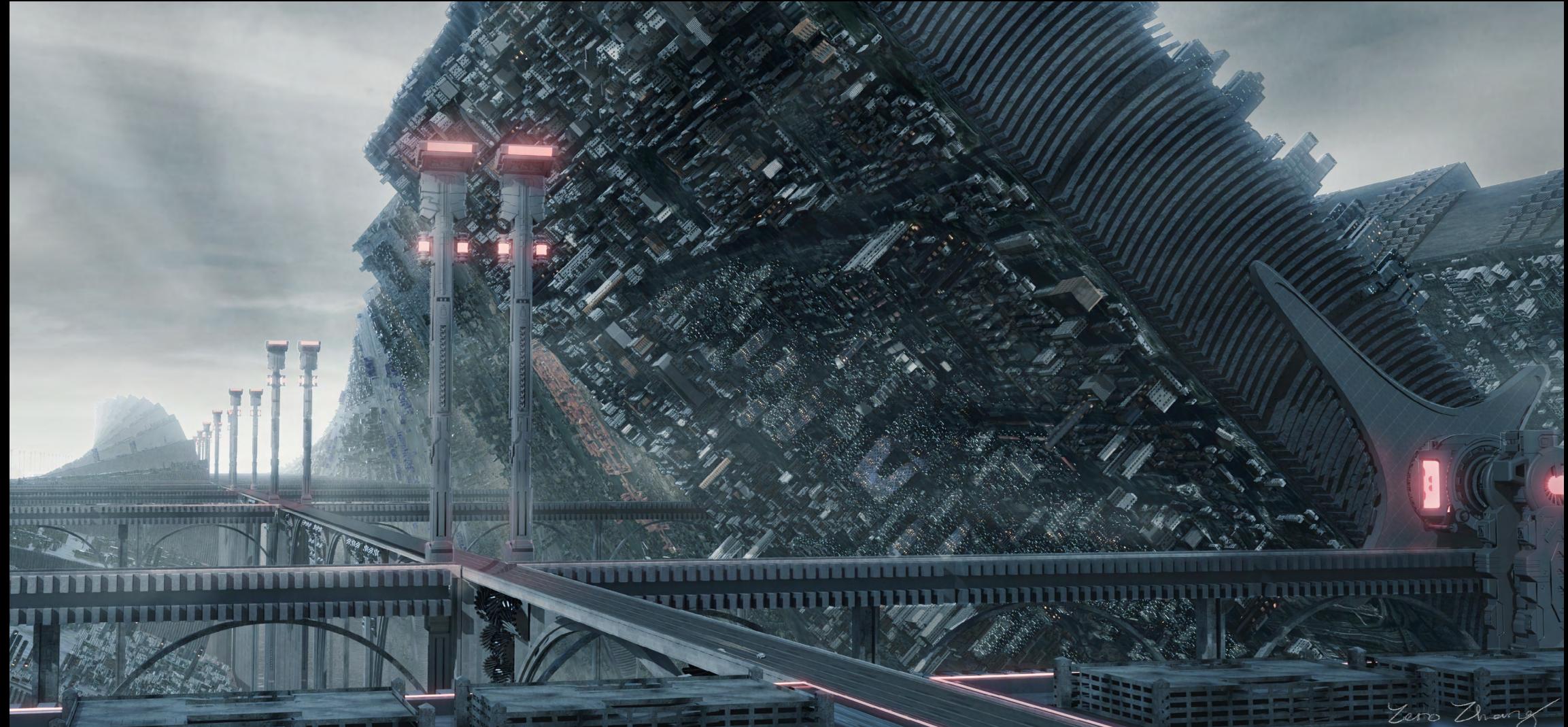
@Zirao Zhang (Zero)

*Personal Project*  
Monticello



EXT. Monticello  
modeled in Vectorworks, rendered in Blender w/ Photoshop touch up

*Personal Project*  
Folding Beijing



EXT. Urban Renewal  
modeled and rendered in Blender w/ Photoshop touch up

@Zirao Zhang (Zero)

*Personal Project*  
Folding Beijing



INT. The city  
modeled and rendered in Rhino & Blender w/ Photoshop touch up

*Personal Project*  
Environment Painting Practice



Photoshop matte painting (John Park Study)