

Marcel Kliment

34r.



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Software:

CorelDRAW

Adobe Photoshop

Blender

Maxon Cinema4D

Autodesk Fusion360

Substance Painter

Resolume Arena



Skills:

Product visualization

Product design

3D modeling, texturing, rendering



Odkazy:

Web

rokksolid.xyz

(link)

Artstation

artstation.com/rokksolid

(link)

Instagram

instagram.com/rokk_solid.design

(link)



Vzdelanie:

2008-2012

SUŠ Ladislava Bielika

Levice

odb: propagačná grafika



Prac. skúsenosti:

2018-2020

FaxCopy a.s.

Levice

prac. poz.: grafik

2020-2023

Client Service s.r.o.

Levice

prac. poz.: grafik

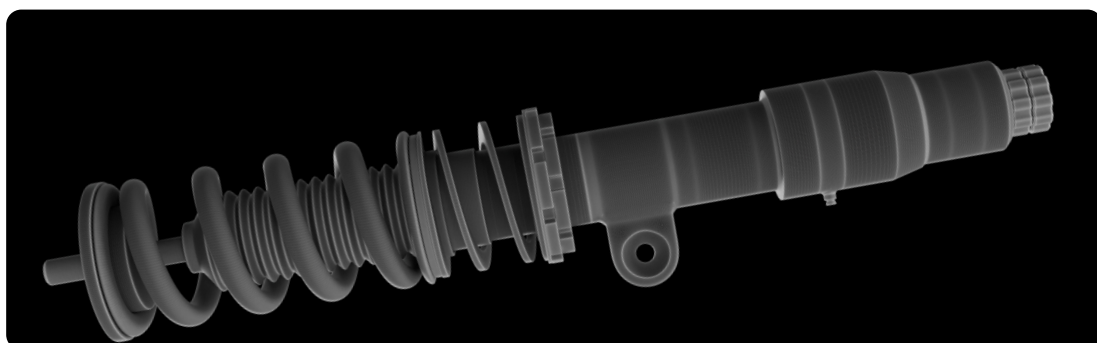
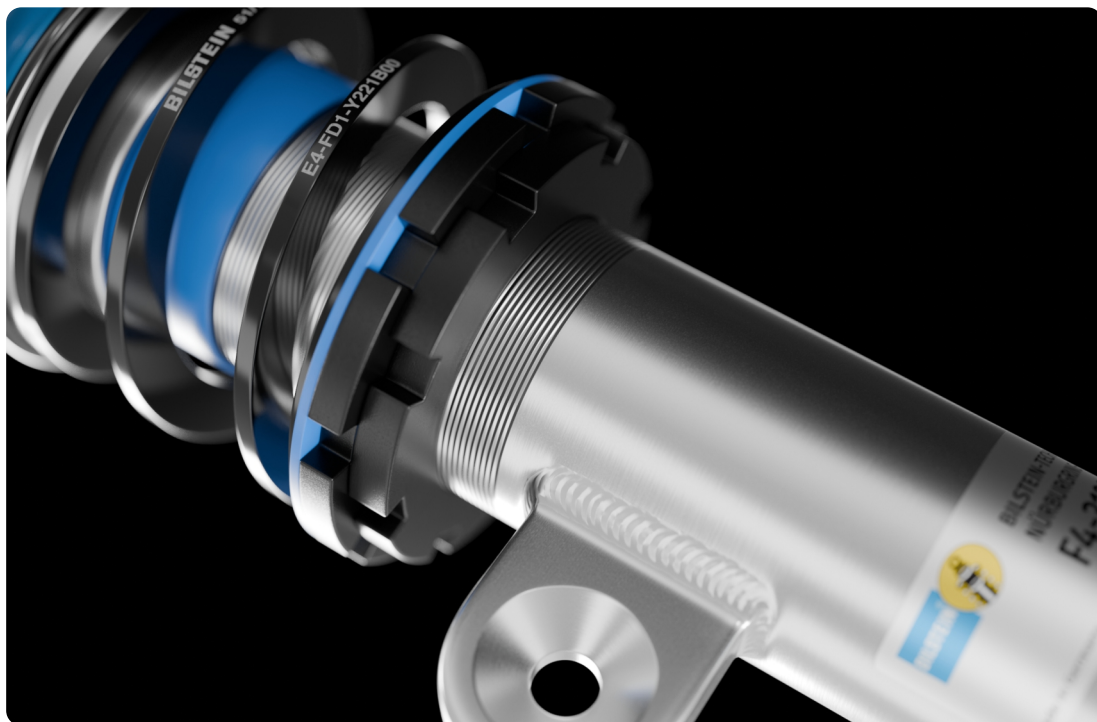
2024+

SZČO:

výroba/predaj dig. produktov

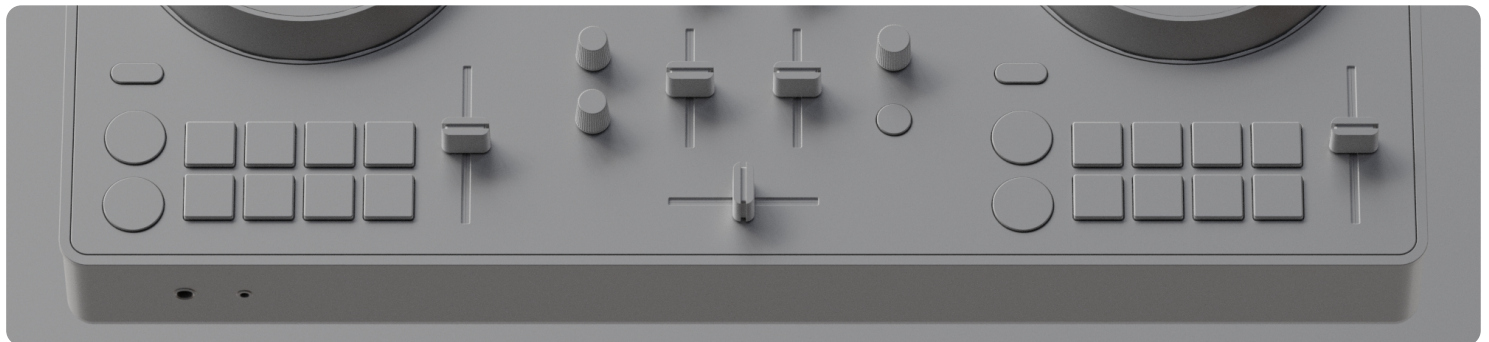
príprava a výroba 3D modelov





Bilstein Sport Shock Absorbers

Blender
Modeling / Texturing / Rendering



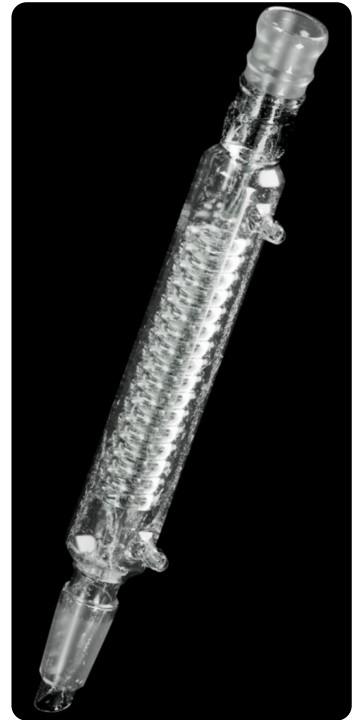
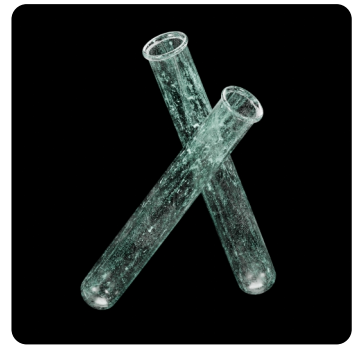
AlphaTheta Omnis

Blender
Modeling / Texturing / Rendering



Eurorack Devices

Blender
Modeling / Texturing / Rendering



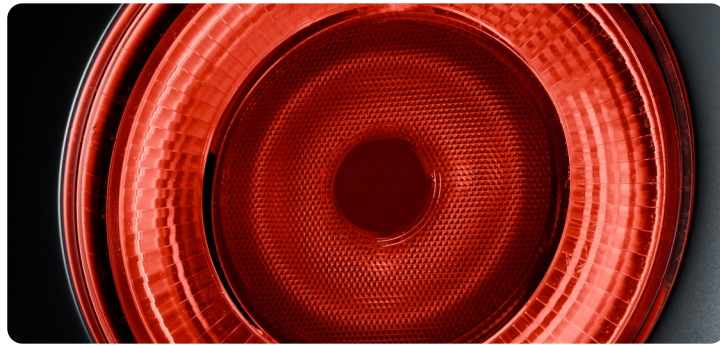
Lab Glassware Study

Blender
Modeling / Texturing / Rendering



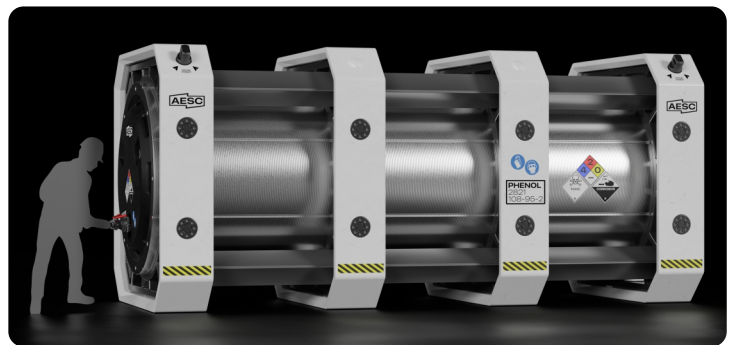
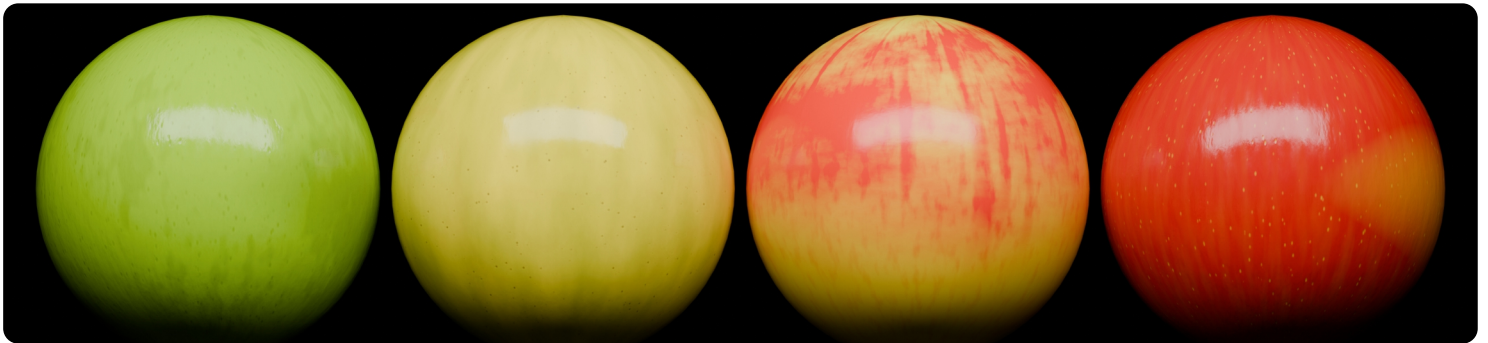
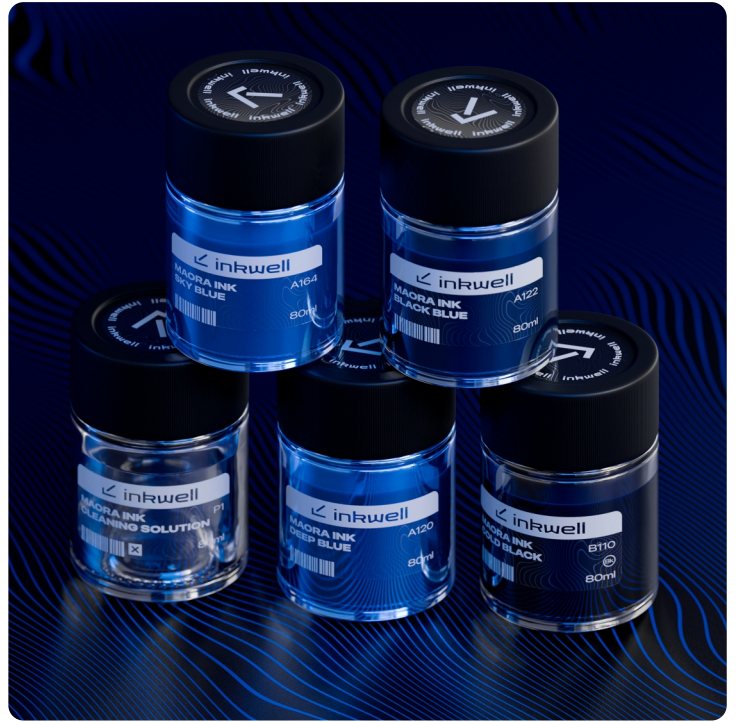
Rifle Optics Study

Blender / Substance Painter
Modeling / Texturing / Rendering



Headlight Glass Study

Blender
Modeling / Texturing / Rendering



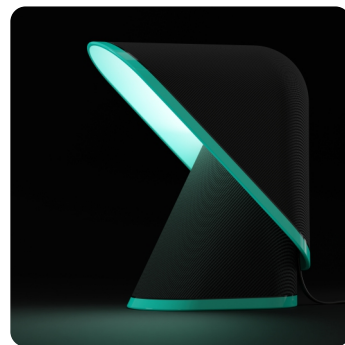
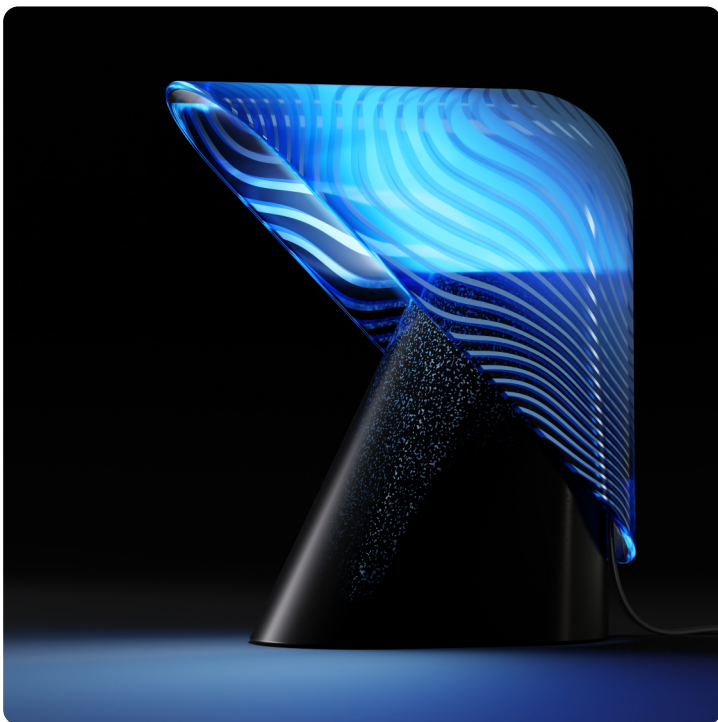
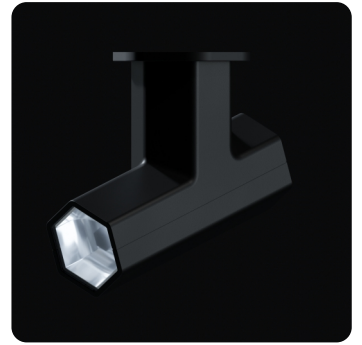
Var. I

Blender / Substance Painter
Modeling / Texturing / Rendering



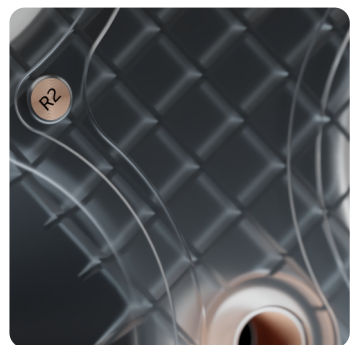
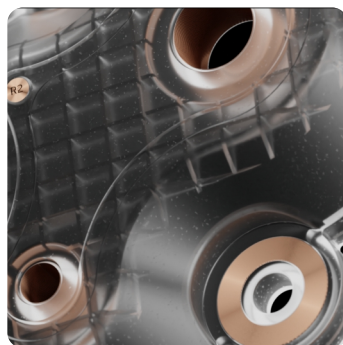
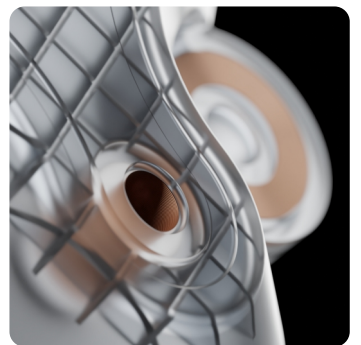
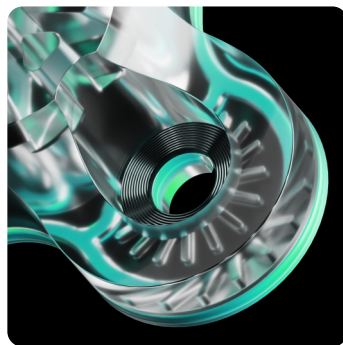
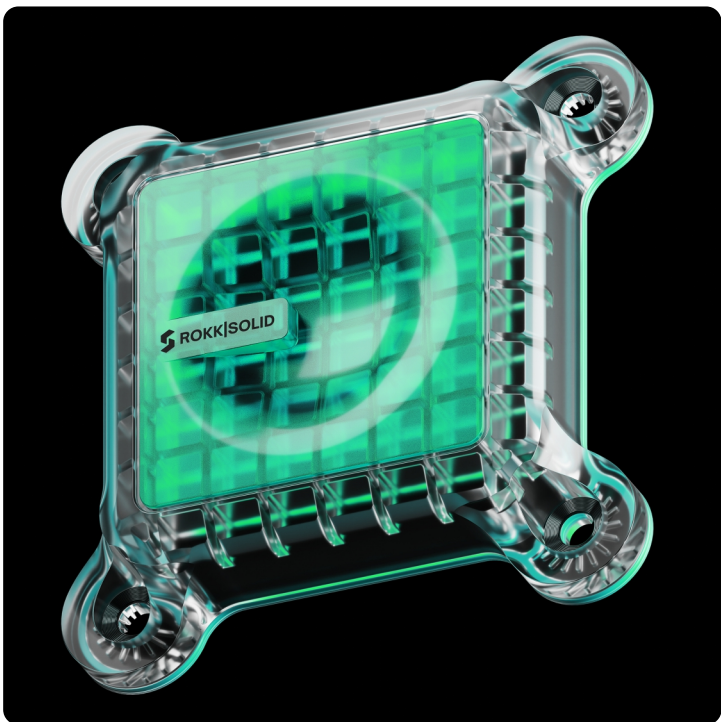
MN-61 Wire Recorder

Blender
Modeling / Texturing / Rendering



Lamps

Blender / Fusion360
Modeling / Texturing / Rendering



Var. II

Blender / Fusion360
Modeling / Texturing / Rendering