

INFINITE BEYOND

Final Year Exhibition by APT3F1911



INTRODUCTION

Enter a world that is limitless with no boundaries. We as graduates will look further than ever before to where the possibilities will be in the world out there.

The possibilities are infinite, and this final exhibition is our final step before going out to the industry world. The industry may be an unknown and often scary atmosphere, but we are confident that the direction will take.



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DR. HARI NARAYANAN
VICE CHANCELLOR
ASIA PACIFIC UNIVERSITY

I am delighted to write this Foreword for the Final Year Exhibition in the School of Media, Arts and Design.

Given the unprecedented COVID-19 challenges we have gone through and unfortunately still experiencing, it is pleasing to note that this Final Year Exhibition is being realised both physically and virtually.

Congratulations to all the students who are participating in this Exhibition. This is an excellent opportunity for students to showcase their project and receive feedback from fellow students, and staff.

Please let me take this opportunity to thank the staff who have helped to ensure the students are able to graduate on time. The effort you had put in to transition over to ODL over a short time enabled the students to progress with their studies is highly commendable.

The theme of this Exhibition is “Infinite Beyond” and it aims to reflect the disruptions and challenges we are going through in 2020.

The wide spectrum of coverage in the Exhibition, namely, Animation, Digital Film and 3D Animation Technology, Visual Effects, Product Design, Transport Design, and Advertising and Brand Management demonstrates the rich and diverse programmes APU/APIIT offers.



ASSOC. PROF. WONG BEE SUAN
ACADEMIC DIRECTOR
**ASIA PACIFIC INSTITUTE OF INFORMATION &
TECHNOLOGY**

It gives me great pleasure to write these forewords for the Class of 2020's of intake APT3F1911 Year-Book titled "Infinite Beyond". This year has been a unique year with the pandemic and many events have been cancelled or rescheduled due to this; many did not make it even. We are very fortunate to be able to march on despite all these challenges, both physical and online exhibition. In fact, it gives us the push to host the event online and that has enables us to reach out to larger audience.

Before arriving at this junction, extra care and hard works have been poured in continuously from academic staff to students working alongside with all the necessary SOP. This goes to show that the true spirit of our successful students of being not only diligent but also resilient and able to adapt to changes quickly. I take my hats off to all of them and I feel immensely delighted of what they have become and will continue to make all of us at School of Media, Arts and Design (SoMAD) proud. They are the future DESIGNERS with the ability to think critically and to visualise innovative solutions to problems that help shape the way we live.

I wish the Class of 2020 a great success in all of their future endeavors!



DEBBIE LIEW

ASSOCIATE HEAD OF SCHOOL FOR
SCHOOL OF MEDIA, ARTS, AND DESIGN
ASIA PACIFIC INSTITUTE OF
INFORMATION & TECHNOLOGY

Congratulations to the class of APT3F1911 on meeting this significant milestone of your life! It has been a great pleasure to see how each one of you grew and matured over the course of your three years of studies in APIIT. The last semester has no doubt been the most challenging as the season has taken a sudden shift in 2020, and yet you have all continued to strive to this important event! Your next chapter in your career will most indefinitely be exciting as the industry continues to evolve and adapt to the new normal.

I wish you will continue to pursue your passion in design and never stop learning regardless of how the circumstances may be. There will be times you may doubt yourself – however these stumbling blocks are just part of your next growth. Keep a positive outlook in life and let good energies circle around you. Opportunities will always be there if you seek for it. I hope that in a few years, you will be able to contribute your valuable experiences back to the next generation of designers.

It has been a privilege to know you and thank you for being a part of the SoMAD family! I look forward to seeing more wonderful design creations from you soon!



HARSHA RAO

ADVERTISING AND BRAND

MANAGEMENT PROGRAMME LEADER

Dear Graduates,

After many years of hard work and chasing deadlines while working on various projects and assignments you all are now at the finishing line with a graduate exhibition to show for all those sleepless nights. Running your very own graduation show is one of the most significant achievements in a designer's career and all of you have gotten this far already even with the various challenges life has thrown at you. No doubt you have persevered today and all your lecturers here at SOMAD know that you will stay strong and overcome whatever difficulties life throws at you. Welcome to the beginning of your creative careers. I would like to wish all of you the best in the endeavors that you embark from this point onwards. I wish you all nothing but success and greatness in whatever you aim towards. Each of you have your own strengths, quirks and styles but the way you work together as a team is inspiring. I hope that all of you continue to inspire and use that positive attitude when you tackle all the challenges that you face in the future. Always remember and appreciate the connections you have made as teamwork and collaboration with one another has gotten you where you are today and it will take you further into your careers. I am extremely proud of all of you and I wish you all great success and happiness in whatever path you chose to take after this.



JACK LAI YONG GEAT
ANIMATION PROGRAMME LEADER

“The road to success is not always straight and easy. There will be turns of defeat, potholes of depression, rocks and stones of personal problems in your way, but believe it, when you finally scale the path and reach its end, the smile on your face is one which you will never forget.” Jeswin Maliyakal.

Congratulations on making it all the way to the end. It’s time to celebrate all the hard work that led to this joyful occasion. Best wishes as you navigate the next chapter of your journey, take all you learn from SOMAD and use it to go forth and do great work both personally and professionally.



EDWIN PIO RUFUS SAMIRAJ
VISUAL EFFECTS & CONCEPT DESIGN
DIGITAL FILM & 3D ANIMATION
TECHNOLOGY PROGRAMME LEADER

Congratulations to the graduating class of APT3F1911. Graduation is a grand accomplishment in your lives. It serves as an inspiration that you have the power to realize your dreams with determination and action. It is a symbol of success and the beginning of a better future.

You are indeed special, for you are the first intake to graduate during the COVID-19 Pandemic which has pushed the entire world into a new normal. I am proud, that you have excelled even during this testing times where you had to adapt to the shift from classroom learning to online learning. You did not quit, but with perseverance and determination you have finished the race.

“To those of you who received honours, awards, and distinctions, I say well done. And to the C students, I say you too may one day be president” – George W. Bush
Congratulations once again and wishing you all the very best !!



CHRISTINE LIM PEI SHIN
PRODUCT DESIGN AND
TRANSPORT DESIGN PROGRAMME
LEADER

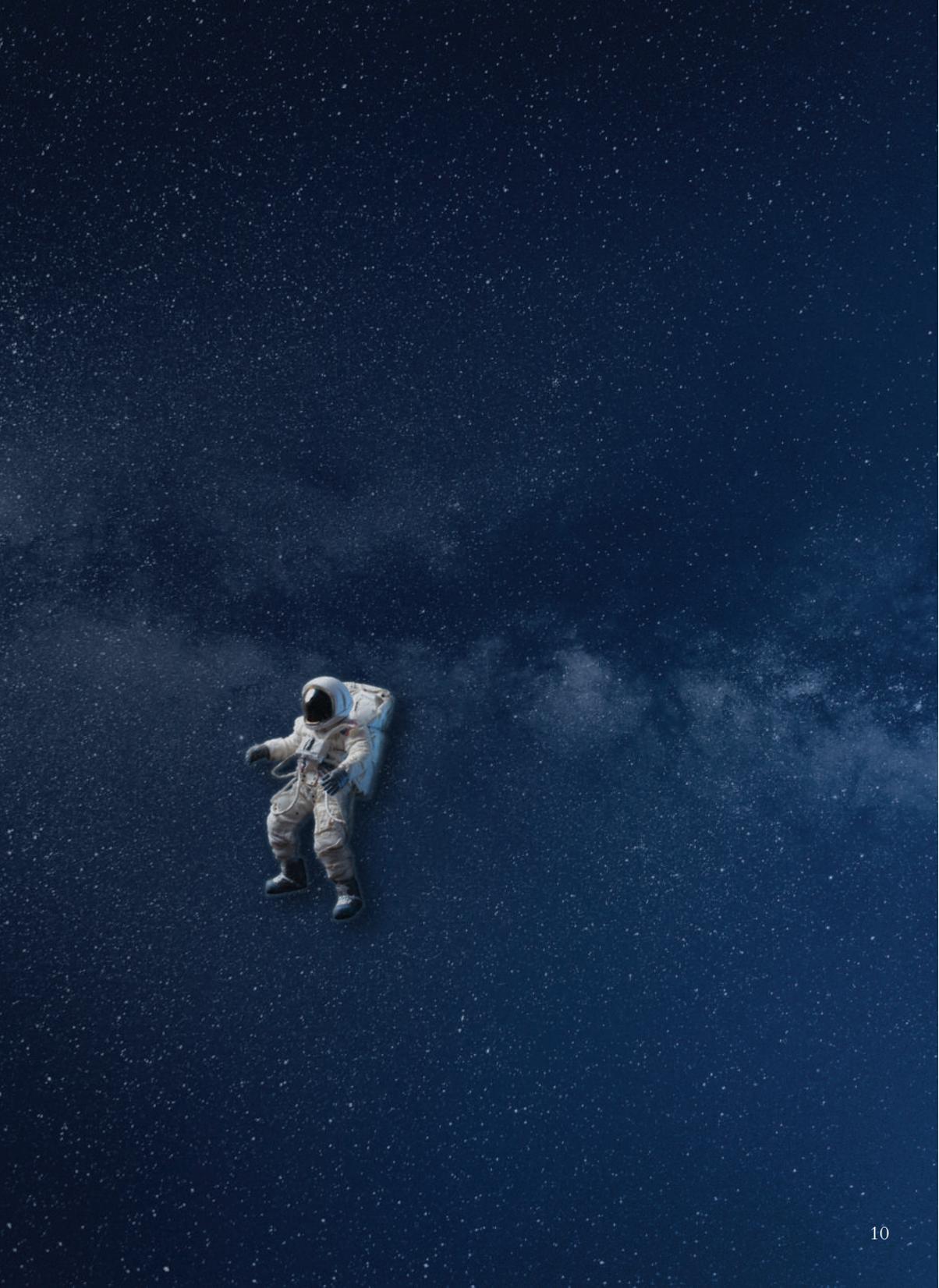
Congratulations on your accomplishments. The best is yet to come. I am so proud of you and have enjoyed watching you grow! During your time with us, the lecturers have equipped you with the knowledge and skills needed to work anywhere in the world. It is now up to you to master and evolve these skills and knowledge into perfection to make a difference wherever you may be.

Along your new journey, remember these points:

- Always be humble, no matter how well or how high you have achieved always remain humble and keep yourself down to earth.
- Always be grateful and have gratitude, whatever happens in the future it happens for a better reason.
- Always believe in yourself, you can achieve anything if you believe and make action plan to start working on it.

As Peter Drucker said: “The best way to predict the future is to create it.”

Step into the society, begin your thousand-mile journey to contribute. We will be very proud to see your future achievements.



ADVERTISING AND BRAND MANAGEMENT





CHAN DYI YOONG



HELENA ROSHNEE
ESWARAN



MUHAMMAD RAIHNA
DWI ANANDA



SAMILA
GOVINDASAMY



TRAN CANH DUY



TUN HAN MIN



CHAN DYI YOONG
GRAPHIC DESIGNER
MALAYSIA

“Live in the moment, work smart, play fun”

Hello, I am Chan Dyi Yoong, I am an open-minded person who will accept a new thing and learning unknown knowledge. I'm willing to work on anything when I have a chance to try. I am the extrovert person, I like to talk and sharing my thoughts to other peoples.



PROJECT TITLE

New.P campaign aim is for people to be aware of the impact of bad parenting happen on children. It originally was inspired by news from china, it about a high school student committed suicide because of heavy stressful and over expectation from her parent.



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PROJECT TITLE

We found there is a lot of Malaysia teenagers having mental health issues. The major reason that pushes them to the brink is family problem. According the survey, we found that Asian parents always put their own expectation on their child and hope them to achieve it. And even though they aware the teenager's self-harm and suicide rate is increasing every year, but there is still no action to prevent this because they didn't realize that one of the problems is from them.



Thus, we hope that through the New.P campaign, parents will aware that what is the impact of the bad parenting style and avoiding this kind of parenting style happen on their child.

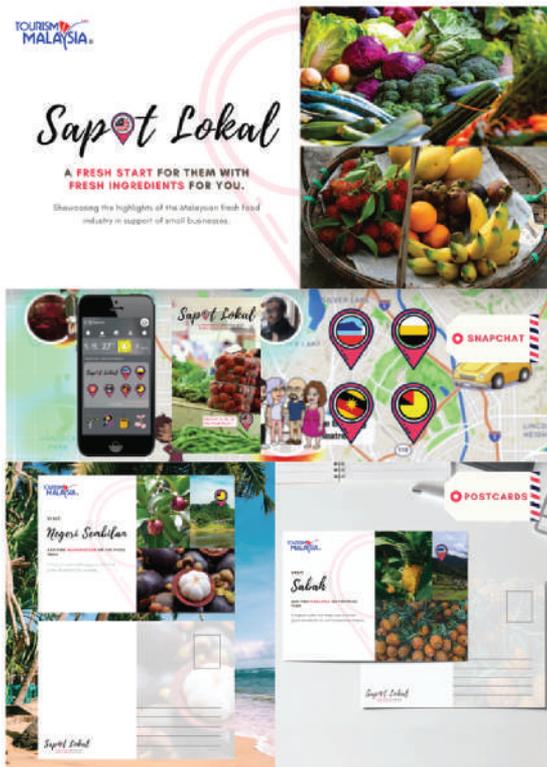




HELENA ROSHNEE ESWARAN BRAND MANAGER MALAYSIA

“Lights will guide you home.” - Coldplay

I am an enthusiastic and independent individual who enjoys keeping up to date on the latest trends. My personal interests include music, travel, reading and photography. I believe every day brings a different learning experience, using the world around me as personal inspiration for my final year projects.



SAPOT LOKAL

A public awareness campaign proposal showcasing the highlights of the Malaysian fresh food and tourism industry. The proposed client is Tourism Malaysia. The aim is to educate the public on why they should support local vendors more than ever now, after the effects of COVID-19 on small businesses. It is a mainly digital campaign with the focus of creating a Food Trail Map throughout the country. A Facebook Group is the main platform of this campaign, creating an online community experience connecting vendors with people throughout the country. Snapchat and Postcards contribute to other elements of this 3-month campaign.



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ULAM RAJA

A staple in Malaysian cuisine as part of a raw salad eaten with rice in dishes such as *nasi ulam* and *nasi kerabu*.

The flavour of these leaves are reminiscent to mango and are said to be rich in antioxidants.



PLANT LIFE

An Instagram project proposal submitted as an entry to the A'Design Competition. It is inspired by environmentalists who forage for their own food from nearby sources, not depending on a grocery store. Several visits to organic farms around Selangor formed the basis of my research and photography.

The aim is to educate those interested in living a more eco-friendly and organic life, about local herbs which can be grown in their own garden. The content includes gardening tips, uses and health benefits, and photographs for easy identification of these herbs. Pictured are examples of Instagram posts.

BUNGA TELANG

- An easy to grow wall creeper that grows in abundance in the wild.
- To grow new shoots, pick the brown-coloured dried seed pods from the plant and open the pods to release the seeds.
- After harvesting, dry the flowers before using in food to develop a richer hue.





MUHAMMAD RAIHAN DWI ANANDA

GRAPHIC DESIGNER

INDONESIA

“You don’t plan to fail, unless you fail to plan” DR. Stephen Poon Tai Fook

I'm an Indonesian graphic designer that have a lot enthusiasm to learn new things and creating new things. Also, I like to make friends.



INTERACTIVE BUSINESS CARD

The client of this project is Kimochi Eatery, it is a Japanese restaurant established since 2019 and based in Gresik, East Java, Indonesia. The benefit of interactive business card for Kimochi Eatery are it’s communicated brand’s message, personality, and values better and, it’s a great for first impression and will make the people remember the brand. The target audience of this business card is possible client and business partner.



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SAVE ENERGY! SAVE FUTURE GENERATIONS!

The objective of this project is to encourage and educate audience by creating public awareness campaign with content about how to save energy and give awareness what is the effect of energy saving that can benefit themselves and other. The proposed client of this project is Tenaga Nasional Berhad. The purpose of this campaign is to give awareness that spending an increased amount of time at home in this quarantine situations means lights are staying on longer, more electronic

devices are being used for work and entertainment and other that can affect their energy consumptions and to show the audience how the Tenaga Nasional helps to save the energy to the community. This campaign target audience is Family and Young Adult.

There is 3 activities and items of this campaign, the first one is E-Booklet that aim to educate audience about how to practice saving energy and what are the effects it. And the second one is Social Media Content that aim to introduce and promote about the campaign. The last one is Webinar that aim to engage with audience and educate about energy saving and the campaign.





SARMILA GOVINDASAMY
SOCIAL MEDIA EXECUTIVE
MALAYSIA

BE YOU, DO YOU, FOR YOU

I believe that beauty is in the eye of the beholder however, every single thing has its magic to turn into creativity. I am a fresh graduate who is passionate about design, branding, communications, travelling, projects and events.



KURANGMANISLAH

This project is a public awareness campaign focusing on hidden sugar as Public Health Institute revealed that Malaysia is the second obese country for child obesity in Asia due to eating too much of sugar that causes child to gain weight as sugar is the main culprit for child obesity. The objective of this campaign is to recognize the hidden sugar, read labels and swap with healthier option.



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THE STRONGER, THE BETTER

According to the Malaysian Dietary Guidelines, it is recommended to get 2 servings of milk a day. Milk can help you to fulfil daily requirement for essential nutrients as well as help keep a balanced diet like Vitamin D.

Dutch lady milk is high in Vitamin D. The aim of this project is to raise awareness about the benefits of drinking milk and increase consumption of milk among Malaysians.

DUTCH LADY

6 Health Benefits Of Drinking Dutch Lady's +PROTEIN

Enjoy high quality protein and calcium in a glass of +Protein. 40% protein requirement with 2 servings.

- RICH IN CALCIUM**
- SUPPLIES VITAMIN**
- STRONG MUSCLE**
- IMMUNITY BOOSTING**
- PROMOTES HEART HEALTH**
- HEALTHY TEETH**

DUTCH LADY

+PROTEIN
LOW FAT HIGH CALCIUM MILK

40g PROTEIN



TRAN CANH DUY

BRAND STRATEGIST
VIETNAM

“Win or lose, good or bad, the experience will change you.” -
Richelle E. Goodrich.

Hi, my name is Jack, accomplished Advertising & Brand Management at APIIT, Malaysia. I experienced with researching, planning, and data analysis and skilled in negotiation with people. I am seeking a dynamic new role as a Brand Strategist, Brand Associate or Digital Marketing Specialist. Welcome with changes and believe everything is achievable.

‘BEAT YOUR PROCRASTINATION HABIT’

“Beat Your Procrastination Habit” is a public awareness campaign that focuses on creating awareness & propose solutions to tackle the habit of procrastination among teenagers and university students. The campaign aims to minimise the procrastination level of the target audience by guiding teenagers and utilises workshops as a main activity with the message of “The more you delay, the more you suffer”.

Getting inspiration from myself – as a procrastinator, I would like to change myself, stop this bad habit and move up to a better habit in life. This campaign is a strong reminder and propose some techniques to stop the procrastination.



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'BEAT YOUR PROCRASTINATION HABIT'

Procrastination within the students happens when they are out of the institutions. To tackle this problem, people will introduce some apps to remind and optimise daily tasks in the workshop. Moreover, physical fact sheets and posters about procrastination will distribute to students and able to hang up at self-study place at home.



To keep people continue to practice the good habit of anti-procrastination, the challenge will launch right after the workshop. People can 'tag' their friends to join into the challenge by uploading the procrastination changing in life and tagging other friends with the hashtag #ichallengeyoustopProcrastination #IStopProcrastination #IChangeForNow. The award will give to a person with the post with the most engagement on the next coming up month.

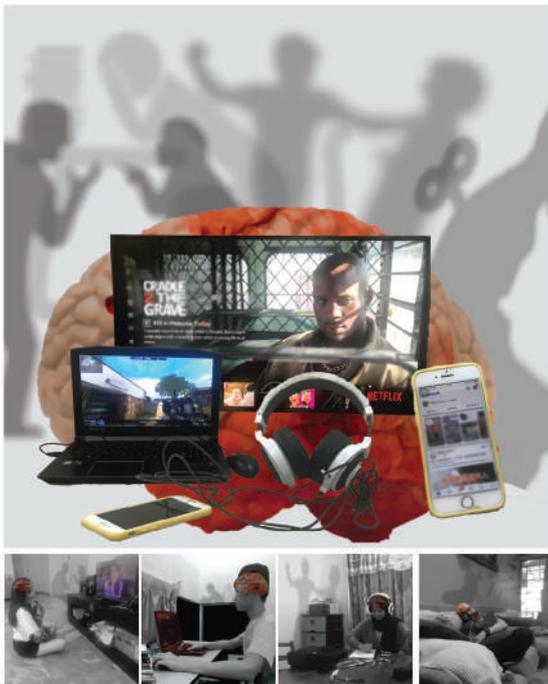




TUNG HAN MIN
GRAPHIC DESIGNER
MALAYSIA

Chill makes things work.

Hi, I am Tung Han Min. I am an open-minded person who knows how to solve problems and get works done on time. I am willing to work on anything when I have a chance to try. I am a person who cares about work and private life separately.



**DEPRESSION AMONG
HIGH SCHOOL
STUDENTS**

The Depression project is based on a competition entry by A' Design Award, it's a photography series featuring the depression among high school students nowadays. Depression among High School students are getting serious nowadays, people especially parents should focus more on their children and try to talk to them when you can. According to my own research, students at the age of 13 to 18 years old nowadays are having mental issues such as study and exam stress, peer pressure, family pressure and bullies. Understand your own child will help them to get out from their depression, and you might not know that you are the one who cause them depression/mental issue.



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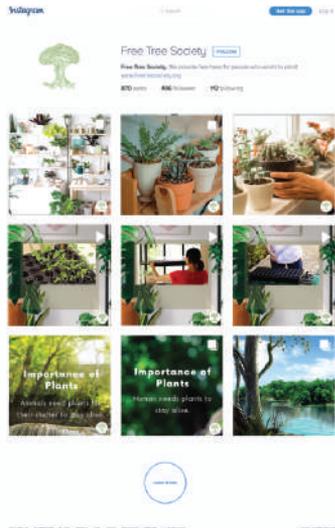
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PLANT A HOPE FOR THE FUTURE

Plant a hope for the future is a PSA campaign proposal intended for “Free Tree Society”. It originally was inspired by Innisfree Green Forest Campaign, since they have stopped planting because of MCO and social distancing, so that a replanting at home is a good chance to increase the number of trees in Earth by encouraging and educating people the importance of plants and how to plant at home.

Here are the samples of the collateral design for this campaign, a social media page on Instagram which fill with information such as the importance of plants in Earth and how to start to plant at home. A roll-up bunting is a physical printing will be place nearby Free Tree Society, such as shopping malls and restaurants.



Re-branding for Malaysian Arts Photography Group

Helena Roshnee: Team Leader and Account Manager

Muhammad Raihan: Key Graphic Designer

Tran Canh Duy: Assistant Designer and Researcher

Chan Dyi Yoong: Assistant Designer and Communications Assistant.

Malaysian Arts Photography Group (MAPg), previously known as Malaysian Advanced Photographers Group, is a private funded initiative to identify, develop and promote serious hobbyists into exhibiting their works. The group focuses on a range of art mediums – from photography, canvas paintings, poems, and illustrations. MAPg organizes activities, workshops, exhibitions from time to time to develop its members. The founding members of MAPg we communicated with were Mr. Yuen James (Founder) and Ms. April Chin (Admin & Liaison Manager). Our project objectives are to develop a strong branding and collateral identity that is consistent, colourful and eye-catching, which would contribute to growing the MAPg name and attract more members to join the group. This would play a part in promoting the name of Malaysian photographers and artists to the local and international market.



DIGITAL PRESENCE

Website

The purpose of a website is to understand the history of MAPg, along with any awards or recognition they may have gained over the past few years. As a portfolio item to draw people's attention, past events and photographs will be placed on the website in gallery view. To complete the contact information, key members and committee details will be linked along with their phone numbers or email addresses.





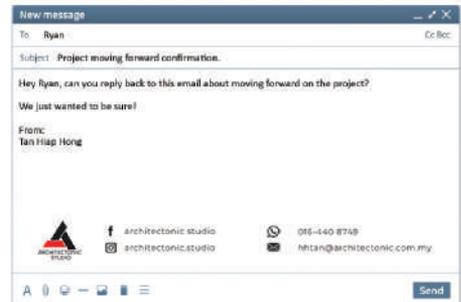
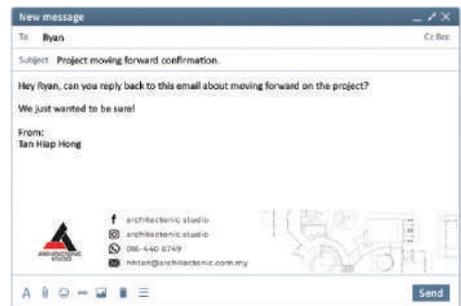
The logo has a bold font to represent precision and directness. The red colour represents determination and passion. The line over “g” signifies connectivity, or joining 2 sides together. This group connects art + photography together. The Malaysian flag symbol is in a camera lens shape. The name card features a profile picture to easily identify the key member of MAPg. We took the inspiration of a camera lens circular shape to create interconnecting circles to represent the combination of art + photography. Precision in photography is represented in a bold, industrial logo. While freedom of expression in art is represented in the form of colourful brush strokes.

ARCHITECTONIC STUDIO

Architectonic Studio project is a client-based project and we are working on as a team. The brief is to design a new brand look and feel and develop the brand collaterals. The design feel is minimalist and simple design and the deliverables that Mr. Tan has asked us to proposed are fonts, bi-lingual slogan, business card, letterheads, e-signature banner, website, Facebook/Instagram layout, branded PowerPoint layout, promotional short video and signage. The slogan we have narrowed down is "Rebuilding the Heritage of Generations".

The business card design is created based on what Mr. Tan has mentioned about his company name: Architectonic Studio. In the word "Architectonic", the "Archi" is a word from Japanese, so that we have decided to go for a Japanese style business card design.

The e-signature banner is a banner that will attached at the bottom of Mr. Tan email. Since Mr. Tan has a signature banner which only contain his name, so in this e-signature banner will be focus more towards the contact info area.



Instagram

Search

Log in



Architectonic.Studio

FOLLOW

Visit Architectonic Studio website for more information on:
www.website.com

870 posts

496 followers

112 following



For the Instagram layout, a before and after photo collage at the overall building area, is to tell people that the building has a before and after version when Mr. Tan has renewed it. After that, a nine-photo collage which focus on different area of the building, which want to show case to the people on what and where are the changes on the building.

ANIMATION





FADHILA QONITAH



JASTER YII SEE BENG



LOUBANI YARA



LOW QIAN NIG



OMAR MOUNIR
ATTA ALI



RAJDEEP SINGH



RIMBANG HADY
ARRAZAN



YAP HUI XIAN



FADHILA QONITAH

3D ANIMATOR/ 2DMOTION GRAPHIC ARTIST
INDONESIA

Forget and forgive are two different things.

Hi I'm Dhini, a passionate animation student who are able to visualize a concept idea into a project. I'm a self-satisfied oriented person who's always aiming for quality yet still maintaining to get the works done on time.

JAIPONGAN



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Jaipongan is a dance animation based on Indonesian traditional dance called Jaipong. It's a popular traditional dance of Sundanese Indonesian. This jaipong dance called Leungiteun. It's a Sundanese words, means Loses. This dance illustrates anxiety, sadness and concern about the destruction of the environment and its surroundings caused by human.



Indonesian traditional dance is often labelled as a mystical ritual or having some creepy or horror vibes. Through this animation I want to bring out the art side of the dance, how the dance moves looks beautiful in a unique way.



JASTER YII SEE BENG
3D ANIMATOR
MALAYSIA

Your limitation-It's only your imagination - Mohsin Khan

Hello , my name is Jaster Yii See Beng. I am Animator. I am extremely passionate about Animation. I like to create the stylized character and storyboard with the creative idea to produce an animation. Beside that, I also like to play art.

GAME ANIMATION



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Sylvanas is a game character. Lady Sylvanas Windrunner, also referred to as "the Dark Lady" and "the Banshee Queen", is the former Warchief of the Horde and former supreme ruler of the Forsaken, one of the most powerful factions of undead on Azeroth. In life, Sylvanas was the ranger-general of Silvermoon, whose leadership acumen and martial prowess were without equal.



Through this animation I want to create the standard motion in game animation such as walk, run, and jump. The animation was created with Sylvanas Windrunner Maya Rig by cvbtruong.



LOUBANI YARA
CONCEPT DESIGNER & ILLUSTRATOR
JORDAN

My life is like my sketchbook, complex and abstract.

Hello, my name is Yara, and I'm an animation student who thrives for achieving great visual concept designs and ideas. I'm a devoted person who always looks for creative ways to showcase my abilities yet at the same time aiming for good quality content and maintaining teamwork among my colleagues.

ENVIRONMENT DESIGN



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For this project I wanted to diversify my skills and explore more on concept design. I was inspired by a well-known director called Olof Storm, who likes to combine both 2D and 3D elements into this project to give more stylized and illustrative look.



I designed and sketched my own cottage/house where I used nature elements and as the main concept design. The aspect behind was to input my visualization and creativity into a modeled project, with some 2D textures to enhance the final look.



LOW QIAN NING

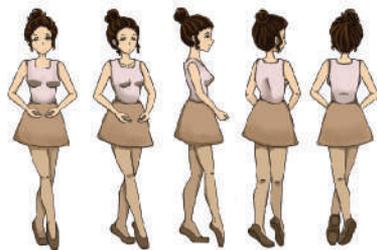
ANIMATOR

MALAYSIA

NO NOODLES, NO LIFE

Hi! I'm Ning. I'm a person who is hardworking and willing to learn. When I'm free, I like to self-learning, creating own character and reading novel. I have a huge interest in 2D animation, because I grew up watching it but, I'm also good on working in 3D as well.

BALLET GIRL



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[youtube.com/channel/UC66yG_1KonPELS8DborTInA](https://www.youtube.com/channel/UC66yG_1KonPELS8DborTInA)

Ballet Girl is 2D hand-drawn animation. The animation tells a story about a young girl, Cho who dreams to be a beautiful ballet dancer. The story was presented through a short narrative and dance movement. In the animation, it only involved two characters, which is the main character, Cho and a dream character. Besides, two different version of Cho (teenager version and young adults' version) has created for the animation. The biggest challenge while producing Ballet Girl was to observe, study and understand different poses and movement in ballet dance.



In this project, I'm exploring the application of different lines, colours, drawing style and texturing throughout the animation. For example, dream character has used charcoal line to draw and coloured with watercolour brushes. Compare to the main character, she has sketchy looks and a brighter colour. While for the main character, Cho has used Grain line to draw and filled with solid colour. These has made Cho looks neat and clean, but she has a dull colour tone compare to the dream character. Lastly, I hope you enjoy the animation I created. Thank you!



OMAR MOUNIR ATTIA ALI
GAME ANIMATOR
EGYPT

“The Sky isn’t the limits, It’s just out point of view” - Big Sean

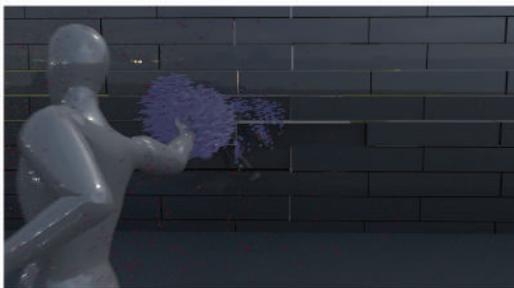
Hi, I am a detail-oriented individual that’s always loved being challenged with new projects that push my limits. I spend my free time gaining more knowledge in any given subject that fascinates me. My passion for digital arts grew as i grew older, I no longer enjoyed watching them as much as i enjoyed analyzing every frame of it and try to replicate it.

SUN FIGHTERS



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SUN FIGHTERS is simply a short 1 min long fighting sequence meant to showcase my ability in animating characters to fight against one another with different abilities adapted from their background in the comics.





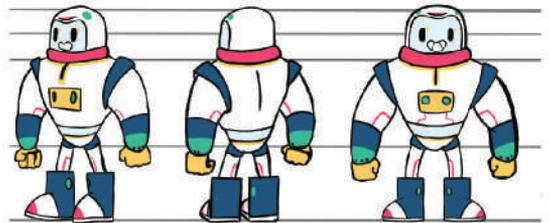
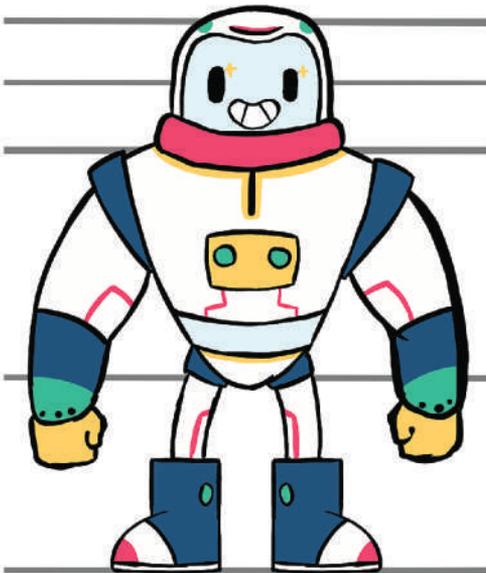
RAJDEEP SINGH

ANIMATOR/ CHARACTER DESIGNER
INDIA

Bruh moment.

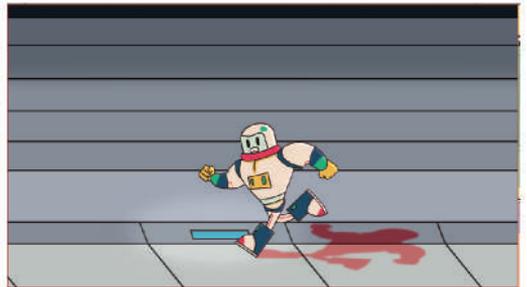
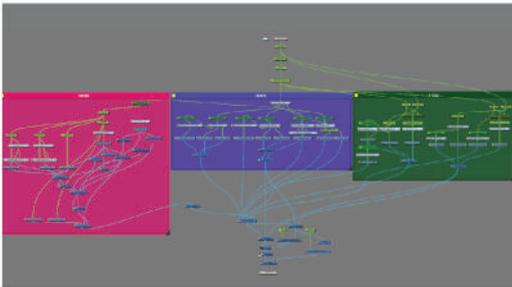
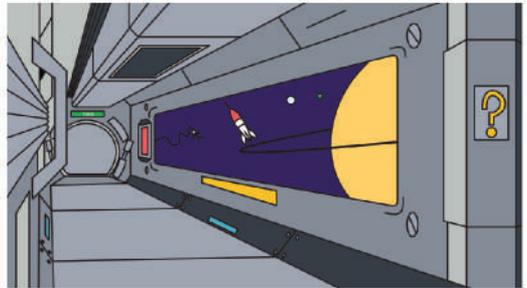
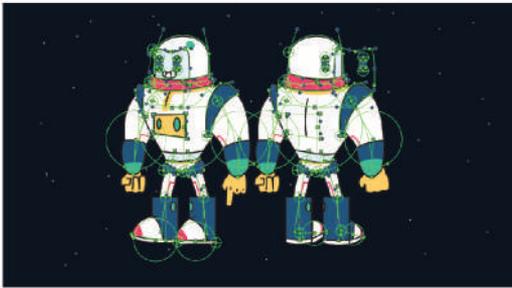
Hi, my name is Rajdeep Singh I am an aspiring 2D Animator and Rigger, I am passionate about animation, character design, and very much love rigging my created characters.

ENCOUNTER



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This project was named Encounter because the main character and the monster meet up in the animation. I made this project after being inspired by the classic sci-fi horror film Alien. The tension building up when you are trying to escape but there is an obstacle between your way to life and death made this project.



In this project, technical showcase of the rig was main objective. Learning rigging from scratch and utilizing it for character animation. Using the latest features from harmony to rig. I wanted to bring the appeal of a kids cartoon to the classic horror film vibes and make it more suitable for children to watch. Since this is a kid oriented project, there were no violent elements, it is just a simple chase scene.



RIMBANG HADY ARAZZAN
GRAPHIC DESGINER
INDONESIA

Hakuna Matata

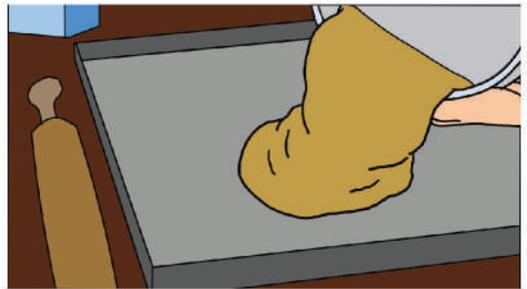
Hi!!! I am Rimbang, I am a movie lover, especially for anime, I believe animation is not just to enjoy but also has more potential because of that I am interested in graphic designers and concepts artist. I always enjoy every moment and the process including when studying new thing.

BEST FRIEND



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Best Friend, is an animated short film with a casual and suitable story for children about friendship and bullying, the main reason I chose this topic because bullying is a common problem that occurs nowadays and is everywhere



Everyone has experience about this not only victims but maybe as a perpetrator or just a people who don't care about this because of that the message of this animation is to reject bullying and show its dangers and show how friendship can help other people.



YAP HUI XIAN

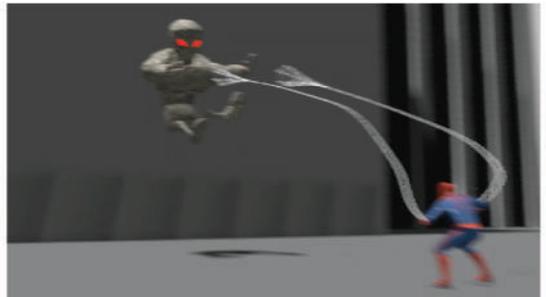
3D ANIMATOR

MALAYSIA

Silence is golden, duct tape is silver.

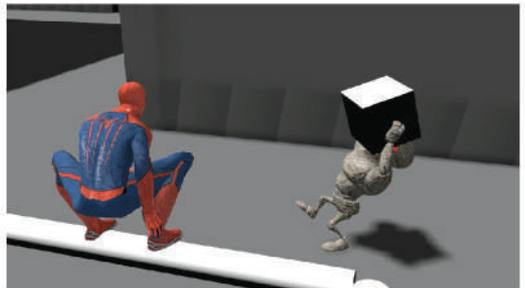
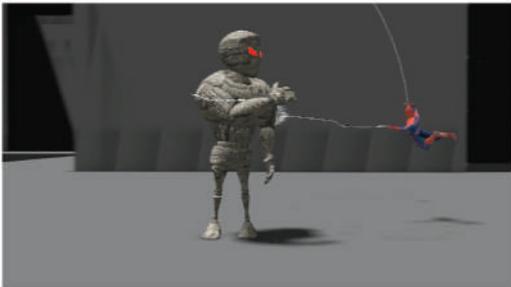
Hey! I am Yap Hui Xian, an animation degree graduate from Asia Pacific Institute of Information Technology (APIIT). I love to create interesting animation, especially in 3D animation, character design, and doing some crafts when in my own personal time.

SPIDER-MAN VS ROCKMAN

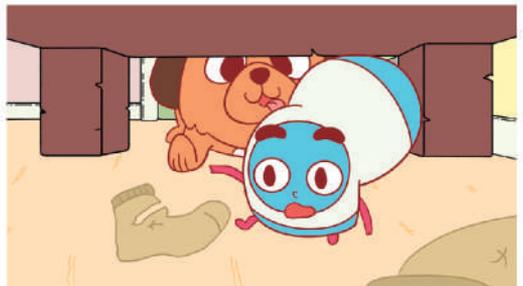


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Spider-Man vs Rockman is a short 3D animation about fighting interactions by using Spider-Man and the villain character. In this project, I am about to explore and produce on the alternative and new fighting action poses, which is represent the Spider-Man's characteristic.



These Spider-Man movies inspired me to produce this 3D animation, such as The Amazing Spider-Man, Spider-Man: Homecoming and the animated feature film, The Spider-Man: Into Spider-Verse. I had learned a lot of things, and a lot of failures as I am first time and beginner of animating the fighting actions, but I had overcome and managed to finish this animation.



The project was produced digitally with 2D hand-drawn animation in Toon Boom Harmony. In order to maintain the perspective, angle and placement in the environment for different shot, 3D base models were used as a guide in the animation.

The project's title: Save Our Soles is an indirect pun to symbolize the theme of "sock" for being the one that protect our feet (soles) from the footwear.

DIGITAL FILM AND 3D ANIMATION





AHMED YAEESH
SHINAAN



EDWARD JOHNATAN



DAVID KINTU



LEO LEENUS



MUHAMMAD AHMED



MUHAMMAD HAFIZI
BIN KHAIRUL ANUAR
CHAN



MUHAMMAD
SHAKIR ZUFATYRI
BIN JAMIL



MUHAMMAD
STEVANO HIRAWAN



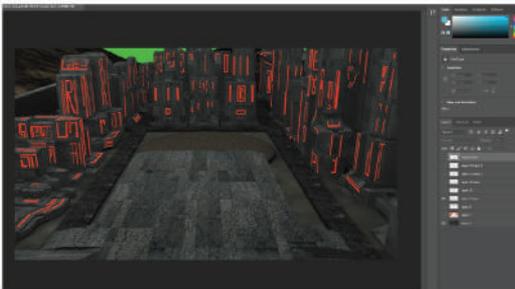
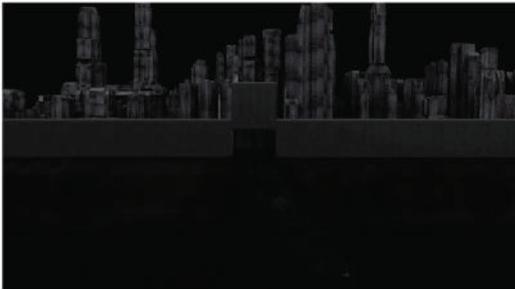
AHMED YAEESH SHINAAN

DIGITAL FILM & 3D ANIMATION
MALDIVES

“Depend on no one, always keep making plans and backup plans for those plans. Never stop planning and never show weakness”

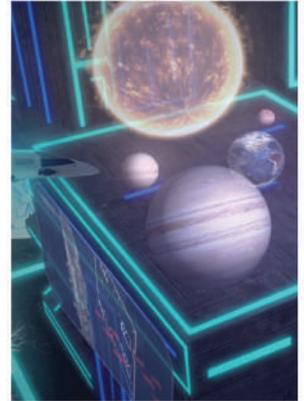
My name is Ahmed Yaish Shinaan, born in the Maldives. I have experience in both 2D and 3D work, however I have mainly taken an interest on visual effects. Adding effects onto scenes, colorgrading, blending in both 3D, 2D and Live action together is currently my desired field to progress.

Mars City



This project is influenced by the ever advancing space exploration technology which would eventually enable us to build colonies in parallel worlds. Named ‘Mars City’, this film depicts the journey of a small ship wanting to refuel in one of these colonies that would be built, in this case, on Mars. The journey of the ship going to the colony city, gaining access, refueling and exploring the city is visualized in this short film.

Mars City - Composition



With that being said, the project is split into two parts over two semesters. The first part being carried out in the first semester, where the city, the land around it, the roads and the walls were created/kit bashed. The ship was animated to fly around the city and some of the 'hologram' models were inserted into areas of the city to be animated to test them out. The second part during the second semester was mainly bringing the lights onto the buildings, an immense amount of tracking, bringing certain effects, re-texturing buildings and walls, bringing final touches onto the city before final renders, rendering all of the shots, compositing, color grading and blending everything together.

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EDWARD JONATHAN
DIGITAL FILM & 3D ANIMATION
INDONESIA

“Let your imagination be free by turning it into a real thing”

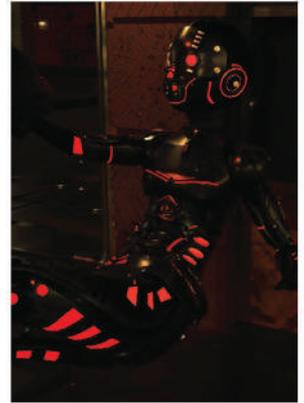
Edward Jonathan, from Indonesia aiming to become a 3D Concept Artist. I enjoy turning a 2D object into 3D that will make the character into live. Other than 3D modeling, I also love to do digital drawing

Veriz - Character Design



This project is inspired by Megaman, a popular 90's game title. Veriz is a futuristic humanoid left behind during an alien invasion that has left the planet in an apocalyptic state. Bend on revenge, Veriz is determined to exterminate aliens from the planet with her laser cannon equipped on her arm.

Veris - Environment Design



In 2035, living in a deserted city on European country that has turned into an apocalyptic state because of the alien invasion. Due to that Invasion, Veriz got left behind by her owner and seek for revenge against those aliens. This project was inspired from a France building with a wet pavement walk street and also a lot of streetlamps that will brighten the city.

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<https://wordpress.com/view/edwardjonathancdd1.wordpress.com>



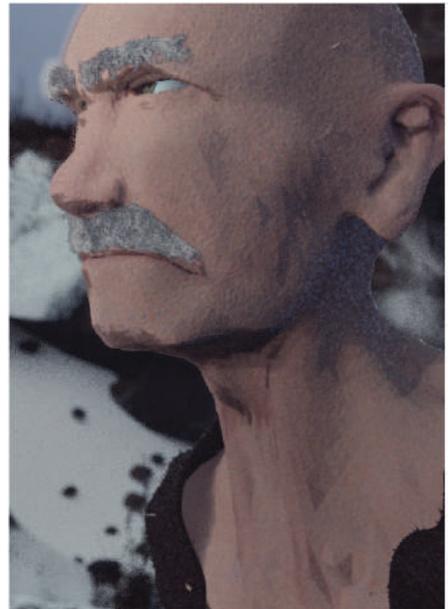


DAVID KINTU
DIGITAL FILM & 3D ANIMATION
UGANDA

“Meh”

Just a minecraft lovin' 3d artistin' christ lovin' fellar. Standard stuff really. Would love to be a help to the world with any cardshe's been dealt.

Hermit Cliff



Banished onto a snowy island, the grumpy Johnathan, huffs and makes a life for himself. Despite his stubbornness you can sometimes catch him looking out to sea on his cliff. What could he be hoping for?

HC is a trailer animation about an old grumpy Hermit based off a vivid short story I had in my mind and wanted to sparingly execute.

Yup, The Cyborg Dog



Created from the remains of a dog corpse. An experimental venture into bio-warfare went horribly wrong as the creature escaped his creator's clutches.

Yup is a blend of sci-fi and horror. The theme was 'monster' but I don't like dark stuff so I added in a dash of purity.

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<https://www.instagram.com/daveyjolms/>





LEO LEENUS

DIGITAL FILM & 3D ANIMATION
INDIA

“Stay curious. Stay humble”

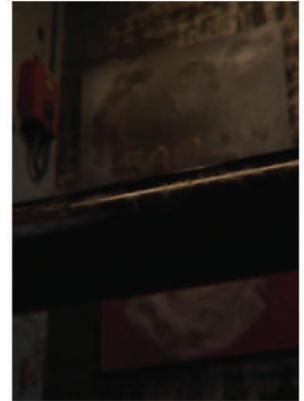
Ever since I was a little kid i loved watching sci fi movies and animated movies as well as playing tons of video games and always wondered how those things were created. I found the love for creating anything I wanted on the 3D software's just as if it were Lego where imagination was the only limit.

AKIRA - Fan Short



Akira fan short was a tribute to the movie anime akira. I drew inspiration from ash thorp during the creation of this project. I covered all aspects of design work for this project, from character creation, modeling clothes, hard surface modeling for the bike, environments creation, lighting, cinematography, texturing and so on.

City Scene - Environment Creation



This was my first FYP. I wanted to test my modeling skills and wanted to explore and learn how to create a 3D environment in 3D. So i decided to create a modern cyber city like sidewalk with two buildings. I challenged myself only to use two softwares for this project which was maya and photoshop which turned out not to be such a challenge but a easier workflow.

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MUHAMMAD AHMED

DIGITAL FILM & 3D ANIMATION

PAKISTAN

“Don't confuse advice with decisions. You will never learn without risking a little. It is not about making a right decision, it is about having a courage to make a decision”

My name is Muhammad Ahmed, and I am from Karachi, Pakistan. I started off as 2d designer making posters and logos etc. As I discovered vast world of design and digital art, I really got interested in 3D animation and VFX. Compositing and 3d Animation are my field of interest.

The Breakup



The Breakup is 3D animated short film. In this short film, every aspect of animated film pipeline has been explored from set design, texturing, art direction, staging and finally animation. As, the mood of animation is funny, the animation is made as flowy and playful as possible which supports the overall approach of the setting. From modelling to lighting everything supports the art direction of the project. The story of the film is about a college student who is fed up with his girlfriend and he finally decides to confront her about that which makes the story and awkward and funny.

The Breakup



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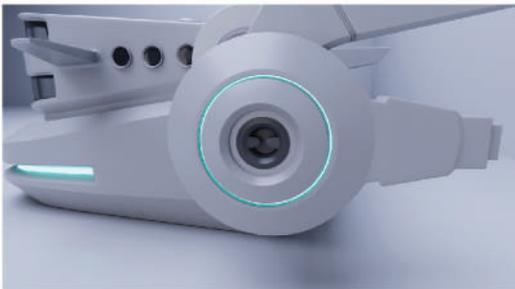
MUHAMMAD HAFIZI BIN KHAIRUL ANUAR CHAN

DIGITAL FILM & 3D ANIMATION
MALAYSIA

“You can't change the past, but you can change the future”

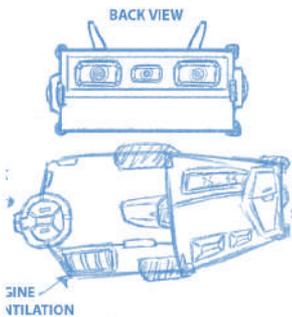
Hello Muhammad Hafizi Bin Khairul Anuar Chan here, I'm a 3D modeler enthusiast and I really love drawing when I was little. Currently I'm majoring in Digital Film & 3D Animation to expanding my designing skills in different platform to fulfil my desire expressing my imagination.

Captain Neo



Captain Neo is the character came from the future in the year 2199 form Eldina Military 110th Division (EMD-110). For the sake of future survival, he needs to obtain intelligence from the past. With the advanced technology of their enemy, Eldina Corp need to find a way to overcome their strength. Thus, join Captain Neo's journey in changing the fate of their future.v

K.A.D.M. Lekiu



K.A.D.M. Lekiu is a transportation starship that capable of space and time travelling made by Malaysian Secret Military. After the breakthrough of government science division successfully extract and apply T-particle on spaceship it enables to time travelling. Main focus in this project are creating 3D character, vehicle, and environment.

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MUHAMMAD SHAKIR ZUFAYRI BIN JAMIL

DIGITAL FILM & 3D ANIMATION
MALAYSIA

Hello, my name is Muhammad Shakir Zufayri Bin Jamil, an enthusiastic 3D Artist and Graphic Designer from Malaysia. I am passionate in modelling characters and creating environments. Besides 3D modelling, I also have the skills and proficiency in graphic designing as well as video editing in post-production.

Wraith Bounty Hunter



Character known as Wraith is a highly skilled bounty hunter hired by a secret organization established by the United Nation of Earth (UNE). UNE commissions a secret organization of mercenaries and bounty hunters. Their objective is to track and hunt down space pirates.

UNE Aurora



Year 2322, space pirates rule deep space and control territories by force. Secret organization established by UNE built a spaceship capable of travelling deep space. UNE Aurora is a scout ship, built to track space pirate locations and relay information to the HQ. The project focuses mainly on the cockpit itself featuring a large windshield for an easy observation.

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MUHAMMAD STEVANO HI-RAWAN

DIGITAL FILM & 3D ANIMATION
INDONESIA

“Supporting someone as well as receiving support from someone is not something to be taken for granted”

Muhammad Stevano Hirawan, always liked bringing character to live through 3D. i like to create stylized character and inspired to create the works of 3D while still capturing the beauty and the style of 2D works.

Fafnir - Character Design

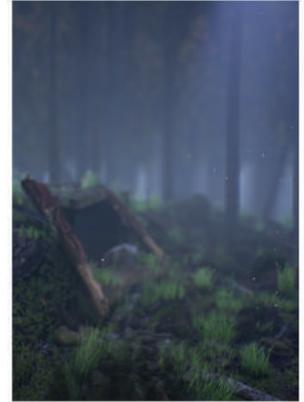


Fafnir, a half-breed dragon that is shunned by society for being what he is. He grew as a normal dragon child until his father noticed that Fafnir is becoming something else. Afraid of Fafnir's well-being, He then sent Fafnir to live in the other parts of the continent rumored to be friendly towards half-breeds, but then Fafnir realized that it was all just a hypocrisy.

“Every creature expects other creature to get along and live peacefully with one and another, but they treat their mixed-breeds like freaks.” - Fafnir

In this stage i work on the character creation of Fafnir.

Fafnir - Environment Design



Realizing the truth of the society Fafnir decides to seclude himself in deep parts of the swamps. He started to despise the society itself for continuing on such hypocrisy. Due to his living condition moss started growing on his entire body. After a while, Fafnir's presence became an urban legend. People has described sighting a huge mossy bipedal monster and people started to seek out Fafnir.

"I never hated being born like this, my mother and father did nothing wrong. We are all victims here, thus my hatred lies somewhere else." - Fafnir

This project is the continuation of the previous project, in this project i created a swamp environment for Fafnir.

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<http://pixiv.me/madshiraa>



PRODUCT DESIGN





**ANUSSA A/P
DURAIRENTNAM**



CHRISTOFER RIO



**FARRAS FAUZANSYAH
SYARIEF**



**IVANA CHRISTY
SALDANHA**



MUSKAAN SAIT



**NICHOLAS JIM JUN
JET**



**RIZKI
RAHMATULLAH**



ANUSSA A/P DURAIRETNAM
PRODUCT DESIGNER
MALAYSIA

I think I'm high on moss

Hi! Im Anussa! I hope to be able to bring a personal touch into the design world and maybe one day I'll be able to do something big like solve the world's plastic pollution crisis, or figure out how to not lose my glasses 15 times a day.

PROJECT MARIMO





DIRECT EXPRESSIONS OF NATURE

Natural Materials : Cedar wood has a beautiful natural texture

Real Flora : Featuring live moss that increases affinity towards nature

INDIRECT EXPRESSIONS OF NATURE

Wayfinding : Complex maze design triggers natural wayfinding instinct in humans and heals the subconscious

Natural Geometry : Circular forms often found in nature induces a calm and safe feeling in humans



Project Marimo is an outdoor moss garden designed under the principles of biophilic design. Biophilic design aims to bring crucial parts of nature into a seamless integrated space within an urban landscape. This involves adapting elements in nature that is crucial to our survival and wellbeing into modern, innovative designs in the city.

Biophilic design takes elements in nature that benefit humans mental and physical health. This includes health benefits such as cleaner air as well as to make people more emotional and mentally better. Project Marimo uses live moss to clean the air as moss produces oxygen 10 times better than trees. Moss is great because it is easy to maintain and does not contain spores that could cause allergic reactions

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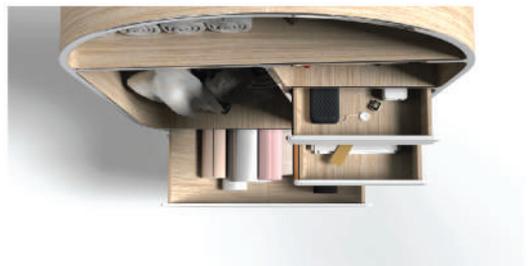


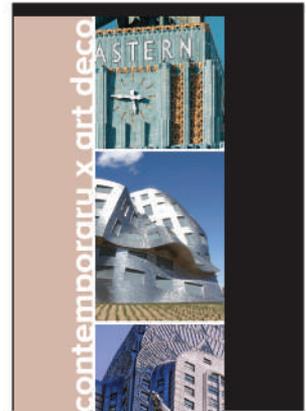
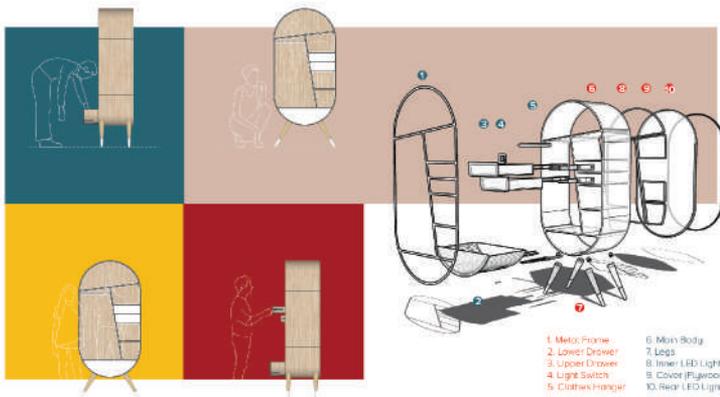
CHRISTOFER RIO
PRODUCT & GRAPHIC DESIGNER
INDONESIA

Stay-hungry & be yourself.

Hi, my name is Rio from Indonesia! I'm currently finishing on my final year of study in Product Design, it's been really a great experience that has shaped my personal skills and development. Really grateful for this big opportunity given, studying in Product Design!

KAPSUL





The idea came from a small-living space like an apartment. How can we store the things that we need every-day, in the very less amount of space? Purchasing small-sized furniture has been growing to fit into small-living spaces: modular, space-saving, multifunctional and furniture for storage. KAPSUL designed to be your compact-organizer, fitting-well into your space. KAPSUL originated from the twist between Art Deco and Contemporary style. The form represents the appearance of the Art Deco which emphasizes a stream-lined design applied to the polished-aluminium frame. While maintaining the Contemporary style, the neutral LED lights and colours are the palette of the wardrobe: blending with the 90's style. The form, capsule, delivers a friendly-user furniture: space-saving, versatile and compact. According to (Home & Decor. 2015), there are common storage problems stated such as: I want many storage compartments, but I don't want them to be seen. How can I build storage space for items where I need them? I need shelves, but how do I make them take up as little space as possible?

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https://instagram.com/christofer_design?igshid=1ly47go2vc40c





FARRAS FAUZANSYAH SYARIEF

CONCEPT DESIGNER

INDONESIA

When you feel like giving up, remember why you held on for so

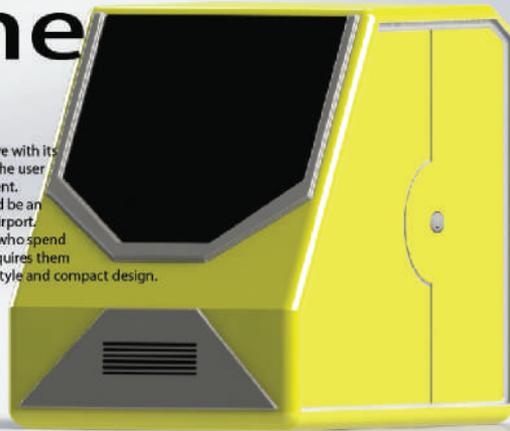
Hello, my name is Farras and I'd love to do the things that I feel worth it. In my opinion in a world that is very advanced like today with many creative people in their fields, it will be possible for the creative world to be more advanced with passion and patience in looking for and finding something. Therefore, the world of design taught me in the form of a journey and process, the two keys gave me lessons and experiences to be able to create in the future.

BEDTIME - Sleeping pod

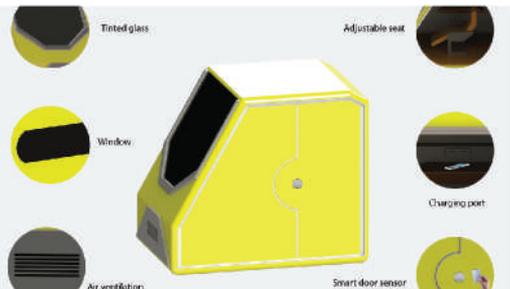
Bedtime

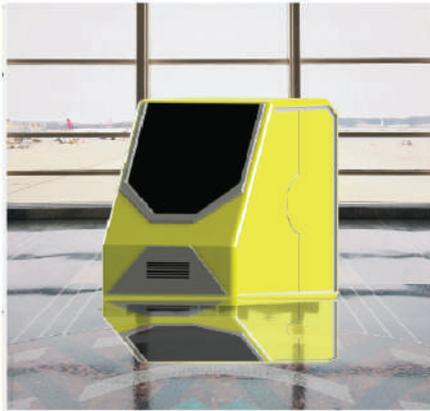
Sleeping pod.

solving the biggest problem that the airports have with its passengers while waiting in transit, and making the user experience and possibly be in such an environment. Designing and providing a sleep pod which could be an accomodating place for traveler's people at the airport. This product is designed and targeted at people who spend more time outside the home and office which requires them to work flexibly with Combination of minimalist style and compact design.

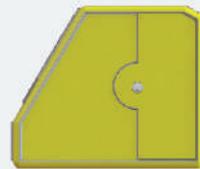
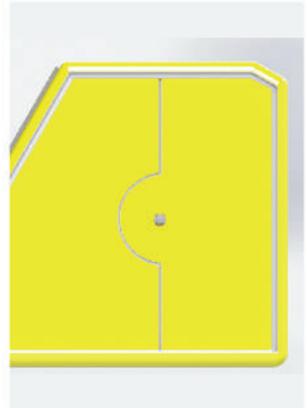


Waiting again until it's too late to leave at the airport is the reason that most often cited as the thought of the waiting to sleep at the airport, according to a survey from sleeping airports.com in 2016 to measure 33 airports in the world that were in use despite due to the lack of availability of the space or areas to sleep and conditions that were too crowded. Example: Hong Kong International Airport





Environment scene



Cleanlines
&
privacy



Solving the biggest problem that the airports have with its passengers while waiting in transit and making the user experience and possibly be in such an environment. Designing and providing a sleep pod which could be an accommodating place for traveler's people at the airport. This product is designed and targeted at people who spend more time outside the home and office which requires them to work flexibly with Combination of minimalist style and compact design. Bedtime is a place for private room to relax while staying at the airport. This pod it is offers Complete privacy while still being in the public place with Tinted glass window making your own business calls and relaxation on the go completely private.

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IVANA CHRISTY SALDANHA
PRODUCT DESIGNER
INDIA

Embrace the pace of your own journey

Creativity has been a part of my life in so many ways. Product design to me is a combination of knowledge; maths, science, business, all condensed into a tool that solves a problem for a common audience.

HEXA VERSA





Assembles with slot in joinery and a few hex screws. Flat packs when dismantled



Hexa Versa is a movable kitchen island that acts as an extended counter space and essential item storage. It acts as a kitchen trolley, moving from both the kitchen and dining room when preparing meals, serving, and cleaning up. Inspired by the Impressionism art movement, it is just the perfect piece for a contemporary household. With easy assembly and dismantling in mind, the hexa versa is designed to go with you even when moving houses frequently, using slot in joinery and only a few hex screws.

The designed is aimed to attract young adults, families and retired adults, encouraging an expandable and mobility lifestyle.

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MUSKAAN SAIT

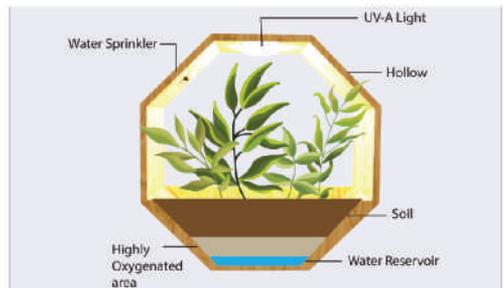
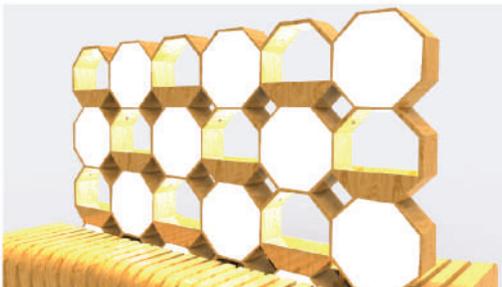
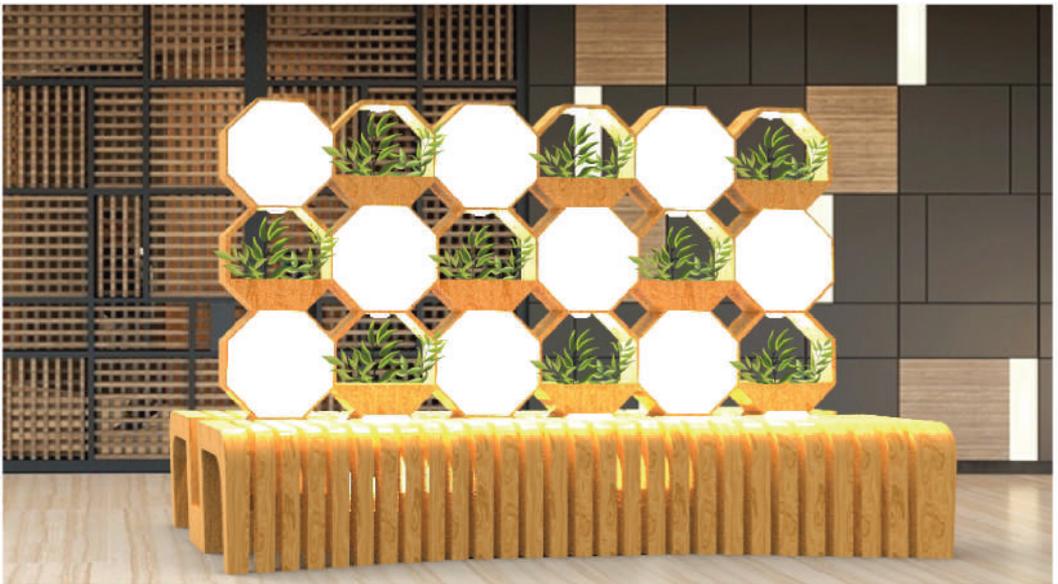
DESIGNER

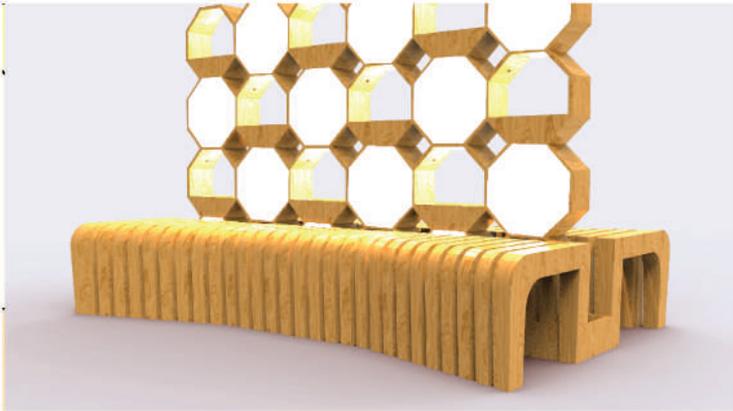
INDIA

Be an artwork

A highly motivated individual who has multiple hobbies. Constantly looking to develop my skills and grow professionally. I am confident in my ability to capture the attention of consumers in creative ways and use creative thinking as a solution to most problems.

OCTOBEE - Where urban meets nature





Octobee is a sculptural and modern bench designed to seat up to 12 people which combines elements of nature and urban technology with a vertical garden, LED screens and a bench. The Design Concept is inspired by the Cubist Art movement which emphasizes the use of simple geometric shapes and abandons the single view point perspective as well as the Constructivist art movement which is a reflection of modern industrial society and urban space.

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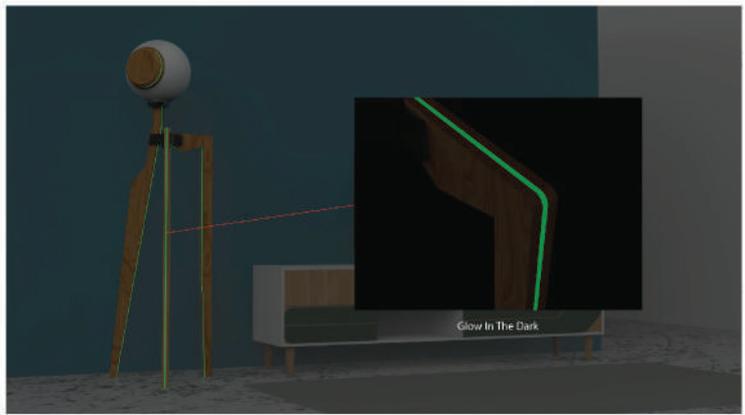
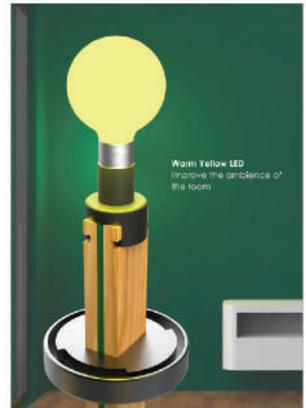
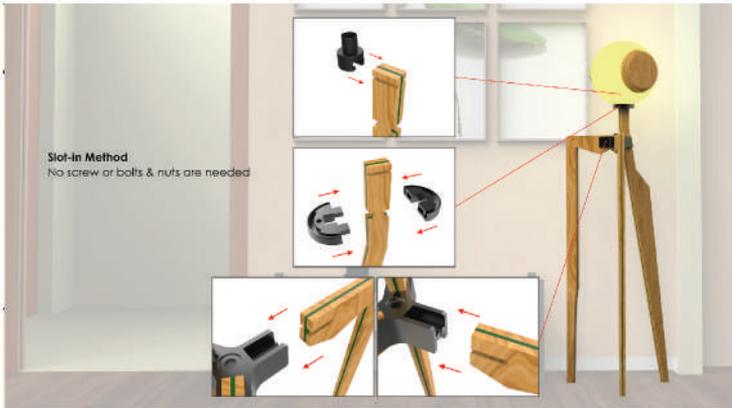
NICHOLAS LIM JUN JET
PRODUCT DESIGNER
MALAYSIA

People have limits. They learn what they are and learn not to

I am a driven person that willing to try and accept challenges to improve myself. I often remind the word 'try' to myself so that I am always on the move. I believe that 'try' is one of the ways to break through my limits.

MANTIS (Floor Lamp)





Mantis Floor Lamp is designed to save electricity consumption of the housing area and improve the ambience of the room. The floor lamp is inspired by the posture of Praying Mantis and Scandinavian Design movement. Scandinavian Design focuses on clean and simple design element. It often brings comfortable vibe to the environment. The highlights of Mantis are the Pet Immune Motion Detector that can ignores the presence of 0.7m height indoor pets, slot-in method for installation and the glow-in-the-dark feature from the green lines. This floor lamp is targeted for middle range audience placing the design in the living room.

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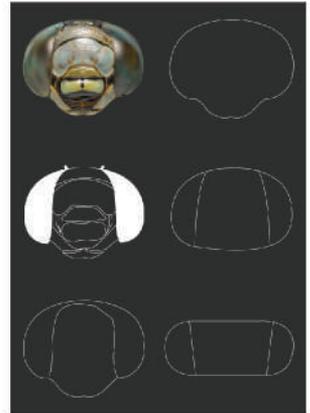
RIZKY RAHMATULLAH
CONCEPT DESIGNER
INDONESIA

We cannot all do great things. But we can do small things with

I am just an ordinary person who loves dog and cat, try to be productive where ever I am at, and get bore easily no matter what it is. Spend the whole day at home and do what I like the most and sometimes I picture myself as a cat

MESO





Meso is a side table, placed in the living room and not suppose against the wall, the design based on two art movements, minimalist style and Scandinavian style. As a side table, meso created to improve the wellbeing of both people and environment. which its sustainable and regenerative qualities to reimagine conventional furniture design. Meso gives different experience and impact to the environment where nylon waste could be recycled as something useful also aesthetically pleasing such as furniture, Material used in this product is combination between wood and nylon, specifically, regenerated nylon. This product designed to those who love Minimalist Scandinavian style, it also has a little touch on the modernism.

As a part of saving the world, this kind of movement through product need to be produce as far as it has something in it and could be useful in wide range. Targeted for family, young adults, whoever lives in a condo or an apartment. Encouraging people to use sustainable product wherever they live and support a green lifestyle.

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VISUAL EFFECTS AND CONCEPT DESIGN



ADBUL MOIZ
SHAIKH



ADHITYA KUNHI
PARAMBHATI



MIHYAR AL HAMWI



MUHAMMAD UMER
AHMAD



SOO EUGENE



VINSKI CLARESTA
GUNADI



ZUBAIDA NILA



ABDUL MOIZ SHAIKH

2D GRAPHIC DESIGNER & 3D GENERALIST
PAKISTAN

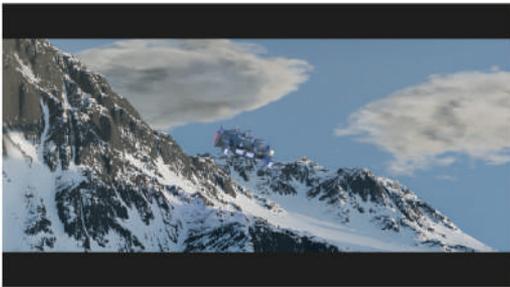
Believe in doing rather than talking.

I am Abdul Moiz, a highly talented, driven and flexible graphic designer and 3D Modeller with a proven record of delivering creative and innovative design solutions. A proven ability of developing projects from inception through production to final delivery, ensuring that all work is effective, appropriate and delivered within agreed timescales.

SPACE FORCE



In this project 'Space Force' I created the small scene where spaceship will come from space and landing on the ground. So, for this I created 4 environment Space, clouds, Mountains and Snowy landing place. Everything is done in blender 3d. Modelling as well as the texturing by using nodes. For Rendering I used blender cycles and Eevee because of some features are still missing in Eevee.



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ADHITHYA KUNHI PARAMBATH
3D GENERALIST
INDIA

Chase reality.

I am Adhithya K.P, Visual effects student. I am extremely passionate about filmmaking and I love integrating VFX and 3D into short movies with compelling ideas. I love experimenting with new content and I am part of a musical band with over 290k subscribers on Youtube.

GRANDMA'S RING TITLE SEQUENCE



Grandma's ring is a horror story of grandmother and a boy who lived in a remote hill station. Grandmother is a fortune teller and she have a ruby ring, which the grandson wants to own badly so that he can start a new life. Grandmother advise him that if she removes the ring, great curse will come on him. Grandmother dies of old age and she is buried. After few weeks' grandson digs up the grave to take the ring. He accidently pulls her finger out. Grandmother comes back from dead as curse on grandson.

THE GETAWAY

The Getaway is car chase sequence created by mixing 3D animation with live action. There are no human characters. The red race car is involved in a bank robbery and is being chased by a police car. The car tries to get away from the police through different interesting ways.



Finally, it jumps towards the camera and breaks the fourth wall and it is revealed that the whole chase scene was a movie that a boy was watching.

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MIHYAR AL HAMWI

3D ARTIST

SYRIA

All possibilities lie asleep in the moment, so let your will awaken a new life.

To me the study of art and creativity isn't merely about showcasing how good looking the art is, but it is also about visualizing different conceptions in order to open the mind of the audience to new experiences and to communicate with them without the use of words.

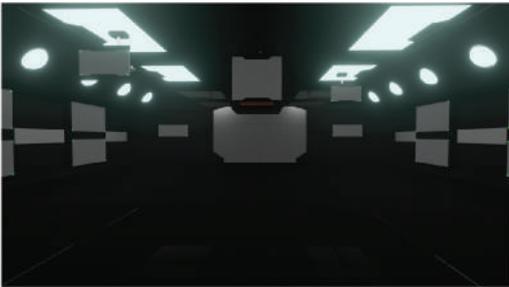
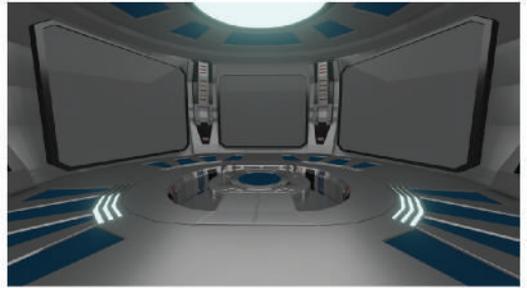
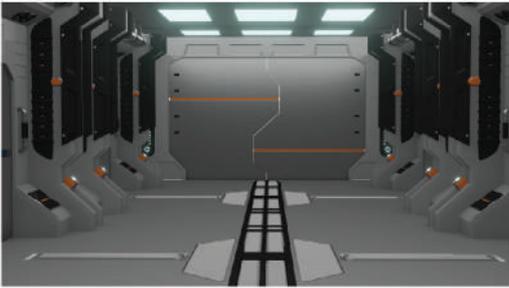
MOOSE



Moose is a robot character from the movie Chappie directed by Neill Blomkamp. As we were assigned in one of the modules, we had to choose between couple of robot characters to model and animate so I went with Moose because it is a very detailed robot and it is a challenge to model and animate it using Autodesk Maya.

ESOTERIKOS

Esoterikos is a walkthrough music video of a POV camera going through different rooms as a character that observes and examines the conception of the dual aspects of life. There is a room beyond these two aspects which guides the character into these rooms.



So, the first aspect that the character sees is the darker side of life where every problem and disaster is portrayed and that which needs the awareness of many people. The other aspect is the brighter side of things which exist simultaneously with the darker one and which is basically what humans can be able to achieve and express together as one.

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MUHAMMAD UMER AHMED

VFX ARTIST, 3D GENERALIST

PAKISTAN

My aim is to be a director in the future.

I'm Umer, a Visual Effects student. I aspire to be a professional VFX Artist or 3D Generalist in the future. I have a rich experience in working in the industry and believe that I'm able to do well once I've graduated.

NOISY BOY



I choose Noisy Boy from the movie Real Steel (2011). As I want to work with the curve shapes in my robot model, and for that noisy boy was the best option to pick. I make sure that whole model has perfect topology with proper edge loops. For modeling I used AutoDesk Maya and did shading in another 3D Software. For render I used Eevee Render Engine.

ENVIRONMENT MODEL

I was thinking to make something for post-apocalyptic theme. So, I choose to make building concept which looks broken and abandon in any post-apocalyptic environment. I make sure that this building should have less polygons and shouldn't be much heavy. So, this building can be use in both game and movie environment.



FLUID SIMULATION

I used XGEN simulation in AutoDesk Maya for one of my character hairs. On my next step I want to explore fluid simulation also. So, I choose to make chocolate milk shake simulation and not only this I wanted to learn that how to control density. For that I tried to simulate whiskey also with different density.

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SOO EUGENE
CONCEPT DESIGNER
MALAYSIA

My head is so shiny that I can't even see how bright my future is.

I'm a Visual Effects student at Asia Pacific Institute of Information (APIIT). Passionate about movies and creating, I aspire to be a professional concept designer. With the support of my parents and friends, I began to pursue my journey into the creative industry.

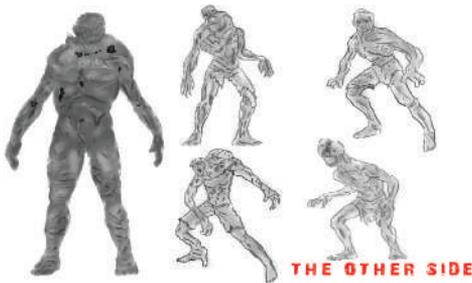
SPIDER-MAN CONCEPT DESIGNS



Spider-Man is a well-established character in the entertainment industry. Almost everyone knows who that character is. At the same time, Spider-Man is one of my all-time favorite fictional character. For this project, I would like to re-design Spider-Man with a different approach. The theme for the re-designs is "Homemade". I would like to design Spider-Man in homemade suits. The idea of the designs is basically like a prototype of the Spider-Man suit before the character, Peter Parker wears his iconic spandex suit.

THE OTHER SIDE

The Other Side is a horror theme concept design project. The story is about a father who traveled to an alternate world full of mysterious creatures and surroundings in search of his lost son. The genres of this story are horror, science fiction, thriller and psychological.



Many sources are inspired to create this project, which included Stranger Things, Dark, Annihilation, The Evil Within & The Last of Us. The theme for the entire designs is 'Mutation', which was as inspired by the film, Annihilation. The project consists of the creature designs, environment designs and several concept arts for the story.

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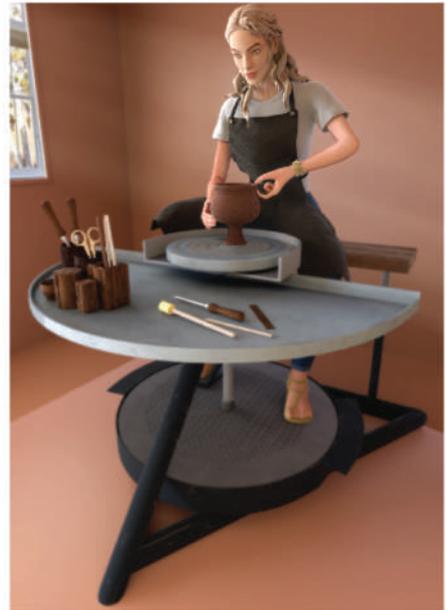


VINSKI CLARESTA GUNADI
3D SCULPTOR / CONCEPT DESIGNER
INDONESIA

Always do what the future you will thank you for!

Hello, I'm Vinski, a curious storyteller/artist! I specialize in designing and sculpting characters, and I love to build the backstory, world, and detailing. What fascinates me is to create art with a purpose. I believe that art is impactful, and I am learning every day to unleash its power.

VETERA NOVIS



Vetera Novis, taken from the phrase “vetera novis augere et perficere” in Latin, means to enlarge and perfect the old by means of the new. This project was born from my interest in classical style sculptures. I am intrigued by how they are immortalized and even stayed admirable, because art is timeless. In this project, I experiment with a well-known ancient Greek Goddess character Athena, with a new human-like ‘occupations’ suitable to her character. I choose to highlight her artsy side, by assigning her as a potter as she's the goddess of art and craft and a very meticulous individual.

THE FALLEN

The Fallen is a physical set design. Through this exciting project, I wish to exhibit various skills of mine, such as sculpting and 3D printing, as well as my artistic sense of set design and my ingenuity of crafting. I used many recycled items in the process.



This set is an abandoned dinosaur lab. It captures a scene where a group of dinosaurs escaped and destroyed the lab. I poured my heart into making every bit of the detail, from the painted skin to the stickers on the wall. And I hope they awaken the magic in you, too!

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ZUBAIDA NILA

3D GENERALIST / COMPOSITOR / COLOURIST
BANGLADESH

“If you think you are going to crash, step on the pedal harder.”
- Bangtan Sonyeondan

An enthusiastic visual creator telling stories in color palettes and mystic light. My vision is to master 3D and compositing skills. I believe that any idea is executable with perseverance and innovative approach. I love to create visuals with semiotics behind it which makes more impactful content. Continuously thriving and learning new techniques to enhance my skills.

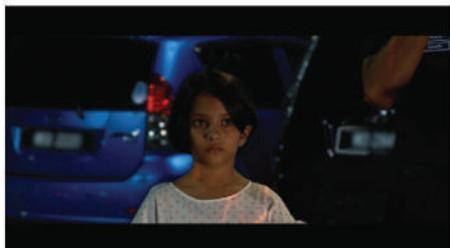
WHIPLASH MARK II



3D character development of Whiplash Mark II from Ironman II. The Whiplash Armor Mark II is the second armor created by Ivan Vanko. The armor was created with Justin Hammer's Hammer Technology to counter Tony's Iron Man Armor. It is the perfected version of Vanko's Whiplash Armor, and appears in Iron Man 2". It was indeed challenging to model, texture, rig and animate the character considering the complications faced with the external plates rigging.

WITHIN & WITHOUT

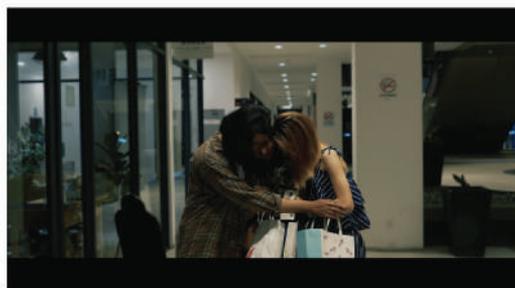
Within & Without is a short film produced by Phantasia studio – the production company engineered by 7 diversely skillful and promising talents from VFX program as our final project. Through the psychological thriller genre, we challenged ourselves to poke the audience's mind with various techniques - by using a non-chronological flashbacks sequence crafted by us as well as the effects that we learned during our time as VFX students. Addressing social issues such as mental health awareness, it is about a young girl, Samantha, who is haunted by the monster of her past that holds a secret to her family's tragedy.



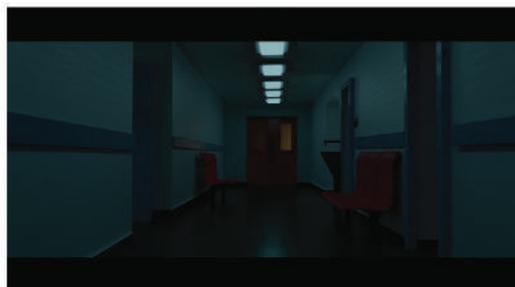
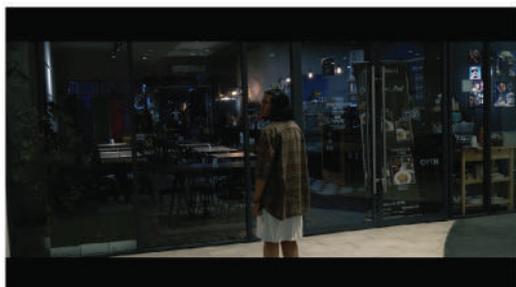
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We poured our hearts and efforts to every aspect of this film by creating almost every piece ourselves, down to the props and each detail you can see on the screen. To demonstrate our skills, we used VFX techniques such as 3D environment creation (modelling, texturing, simulation and effects), character modelling and animation, rotoscoping and compositing, all compiled together in harmony with a cinematic tone specially created by us. Buckle up and go scan the QR code for a peek to Samantha's mind!





**HELENA ROSHNEE
ERAWAN**
PROJECT MANAGER



IVANA CHRISTY SALDANHA
*ASSISTANT PROJECT
MANAGER*



CHRISTOFER RIO
SECRETARY/ TREASURER



VINSKI CLARESTA GUNADI
DESIGNER



FADHILA QONITAH
DESIGNER



ZUBAIDA NILA
DESIGNER



TUN HAN MIN
ASSITANT DESIGNER



SOO EUGENE
TECHNICAL COORDINATOR



AHMED YAEESH SHINAAN
LOGISTIC COORDINATOR

COMMITTEE TEAM



*per aspera ad astra,
infinite and beyond.*

... farewell for now

