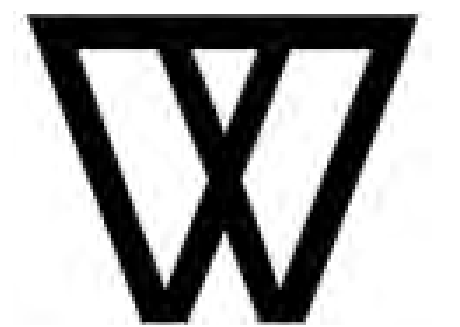


# 3D DESIGN PORTFOLIO



**Wojciech Grabczak**  
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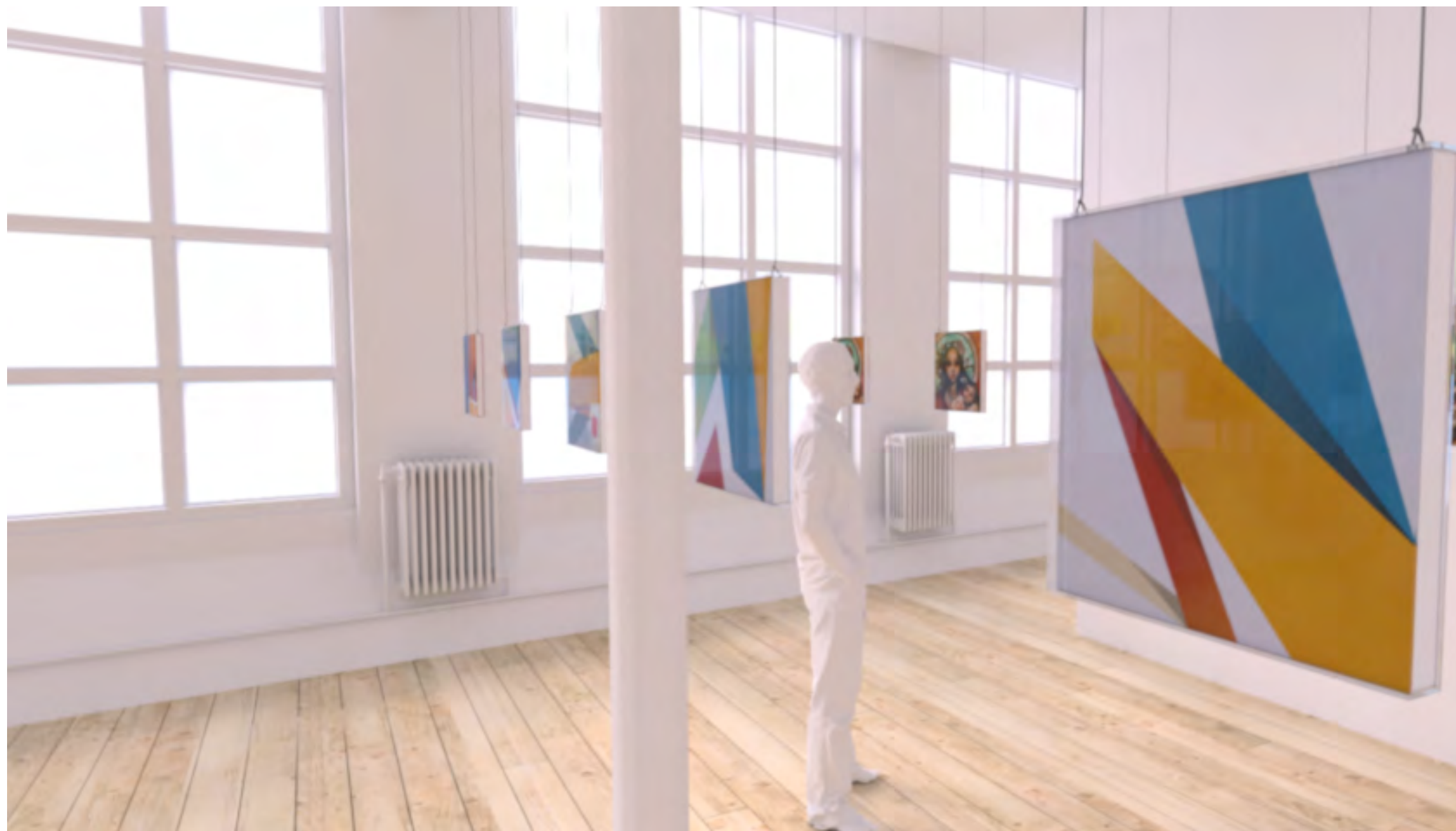
## Gallery Interior 3D Visualisation

3D Modelling, Texturing, Lighting and Rendering

Software used: Blender 3D, Gimp, Illustrator

I created this 3D scene and renderings from start to finish for space planning and art curating purposes prior to the exhibition launch.

Based on photos, floor plans and on-site measurements.



## The Jewish Museum and Tolerance Center in Moscow

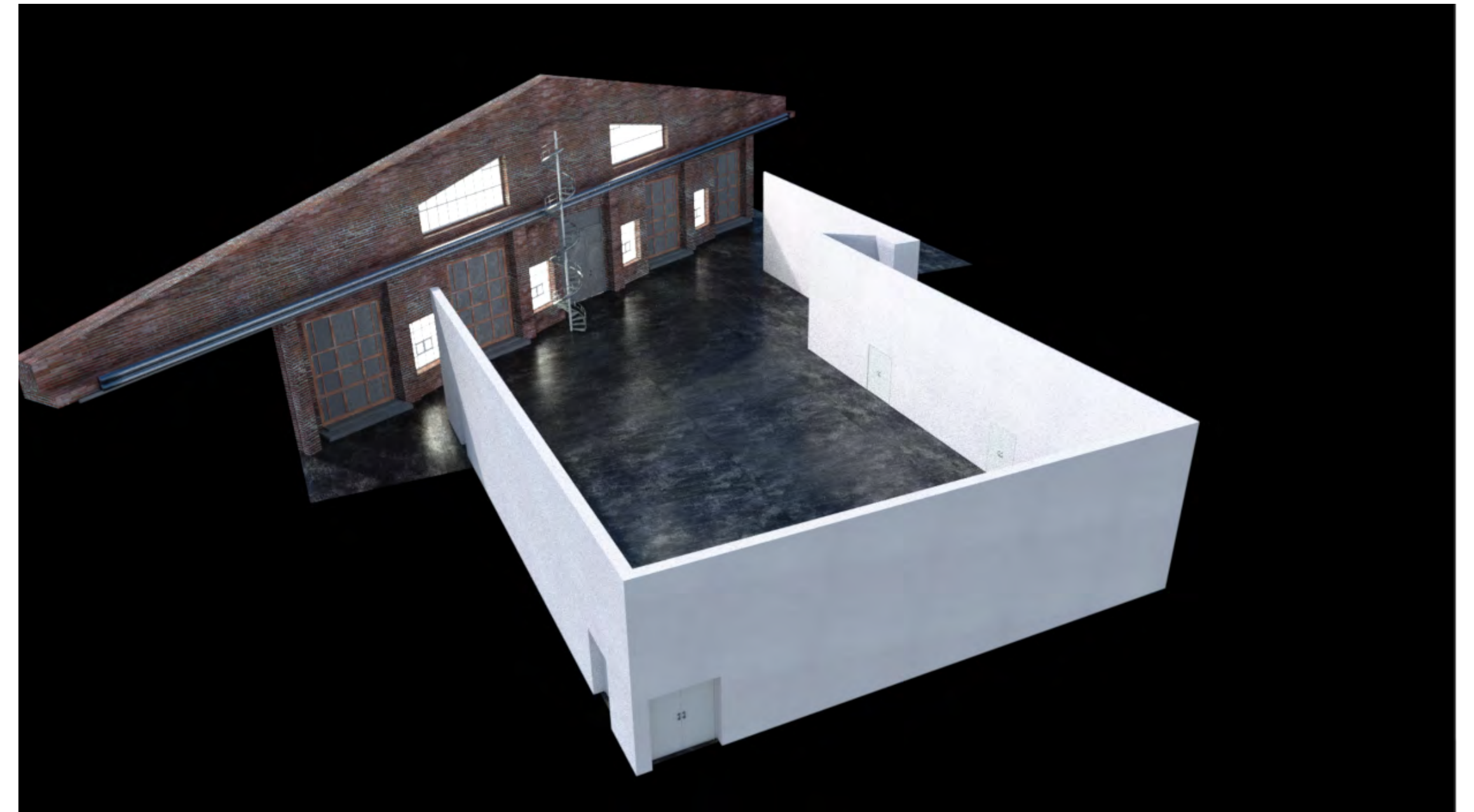
### Exhibition Space 3D Visualisation

3D Modelling, Texturing, Lighting and Rendering

Software used: Blender 3D, Gimp, Illustrator

I created this 3D scene and renderings from start to finish from a limited number of photos for space planning for a possible future exhibition.

Based on photos and floor plans.





## **Whitworth Art Gallery (Manchester) 3D Printed Scale Model**

3D Modelling, in-house 3D Printing and Assembly

Software used: Blender 3D, Illustrator, FlashPrint

I created this modular 3D Model with 3D Printing in mind, printing and assembling the model as I was working on subsequent parts. The model was then attached to an aluminium composite panel. Used as an aid to better understand the space by the artist.

Based on photos and floor plans.

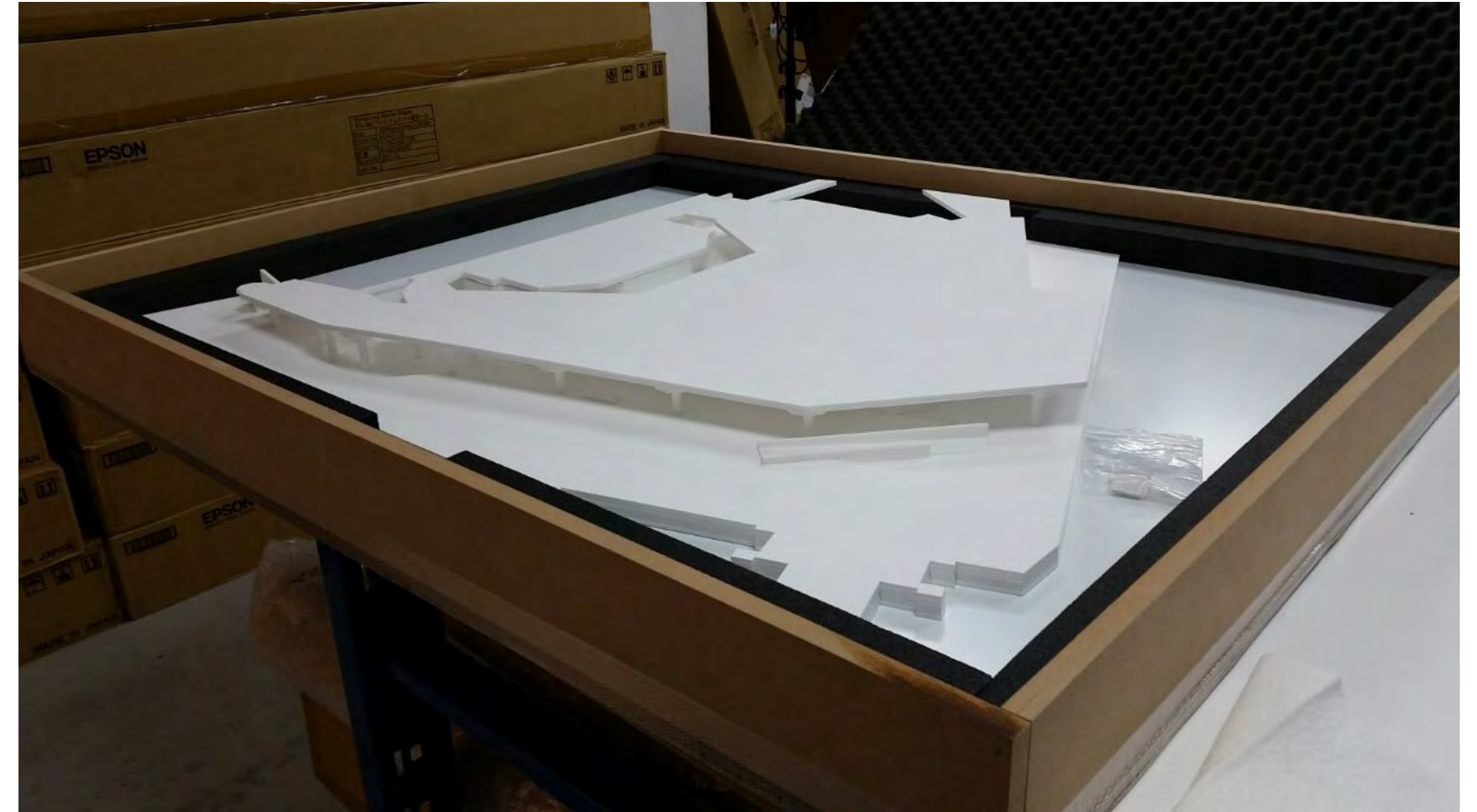
## Southbank Space in London 3D Printed/Laser Cut Scale Model

3D Modelling, 3D Printing parts, Creating paths for Laser cutting and 3D Printing files, assembly

Software used: Blender 3D, Gimp, Illustrator

I created this scale model from start to finish from existing data provided, supplemented with on-site survey and measurements. To be used as an aid to visualise space planning proposals during meetings.

Based on provided 3D model (inaccurate), architectural CAD drawings, photos and on-site measurements.





## **Frecciarossa High Speed Train 3D Model and Renderings**

3D Modelling, Texturing, Lighting and Rendering

Software used: Blender 3D, Gimp

I created this 3D Model of the Frecciarossa train for a client, to be displayed in a graphic on the website, as part of a printed marketing brochure as well as a part of a promotional animation.

Based on photos and blueprints.

## **Bowl Chair Product Visualisation 3D Model and Renderings**

3D Modelling, Texturing, Lighting and Rendering

Software used: Blender 3D, Gimp

I created this 3D Model and renderings as a part of an architectural proposal for a Lina Bo Bardi fellowship grant.

Based on drawings and photos of an existing product designed by Lina Bo Bardi.

