Digital Art Yugoslavia

View the full portfolio at http://www.thecreativefinder.com/koleos33

Professional Experience and Curriculum Vitae

I'm self taught car designer and 3d modeler. I like to design both with 2d graphic and 3d modeling softwares. My themes are based mostly on futuristic and sports car concepts. Everything what I've learned about design, 2d/3d softwares I've learned from books, software help and from online tutorials. And of course many of hours of practicing in front of my PC. I've never finished school for design, because I had no money for design education. I was accepted by Coventry University and Academy of Art, San Francisko 10 years ago. For Automotive design courses. Money problem stopped me. That didn't stopped me to work as professional 1 year as graphic and industrial packaging designer. I'm still hopping that dream will continue, or go to higher level. Right now I'm focusing myself more on creating 3dmodels for online 3d markets, sketching cars (in free time) and on sharping my 3d rendering skills. I create my 3d models with blender 3d, renderings with cycles and with Simlab Composer rendering software. For concept sketching I'm using sketchbook pro, for enhancing 3d renderings and sketches I'm using gimp. Enjoy in my free minded and creative concepts.

Previous Clientele

Please kindly get in touch for more information.

Awards and Accolades

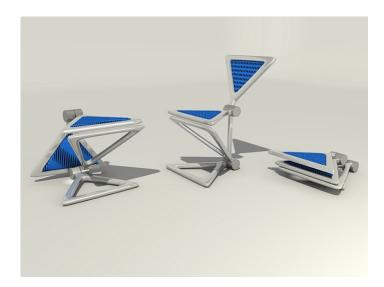
Please kindly get in touch for more information.

Awards and Accolades

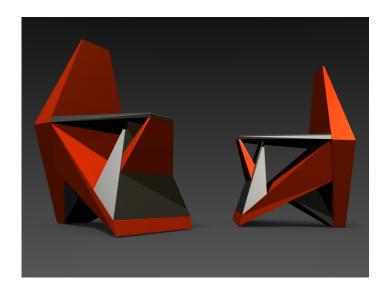
One of my supercars concept was on top cover of 3D Artist magazine from UK .My other supercar concept 3d model rendering was used for billboard for Italian carshow in Rome 2015.

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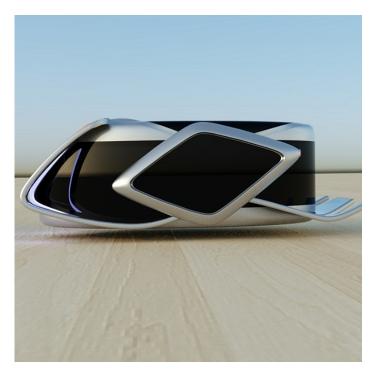


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