

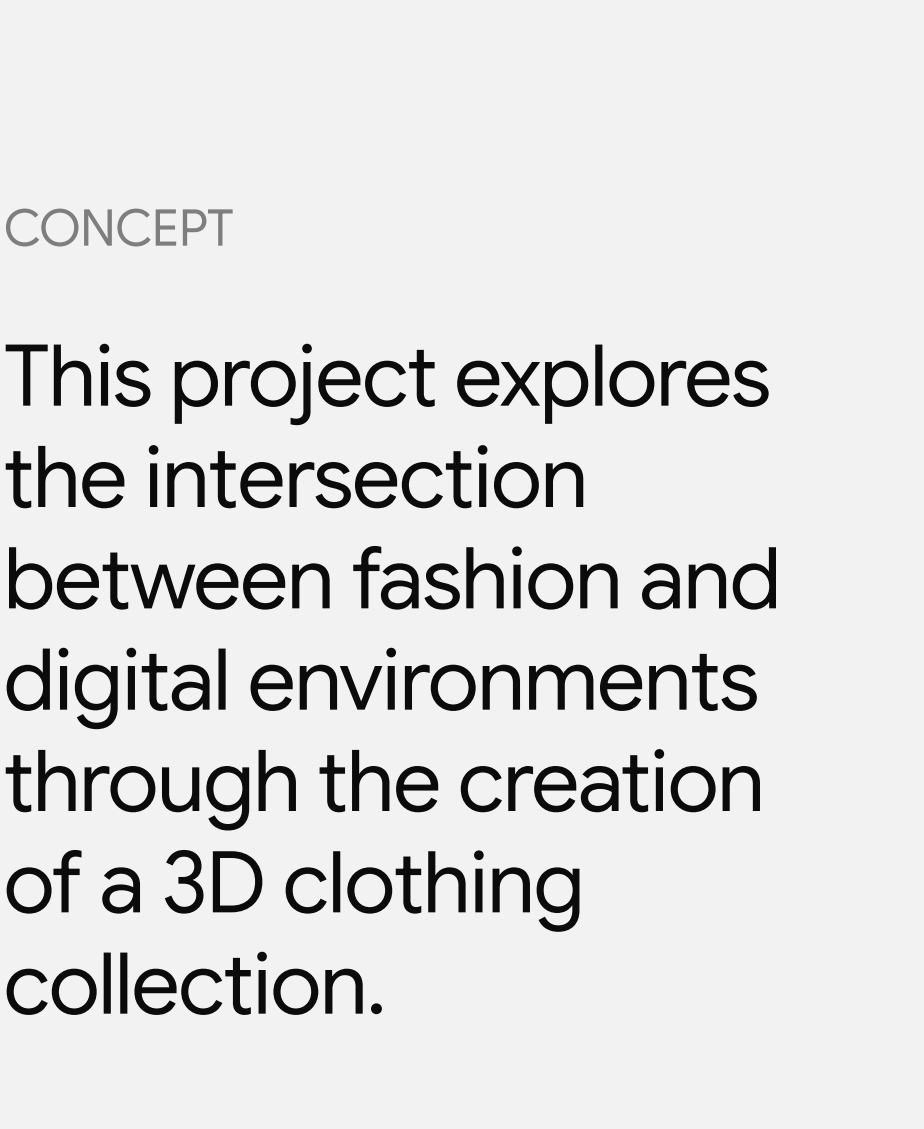
Alt Fashion - Showroom

ROLE

3D Fashion
Design Environment
Texturing 3D Modeling
Look Development
Visual Development
Art Direction

SOFTWARE

Autodesk 3ds Max
Adobe Substance
3D Painter
Unreal Engine 5
Procreate
Nomad Sculpt

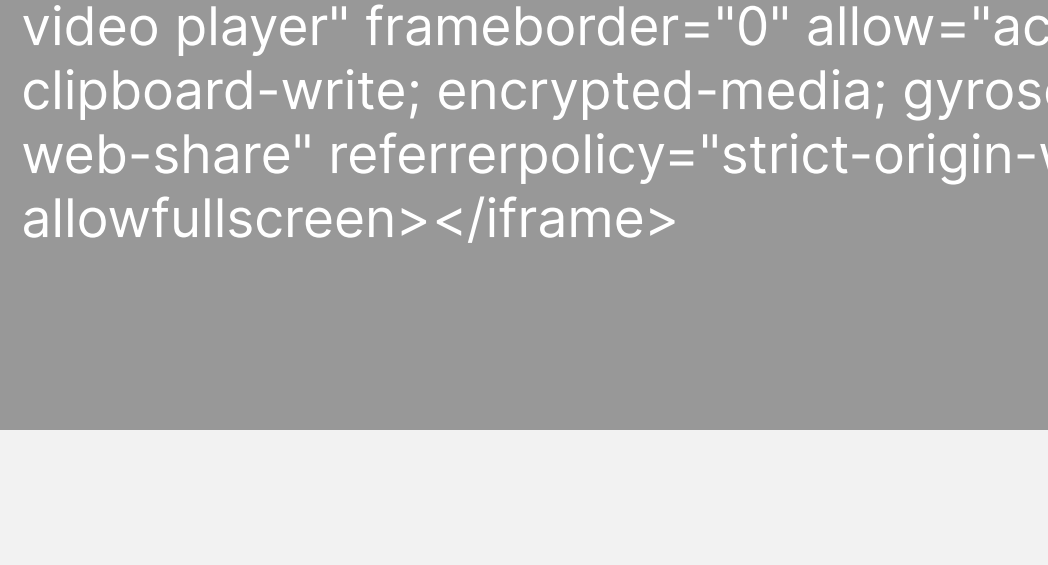
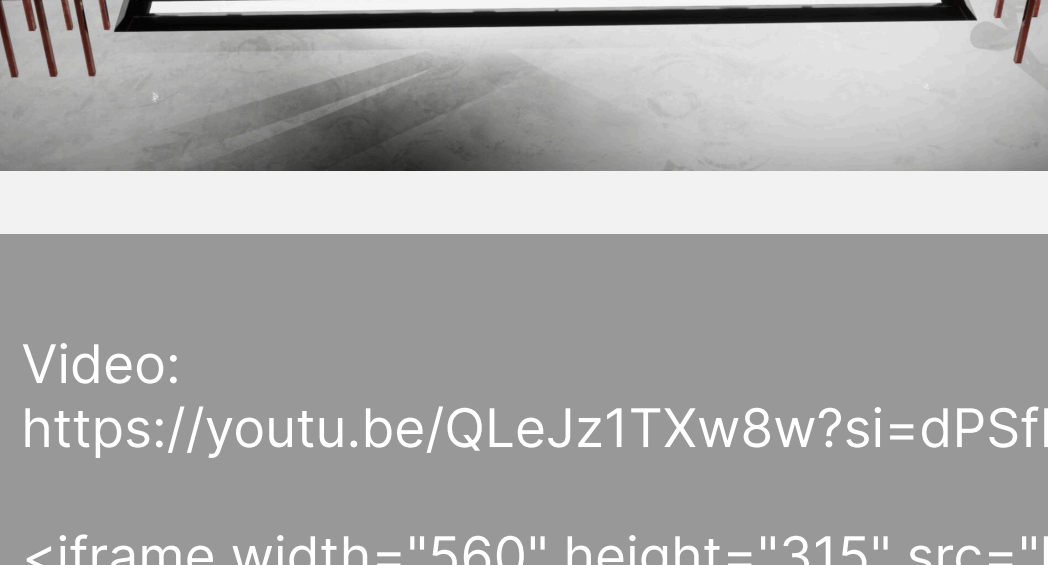
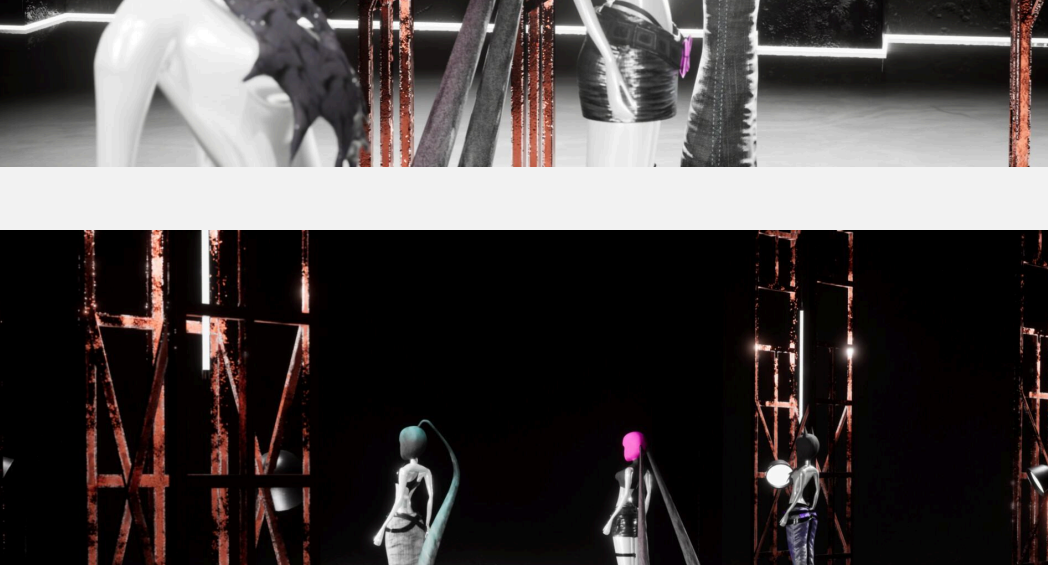
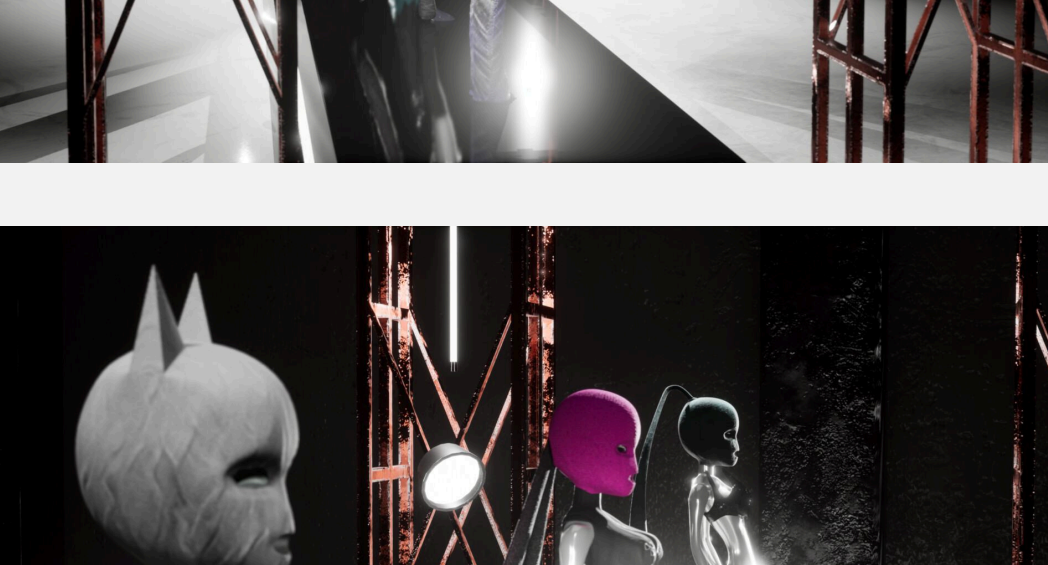
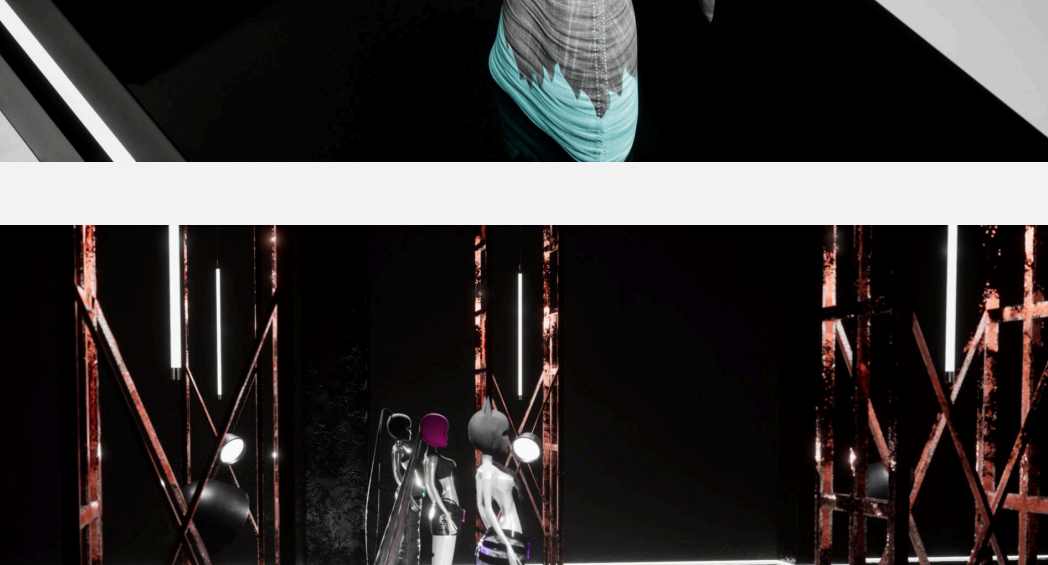
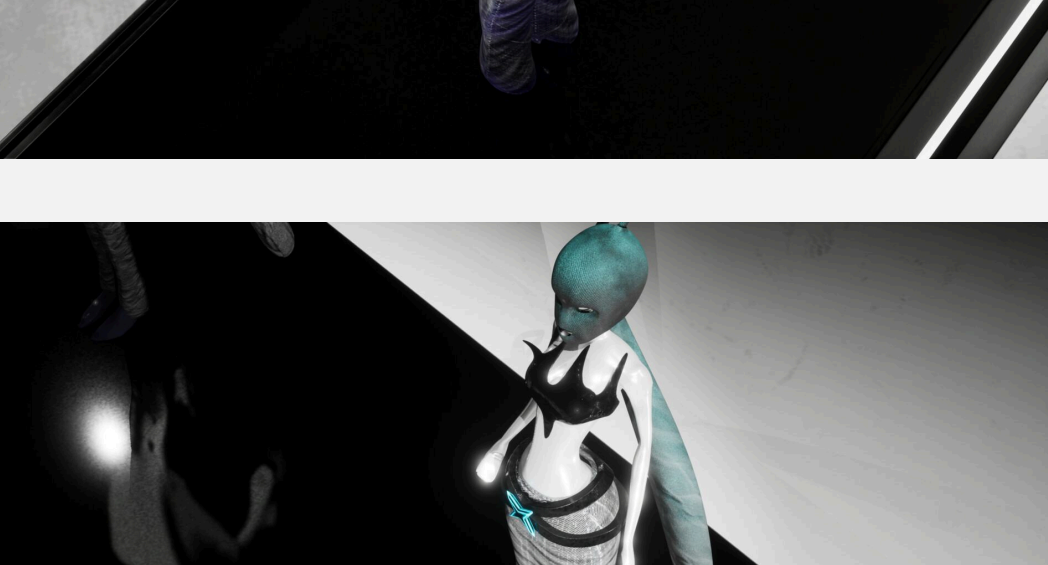
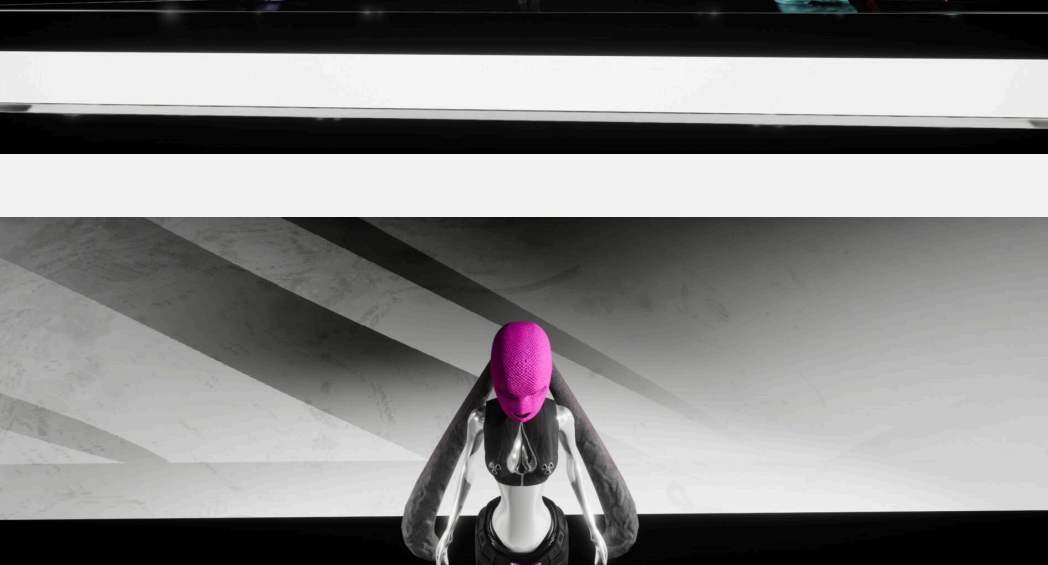
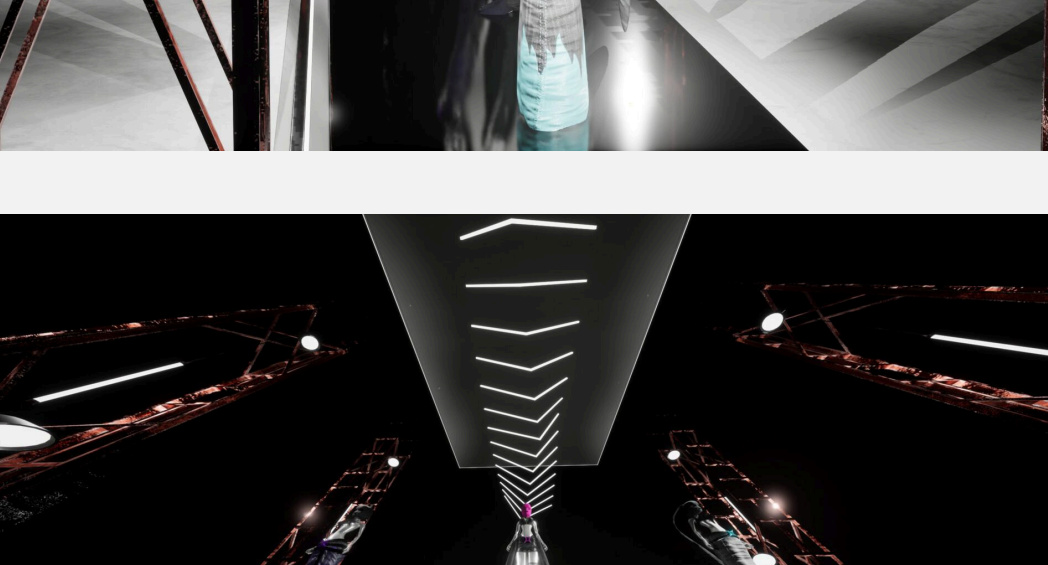
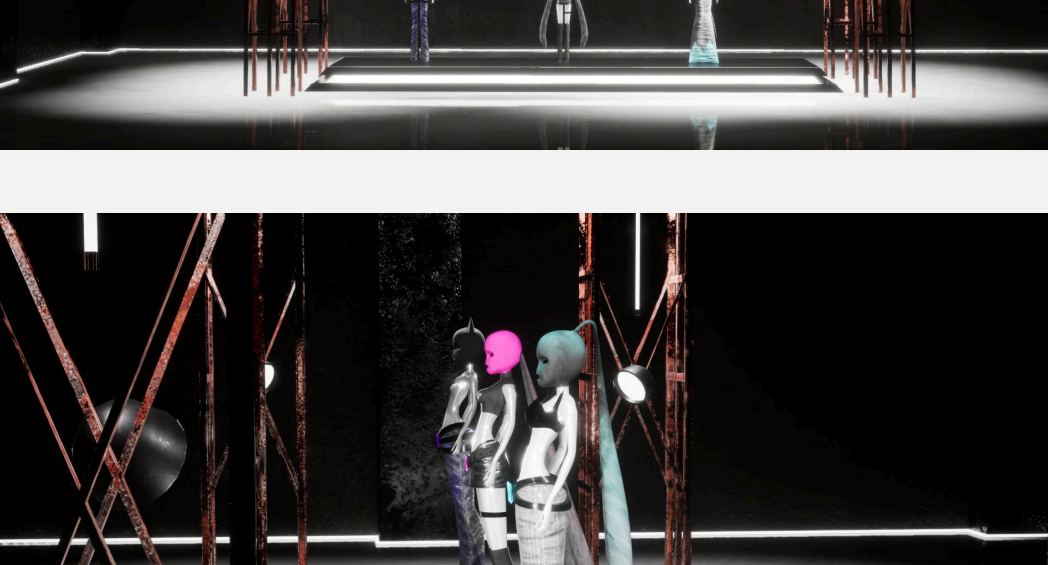
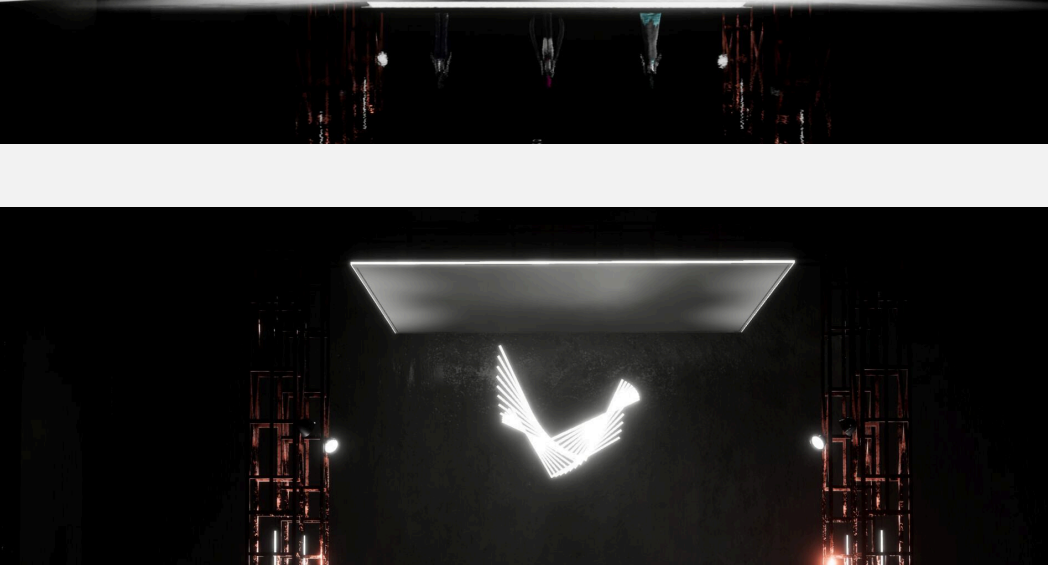
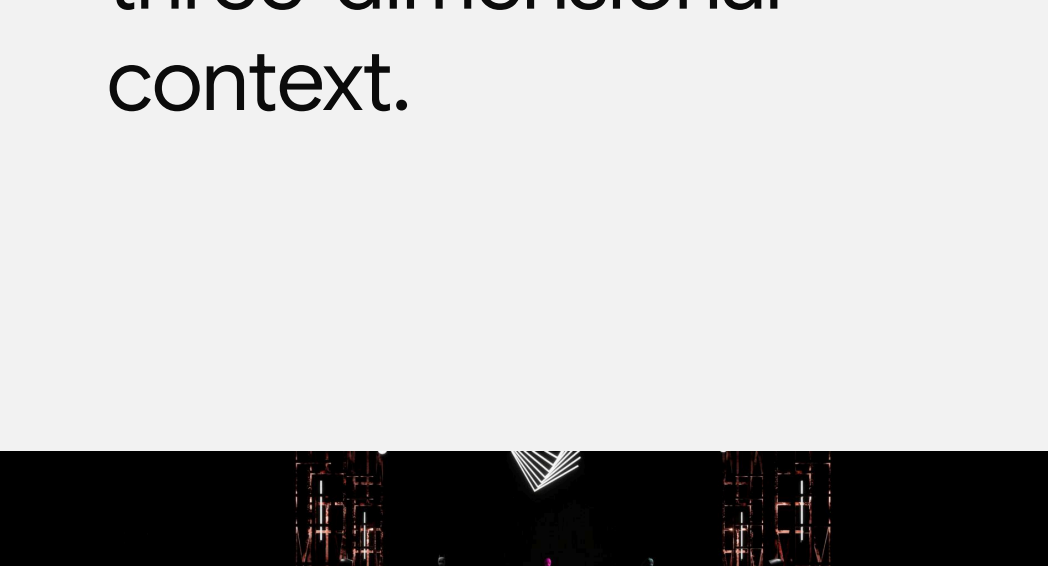


CONCEPT

This project explores the intersection between fashion and digital environments through the creation of a 3D clothing collection.

By combining garment design with tools such as 3ds Max, Substance Painter and Unreal Engine 5, the project develops a series of pieces that exist within a fully immersive virtual showroom. The approach merges contemporary fashion with real-time technologies, extending the experience beyond the garment itself into a designed atmosphere.

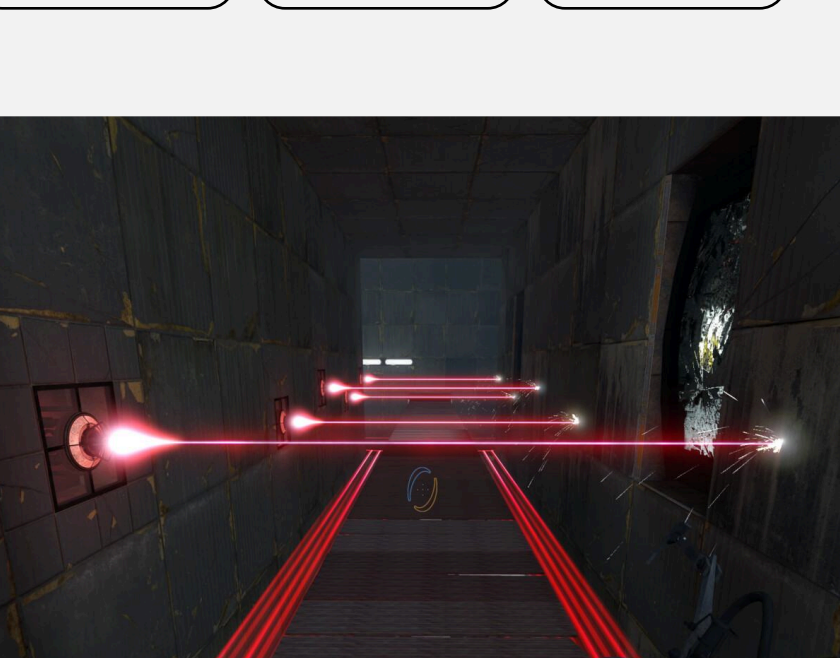
The result is a digital space where clothing, texture and environment work together, redefining how fashion can be created, presented and experienced in a three-dimensional context.



Video:
<https://youtu.be/QLeJz1TXw8w?si=dPSf>

<iframe width="560" height="315" src="https://www.youtube.com/embed/QLeJz1TXw8w?si=dPSf&list=PLQx4c...&autoplay=1" frameborder="0" allow="accelerometer; autoplay; clipboard-write; encrypted-media; gyroscope; picture-in-picture; web-share" referrerpolicy="strict-origin-when-cross-site" allowfullscreen></iframe>

SELECTED WORKS



HERBEAT

- SIGNAGE SYSTEM
- DESIGN GRAPHIC
- BRAND IDENTITY



Butalism - Portal 2

- LEVEL DESIGN
- GAME DESIGN
- GAME MECHANICS
- GAMEPLAY VIDEO

[View full portfolio →](#)

