



PORTFOLIO

OLIVIER R. MEASSON



Project
Alpha

01



Project
Beta

02



Project
Gamma

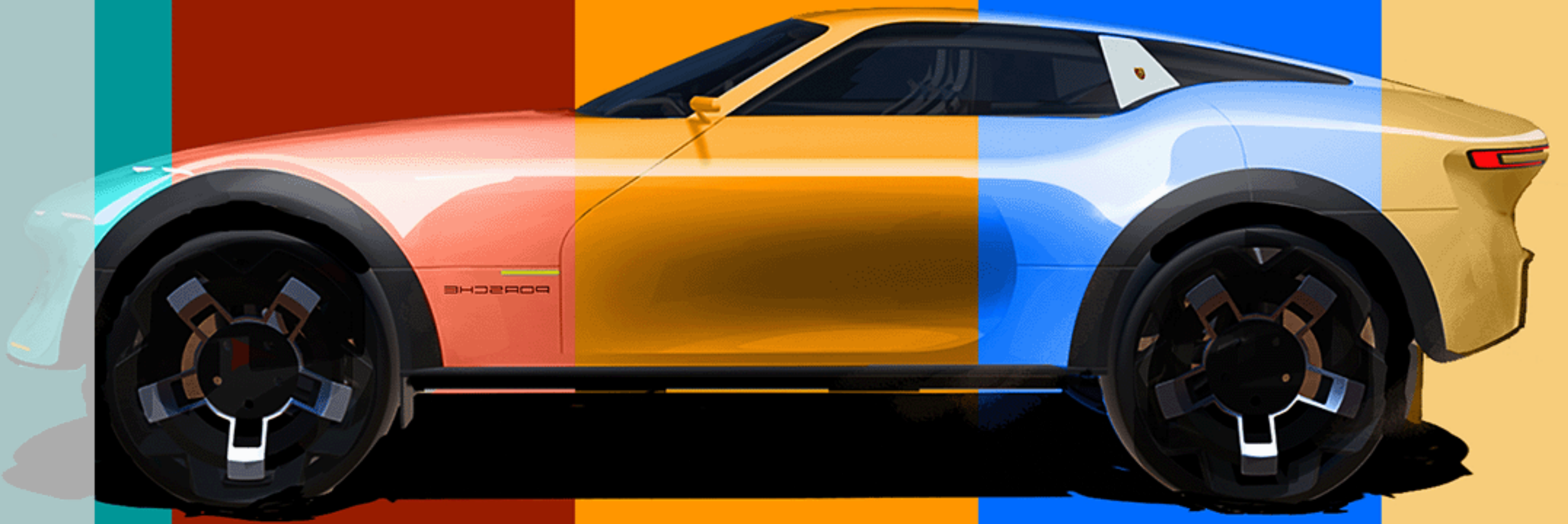
03



Project
Delta

04

Project Alpha



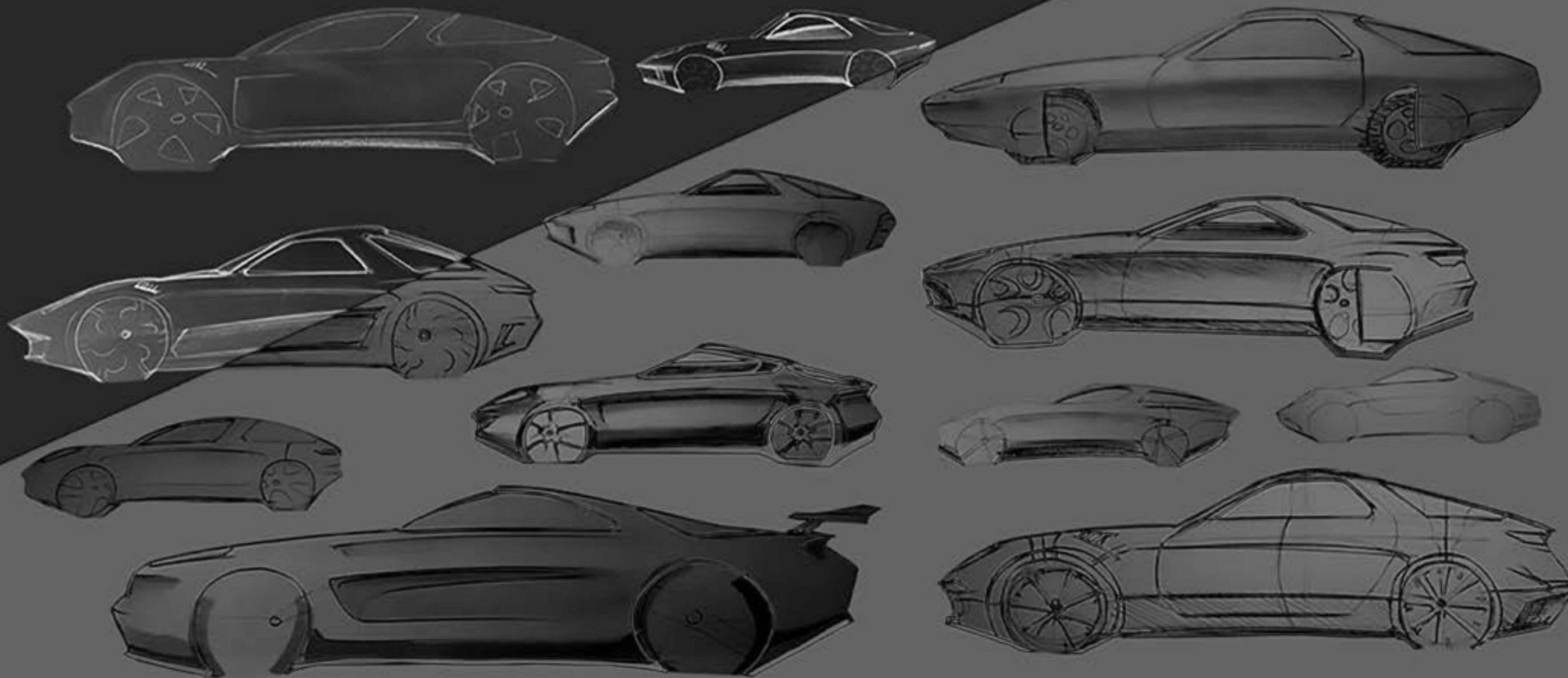
MENKAURA
PORSCHE

01 *Sketching Process*

Team Project:

The team was composed of Hugo Iglesias, Nik Mueller Peiro, Miquel Ramon and me.

The goal of this project was to re-design the infamous porsche 927 as a safari style concept but also to learn how to work as a team, especially all together on one Alias file. The first step was to define a design based on the favourite sketch. And later step by step define the front, side, rear and top. Separately to this I was assigned with designing the wheels.



01 *Development*

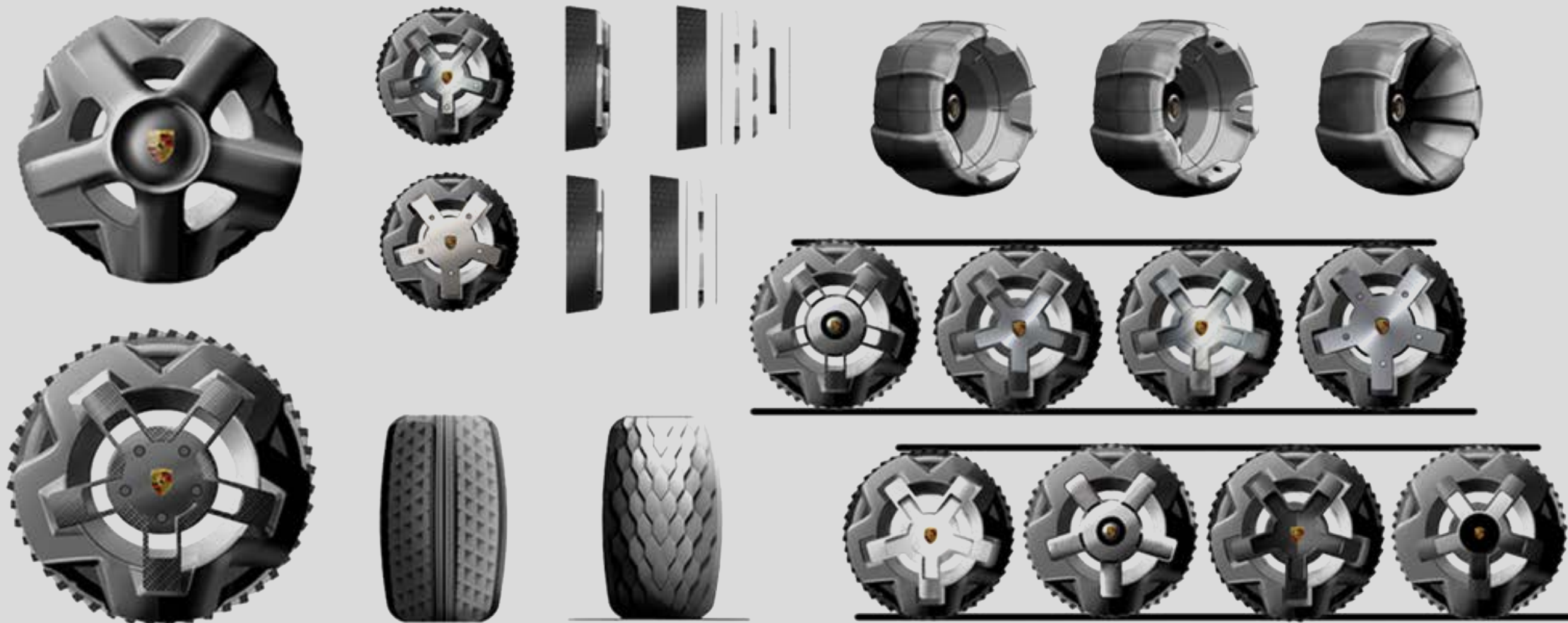
The idea was to design a wheel made for all type of land (as the vehicle would be a safari concept), without losing the famous touch of an iconic rim design of Porsche: The Five Fuchs Wheel.

From there, exploring all types of possibilities such as the depth, different colors or materials that could be applied. Finally after voting with my team, the next step would be to model the chosen design.



01 *Wheels Conceptualization*

Inspired from the iconic 5 Fuchs Wheel, this concept is based on making it a total rubber wheel. From there exploring all types of possibilities such as the depth and the different colors and materials that could be applied



01 *Development*

A quick rendering of the first alias modeling.
Regarding the Rubber, we used grasshopper to
recreate this snake like skin.



01 *Final Render*

A final look at the remodeling of the iconic 5 fuchs wheel made for safari. The next phase was to help my team closing the vehicle.



01 *VRED & Atlas*



01 *Final Render*



01 *Final Render*

Highlighted in yellow are all the parts I have modelled or work on during this project.



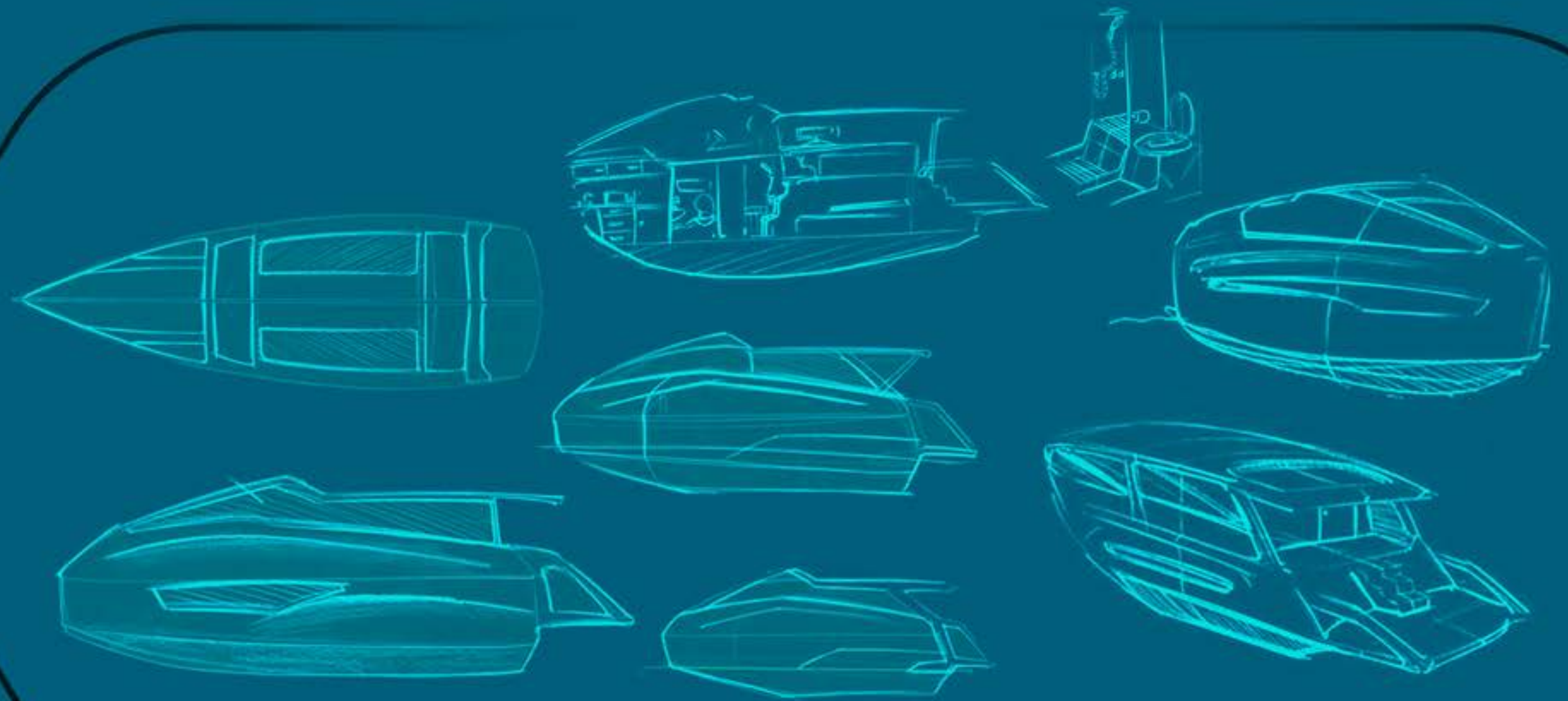
Project Beta

Q2



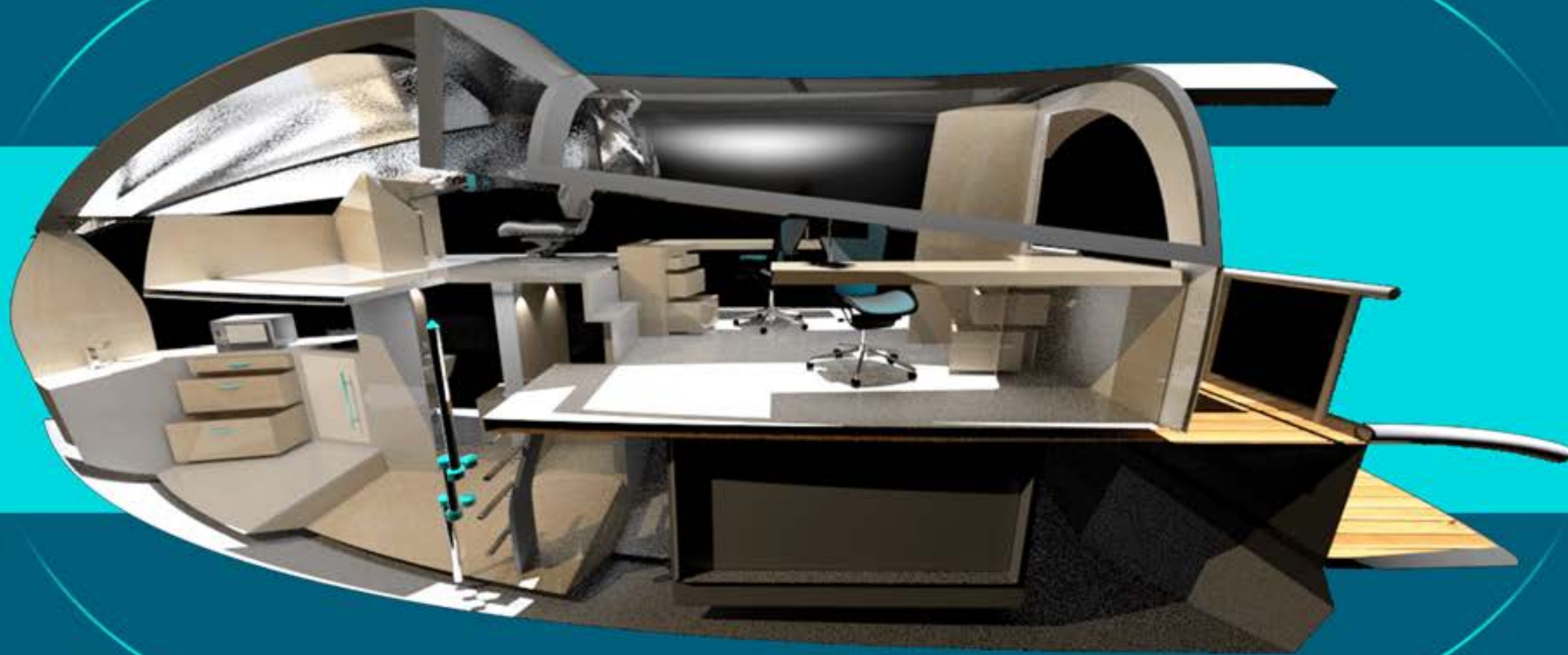
02 *Sketching Process*

During this project we were asked to develop individually a 15m boat made for marine science purposes. I opted for a luxury science boat.



02 *Interior Disposition*

As we can see the boat is composed of one and a half floor. An office, big enough to add all necessary technological products for research and data purposes. A small kitchen, a bathroom, and a lounge room that can be rearranged as a bedroom



02 *Final Render*



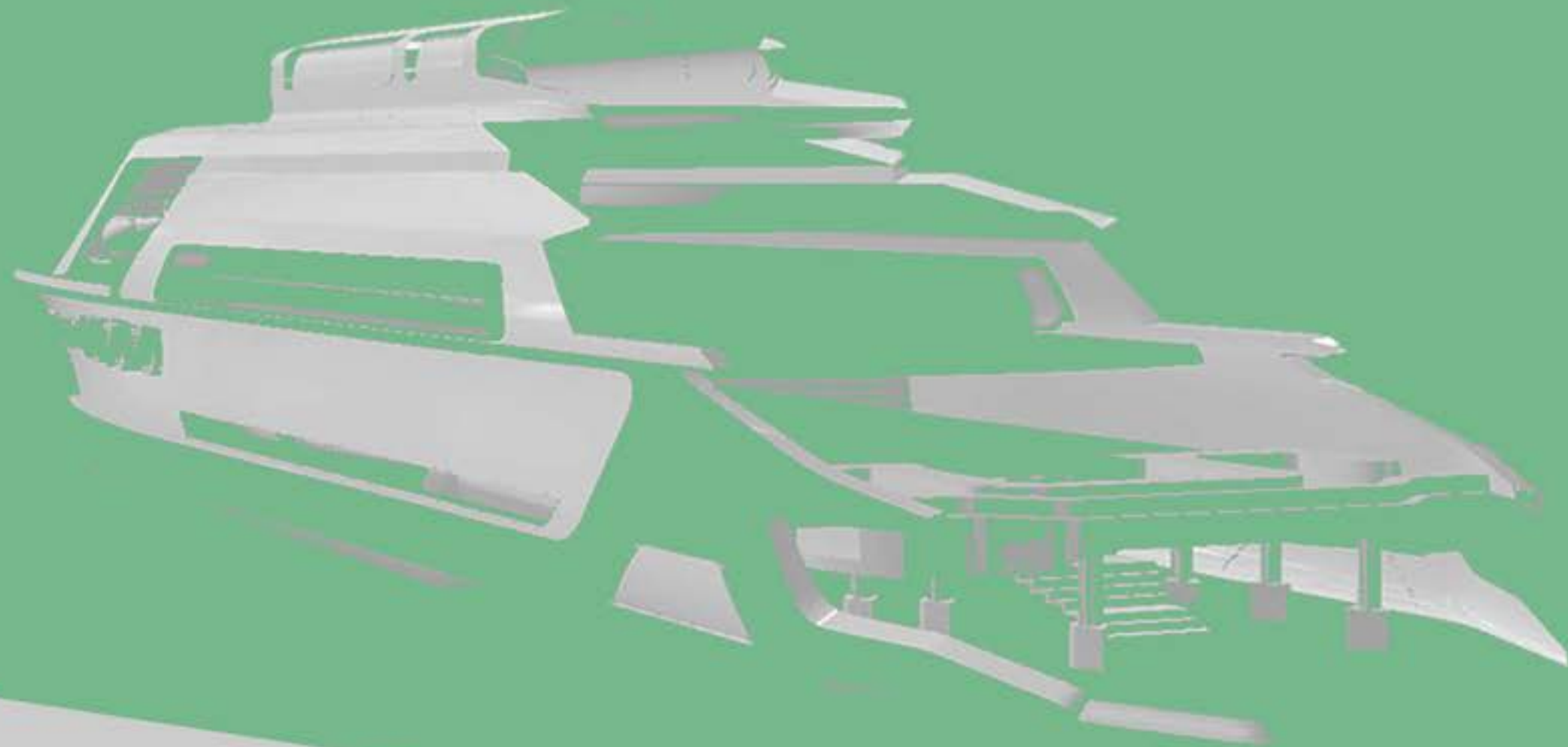
02 *Final Render*



02 *Final Render*

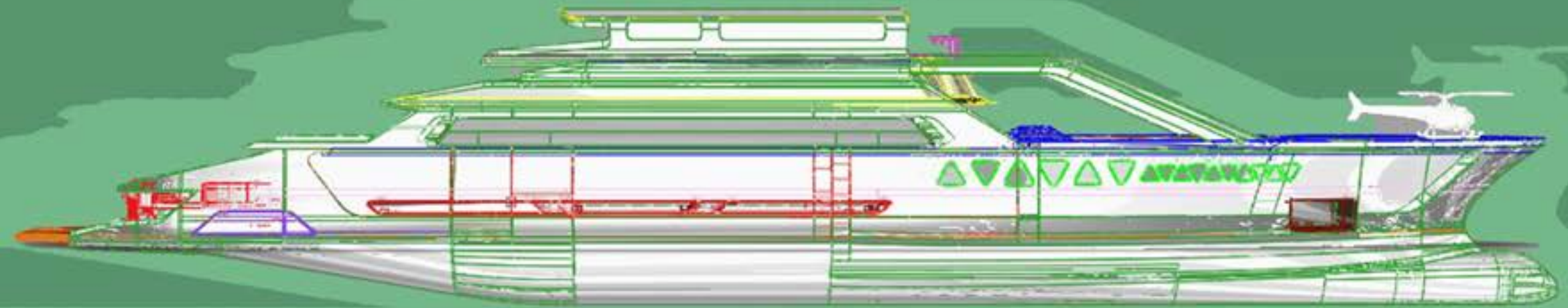


Project Gamma



03

Alias Conceptualization

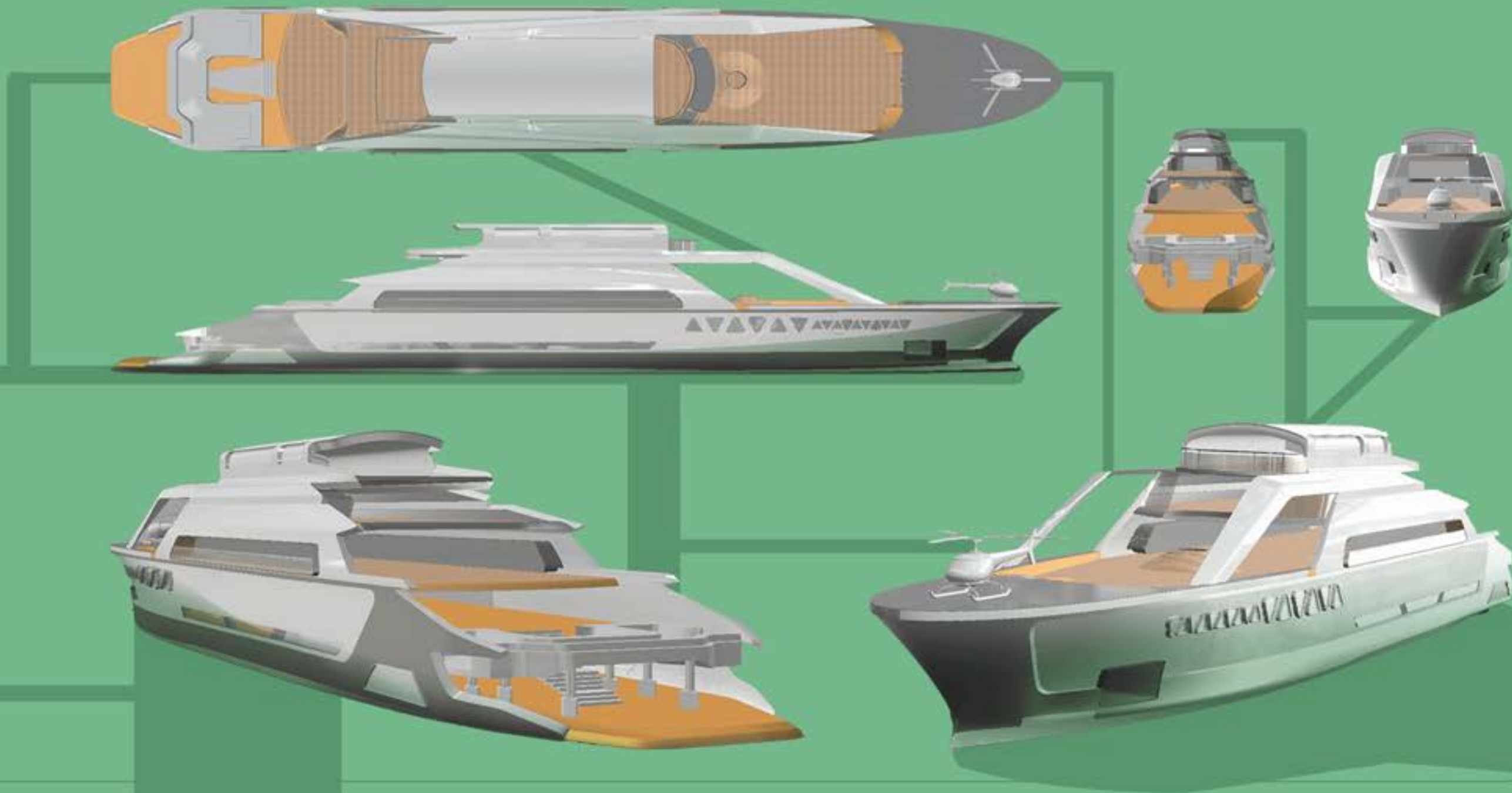


This project was developed during an Internship at Mirage CG. I was assigned a virtual client by the company with the task to design and model a 110m Yacht composed of 6 deck: one main deck, 4 upper decks and one sub deck for the crew and engines. The virtual client also asked for a helipad in the front and a swimming pool in the back.

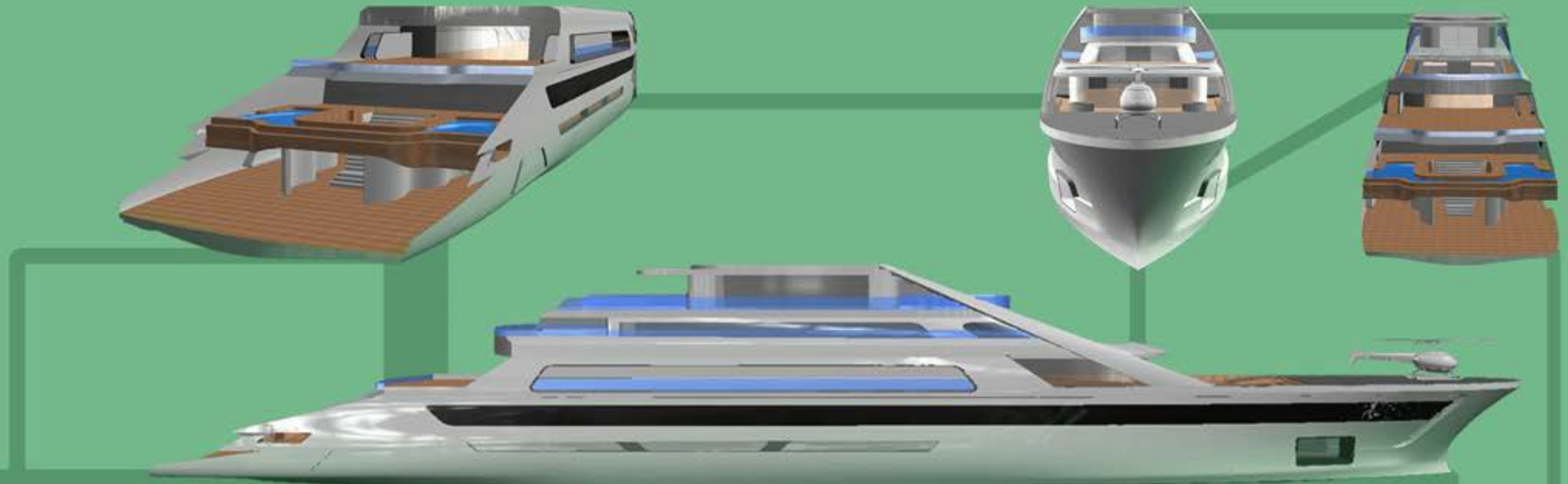


03 *First Render*

After finishing modeling the exterior part of the yacht, the virtual client asked for a new exterior design in order for me to learn about the complexity of legal understandment between the client and the service provided, in other words "scope creep".



03 *Final Renders*



Final Render asked by the virtual Client.

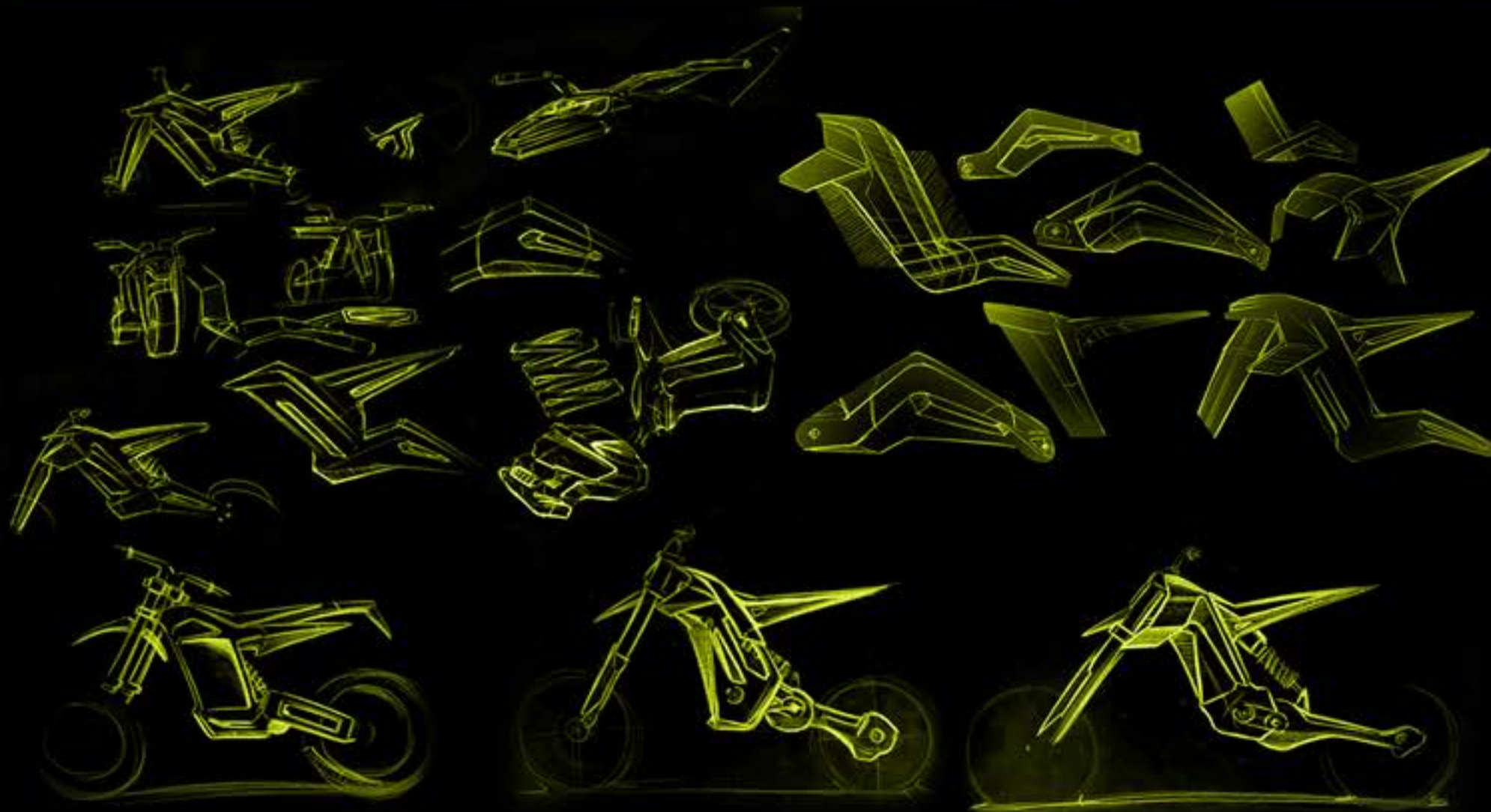
Project Gamma 04

SAYA



04 *Sketching Process*

To explore our capacity of different types of vehicles, we were asked to sketch and model an electric super-moto. After sketching some basic ideas, I decided to start on constructing my main vision for the bike on Alias to have a better visual understanding of the surfaces.

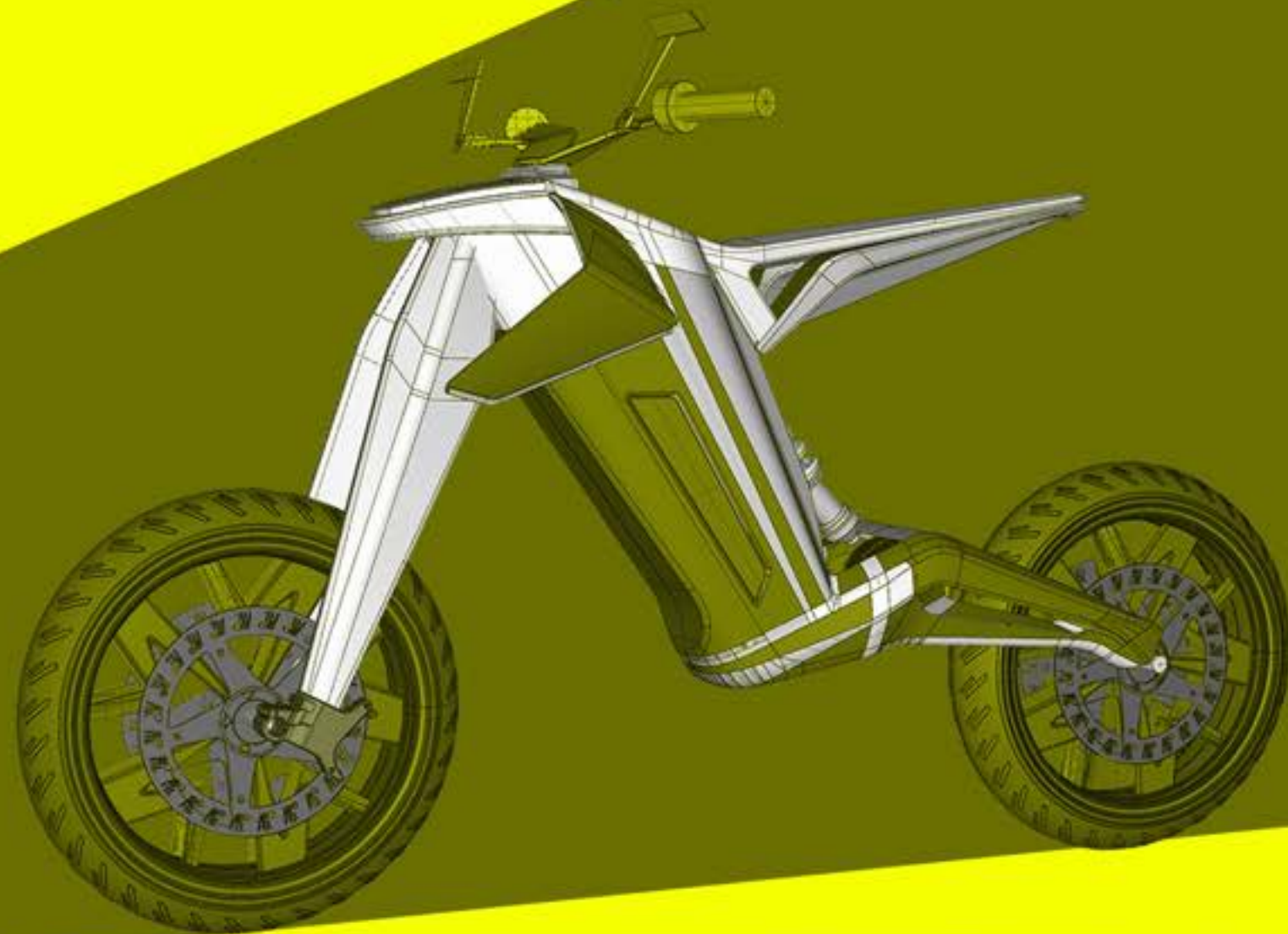


04 *Modeling Process*

"Imatation is the most sincere of flattery" - This sentence brought me the idea of using biomimicry to design this supermoto. Thus the implementation of wings on the side



04 *Modeling Process*



04 *Final Renders*

STAY AGRESSIVE

YET ELEGANT



04

Final Renders



04

Final Renders



「(G)I-DLE」