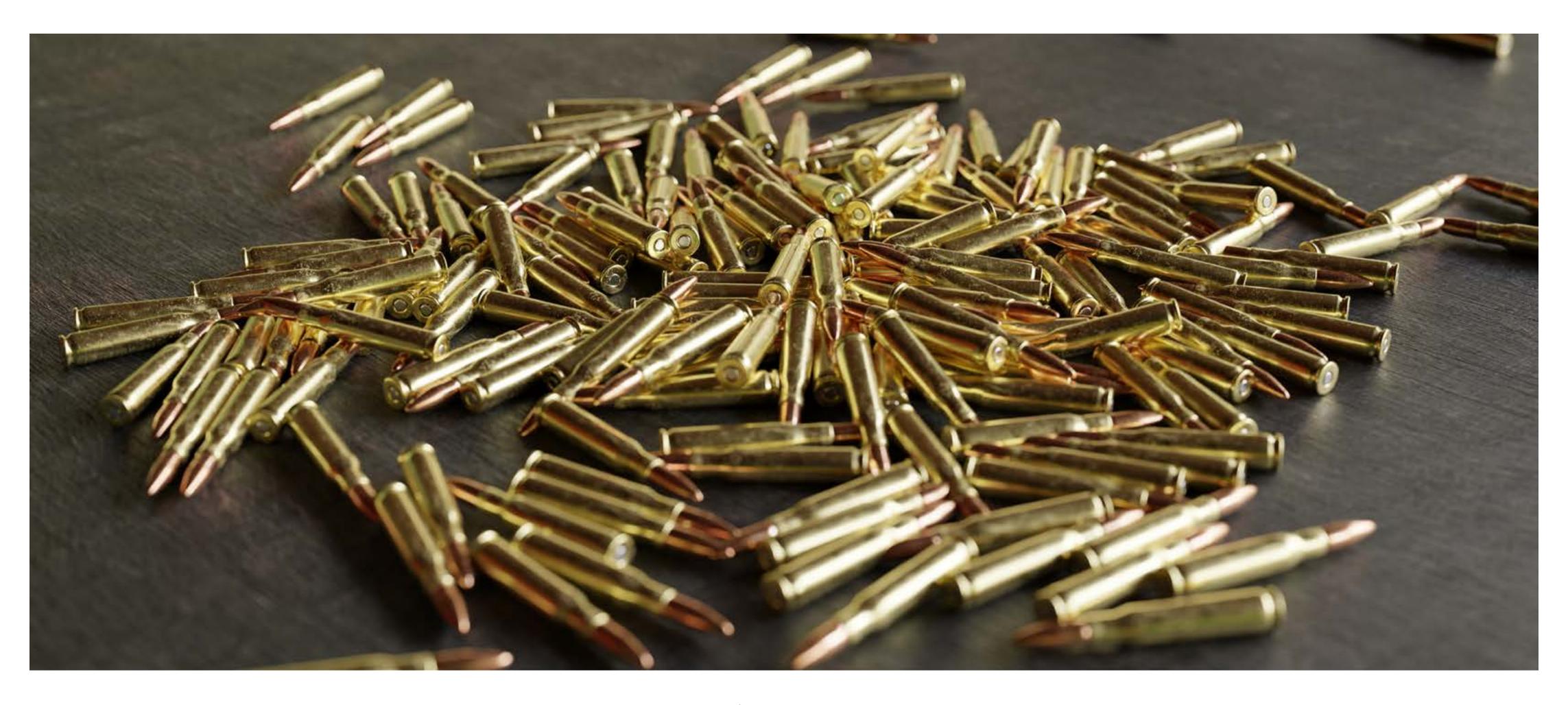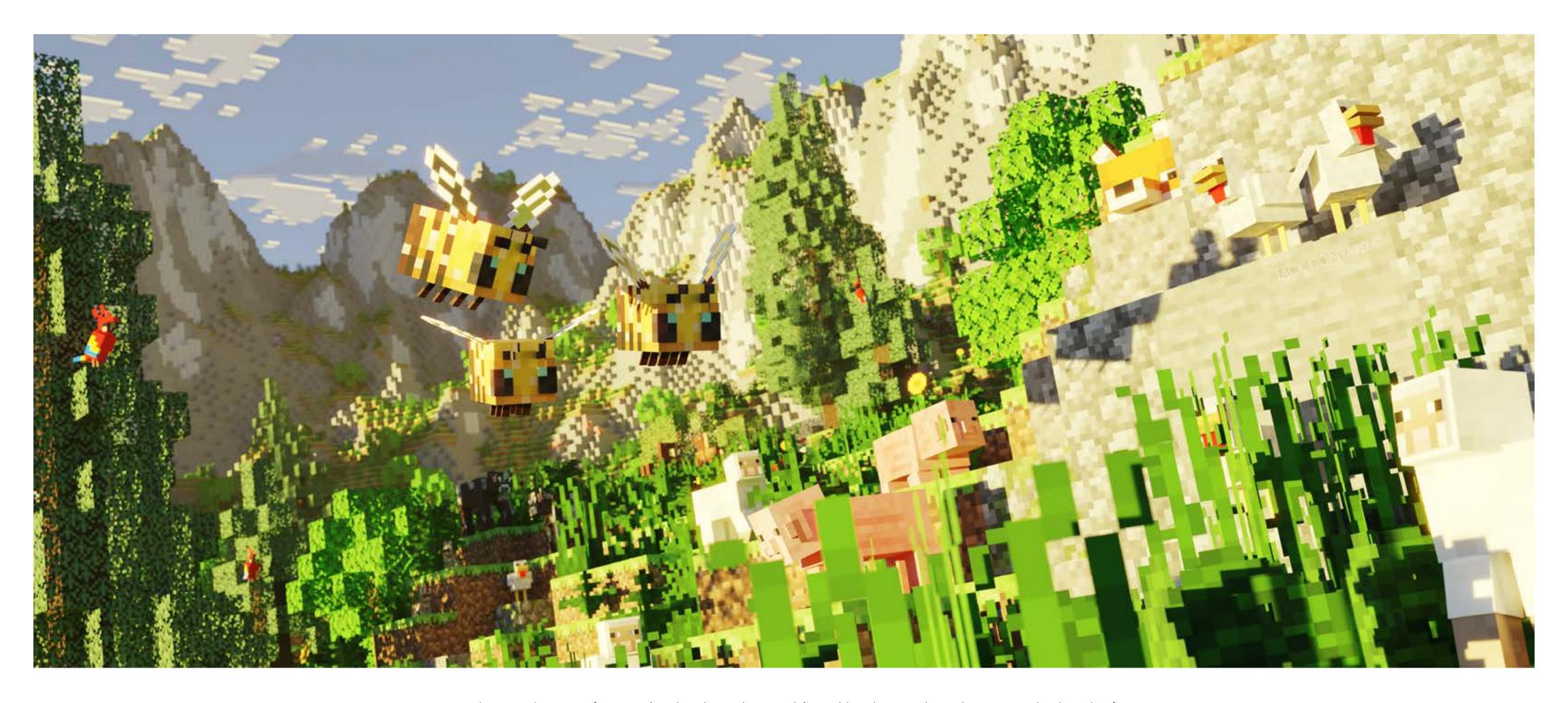# JACK CONYARD

INTERACTIVE / 3D DESIGNER PORTFOLIO

This render was produced using the 3D design software known as Blender as a way to develop and test my skills on the subject of photorealism.

I was challenged to create an image that would attempt to fool observers into believing the picture was one taken by an actual camera for a dissertation project regarding the benefits of using CGI. According to surveys taken, this effect was achieved.

VOXEL LIFE

This piece was created as header for a customer who wished to display it on a YouTube channel. He wanted a simple typographic, box logo design layered on top of a colourful background. Said background is blurred out in order to make he logo (also designed by me) to pop out more, allowing for easier viewing on smaller devices, such as mobile.

The background itself is another scene created in 3D and can be seen without the blurring effect on the next page.

Created in 3D design software Blender, this is the non-blurred background used in a YouTube header for a client of mine. Relevant to the theme of the clients YouTube channel, this has also served the purpose of an ultra-widescreen desktop wallpaper for the client.

One area of design that always intrigued me is known as "Op Art". This refers to optical illusion artwork that is intentionally designed to cause illusions and hallucinations for the observer of the artwork.

Using very strong and highly contrasting lines in a vector based format, I was able to create this image that antagonises the viewer's visual perception.