



Florian Dyck
Diplom Industrie-Designer

Portfolio



More than seventeen years of work experience
for the automotive industry:

- Autodesk VRED (scene preparation, realtime and offline rendering)
- 3D Excite DeltaGen (dataprep, realtime visualisation)
- Autodesk Maya (modeling, rigging, animating, lighting, rendering)
- Adobe Photoshop and After Effects (compositing, post production, video editing)
- Unity 3D (realtime visualisation)
- Microsoft Office (presentation layout)

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Stills from the promotional clip for Rimac Automobili



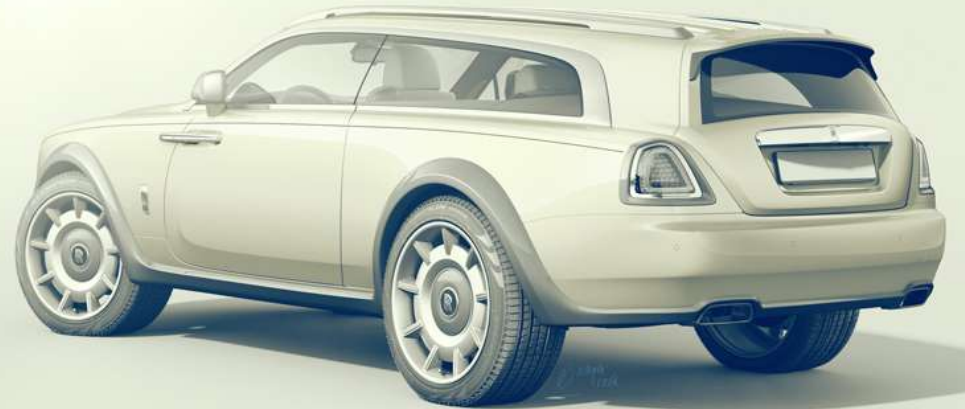


Stills from the promotional clip for Rimac Automobili





VRED rendering, private project for design visualisation and Maya modeling





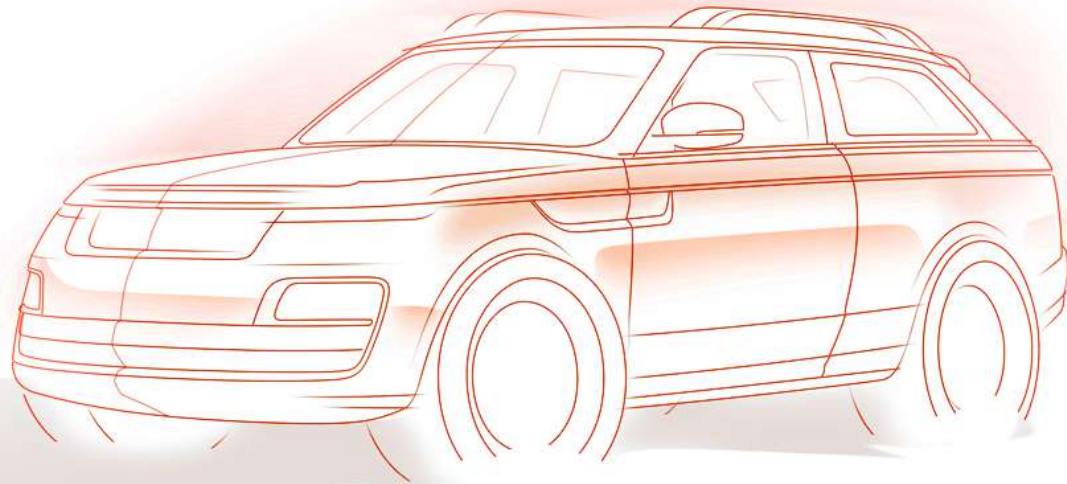
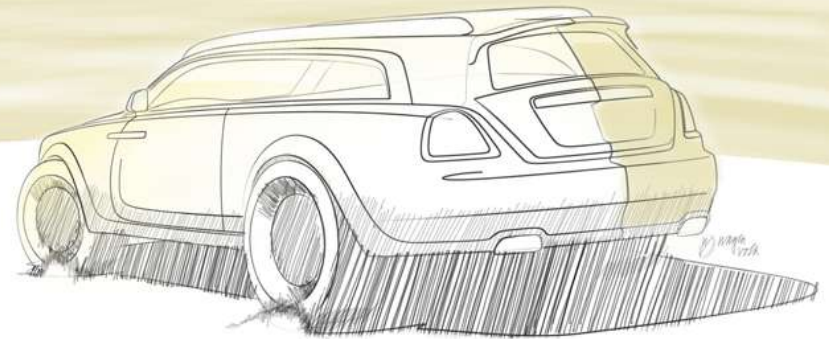
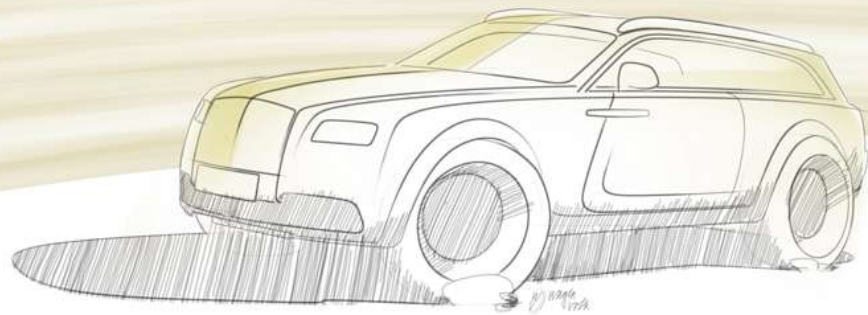
VRED rendering, private project for design visualisation and Maya modeling





VRED rendering, private project for design visualisation and Maya modeling







Screenshots from the Volkswagen online configurator, implementation of the new illumination





VRED rendering, private project for architectural surrounding





3DExcite rendering, Volkswagen Design press images for the launch of the up!





VRED rendering, private project for architectural surrounding





VRED rendering, private project for architectural surrounding





VRED rendering, private project for architectural surrounding





VRED rendering, design variant





VRED rendering, design variant





VRED rendering, design variants





VRED rendering, design variant





VRED rendering, design variant





VRED rendering, design variant





VRED rendering, design variant, details





VRED rendering, surrounding setups for marketing purposes





RANGE ROVER SPORT



RANGE ROVER SPORT



RANGE ROVER SVO DESIGNPACK



RANGE ROVER SVO DESIGNPACK



VRED rendering, test for image based lighting





Oberfläche	Allgemeinbezeichnung		Werkstoff	
	Erstellt durch	Genehmigt von	Sachnummer	
	Teil, Ersatzlicher Teil		Dokumentation	
	Material	Art.	Abgabedatum	Typ. Blatt



3DExcite rendering, press images for the „auto & design“ magazine



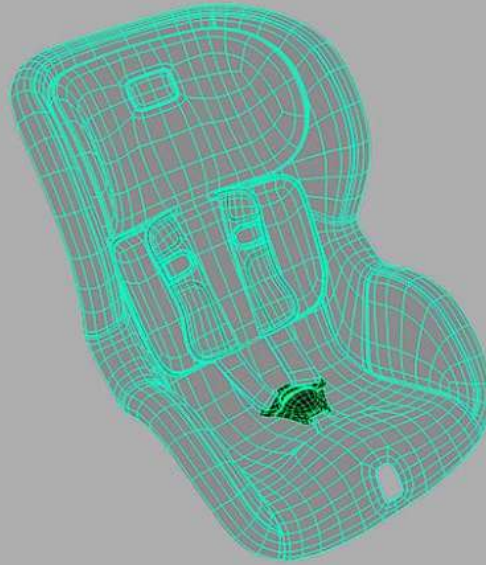


3DExcite rendering, press images for the „auto & design“ magazine





CAD data



smooth mesh preview



soft surfaces





Maya/ mental ray rendering, test for image based lighting



Thank you!