



DESIGNER / 3D EXPERT / MODELEUR 3D
PARIS

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PORTFOLIO



Bonjour !

Je suis Baptiste de Junnemann

Designer créatif spécialisé en 3D, je développe des expériences visuelles à la croisée du design produit, du textile et de l'image. Mon profil hybride me permet d'intervenir sur l'ensemble de la chaîne de création : de la conception à la modélisation surfacique, jusqu'au rendu photoréaliste et à la direction artistique.

Curieux et polyvalent, j'explore des univers variés tels que le luxe, la joaillerie, la publicité et l'industrie, avec une attention particulière portée aux détails, aux matériaux et à la lumière. Mon approche combine sens esthétique, maîtrise technique et storytelling visuel pour donner vie à des concepts forts et impactants.

Ce que je fais

Je conçois des objets et des images qui prennent vie.

Entre design produit, 3D et direction artistique, je transforme des idées en formes, en matières et en rendus réalistes.

Modélisation 3D

Rendu photoréaliste

Texturing

Design produit

Direction Artistique

Visualisation

Animation

Design Textile

Ce que j'utilise

- **Blender**
- **Rhinoceros 3D**
- **Alias**
- **Keyshot**
- **Suite Adobe (Photoshop, Illustrator, etc...)**
- **Adobe Sampler, designer**
- **Suite Office**

Index

1

Joaillerie.

2

Fashion.

3

Animation.

4

Mobilité.

JOAILLERIE





▼ Glass BSDF

BSDF

Multiscatter GGX ▼

● Color

● Roughness 0.000

● IOR 1.500

● Normal

> Thin Film



Material properties panel for Glass BSDF:

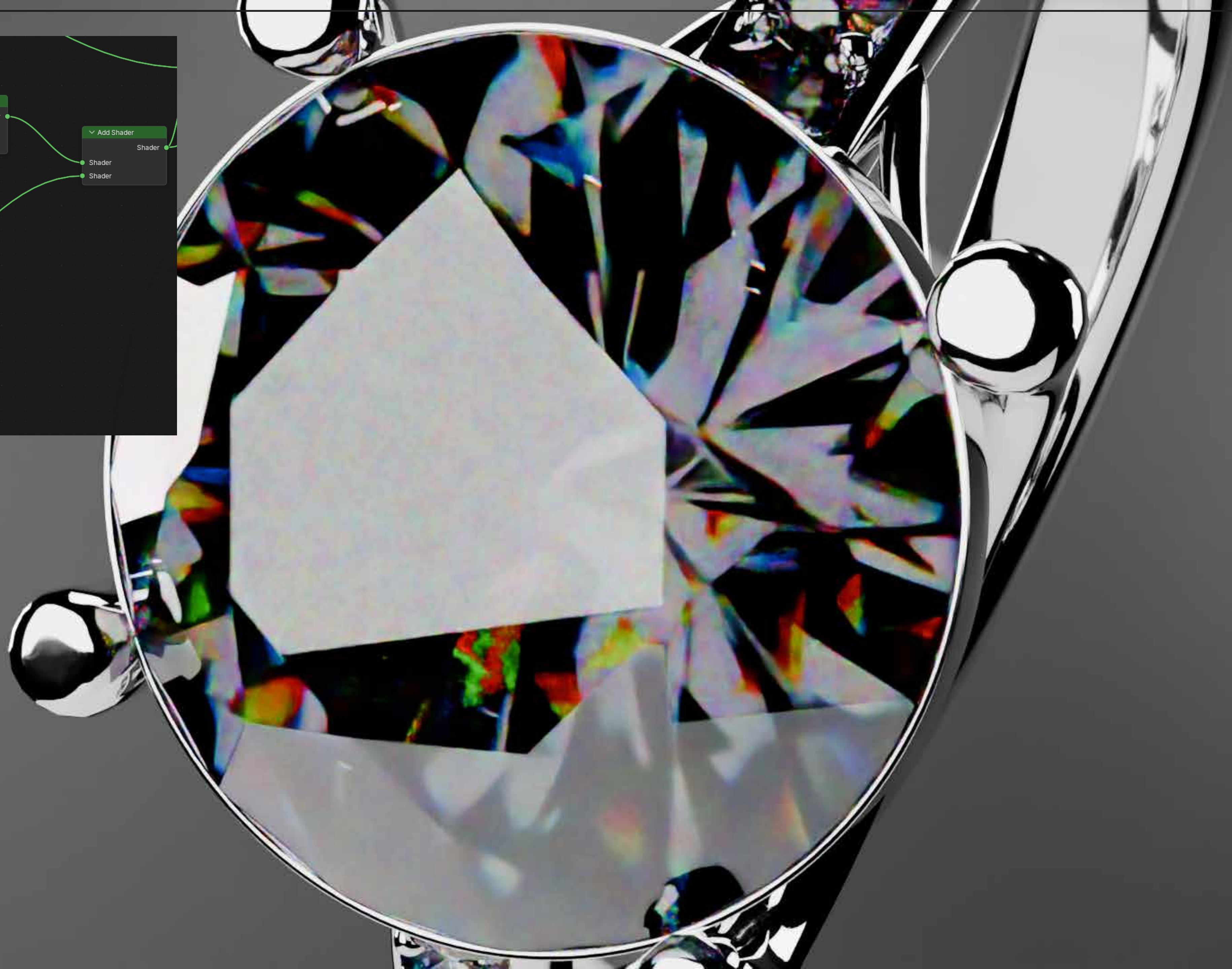
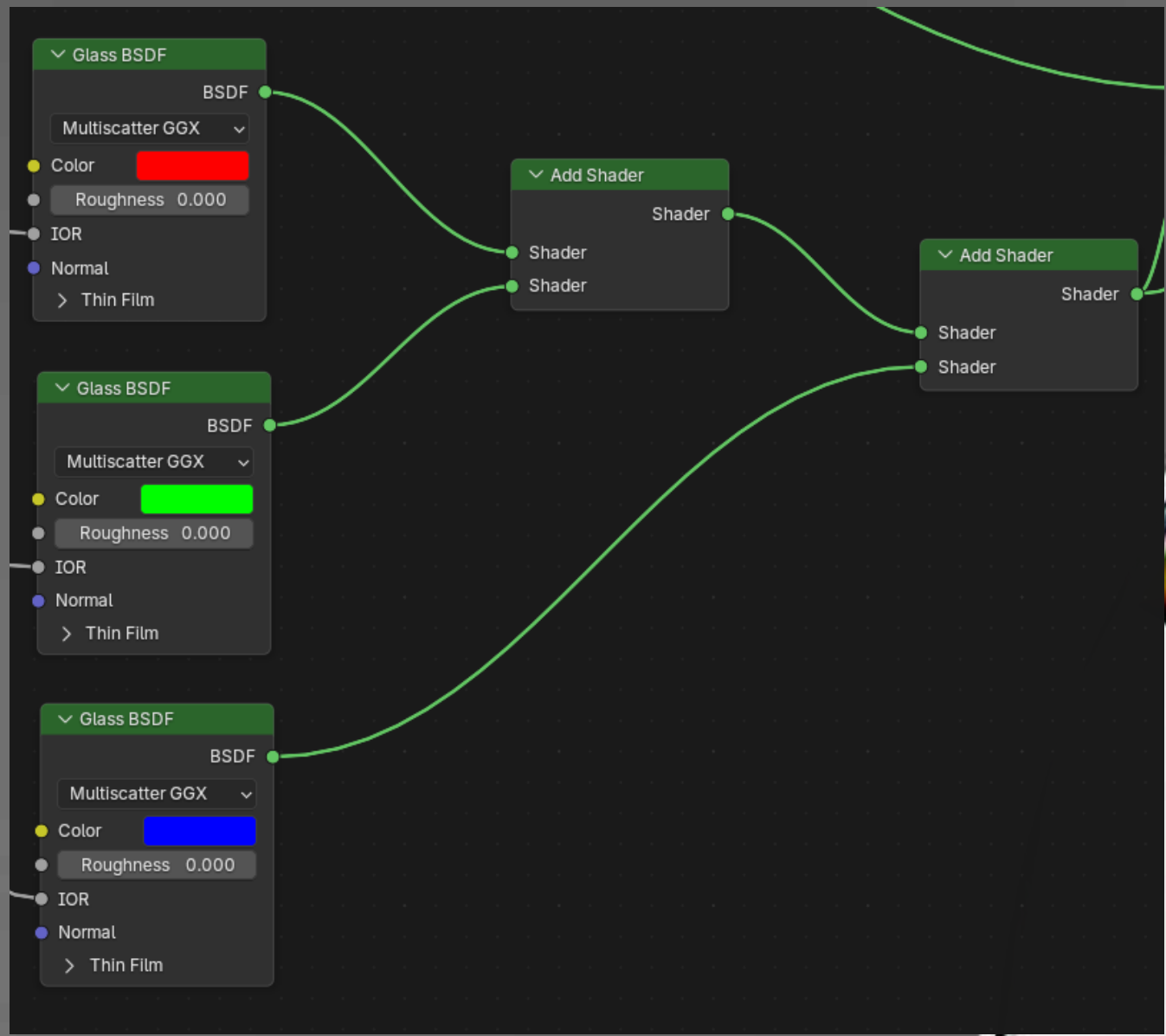
- BSDF (Active)
- Multiscatter GGX (Selected)
- Color: Red
- Roughness: 0.000
- IOR
- Normal
- Thin Film

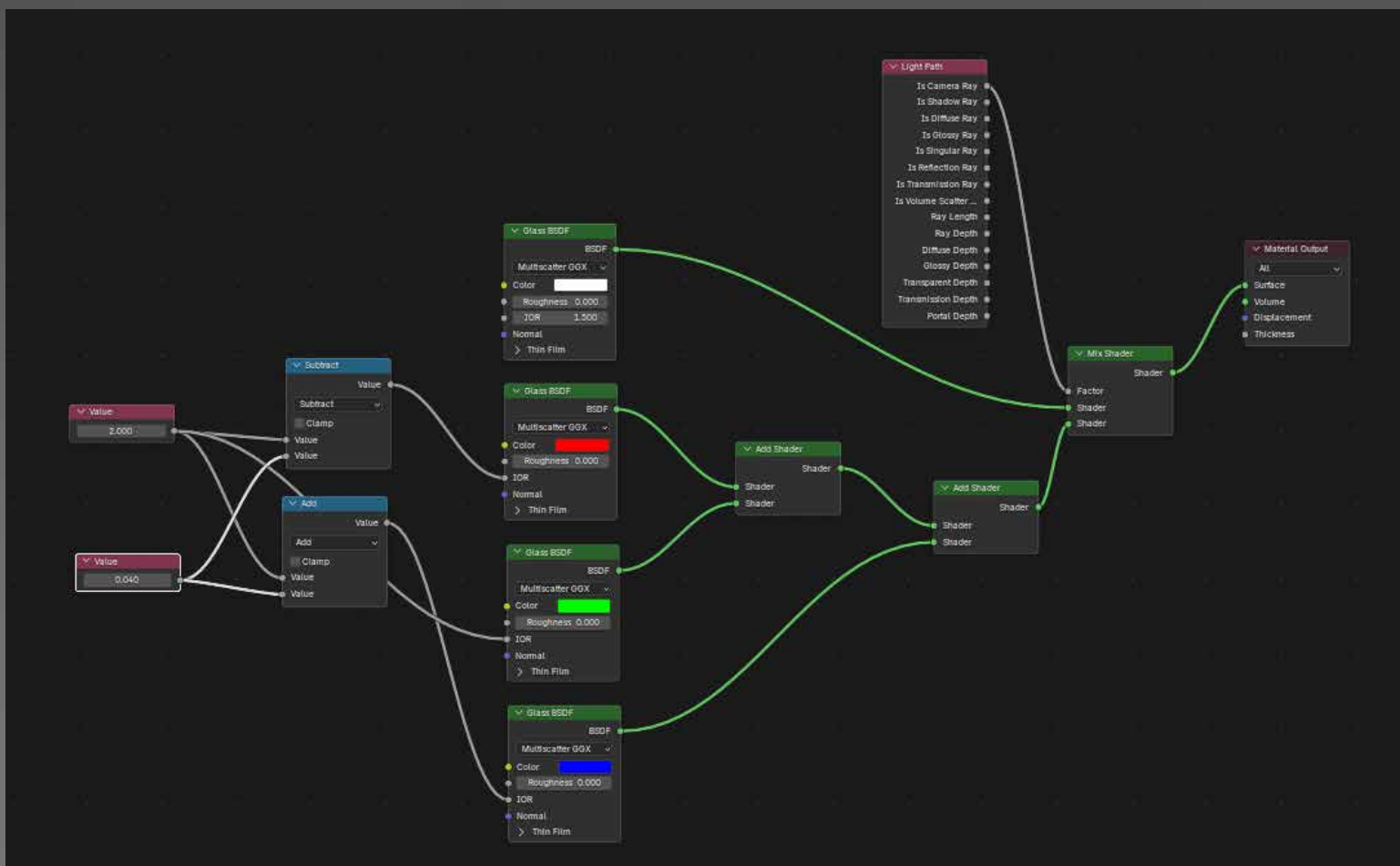


Material property panel for Glass BxDF:

- Material: Glass BxDF
- Model: BxDF
- Sub-model: Multiscatter GGX
- Color:
- Roughness: 0.000
- IOR:
- Normal:
- Thin Film:

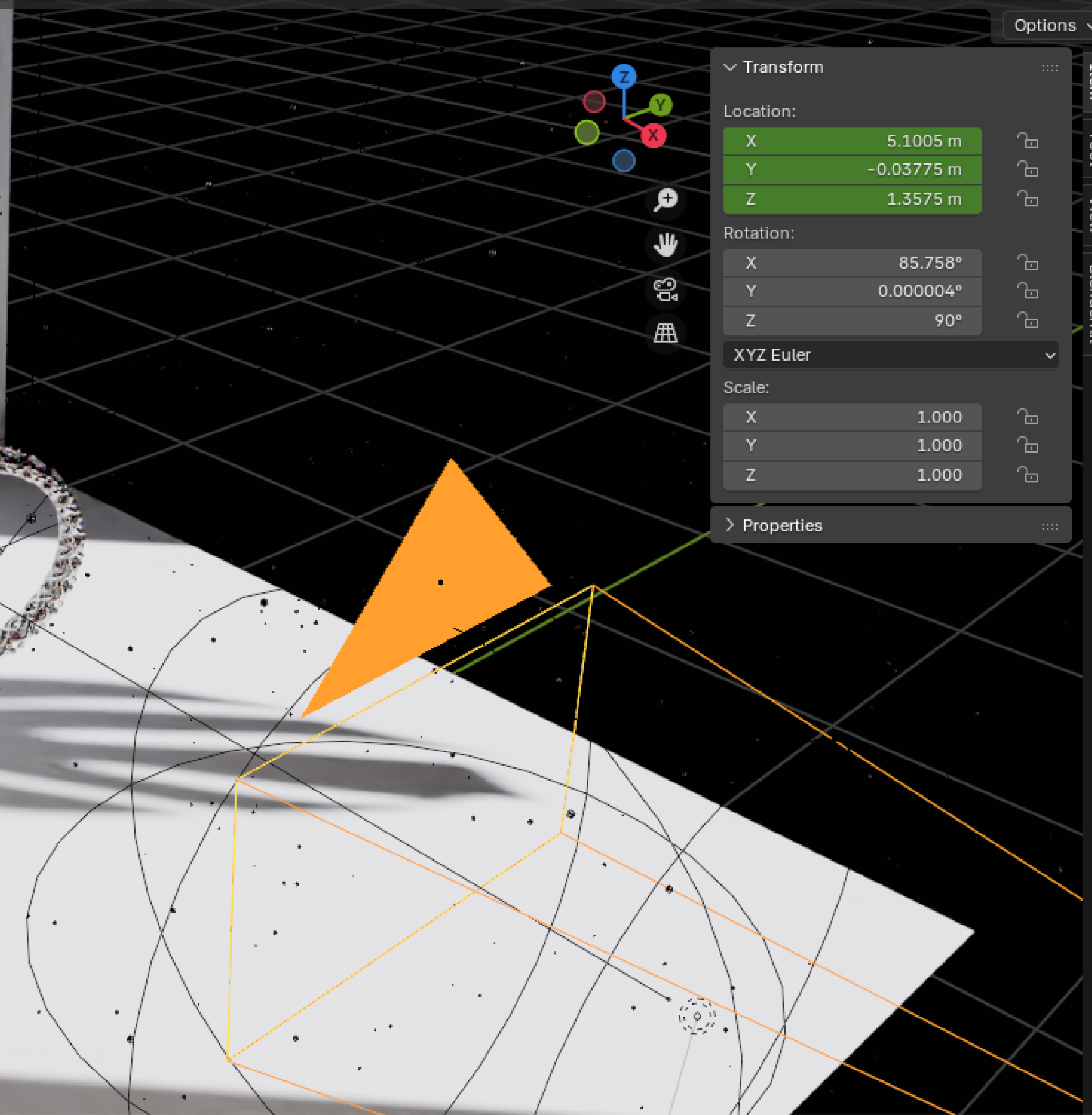
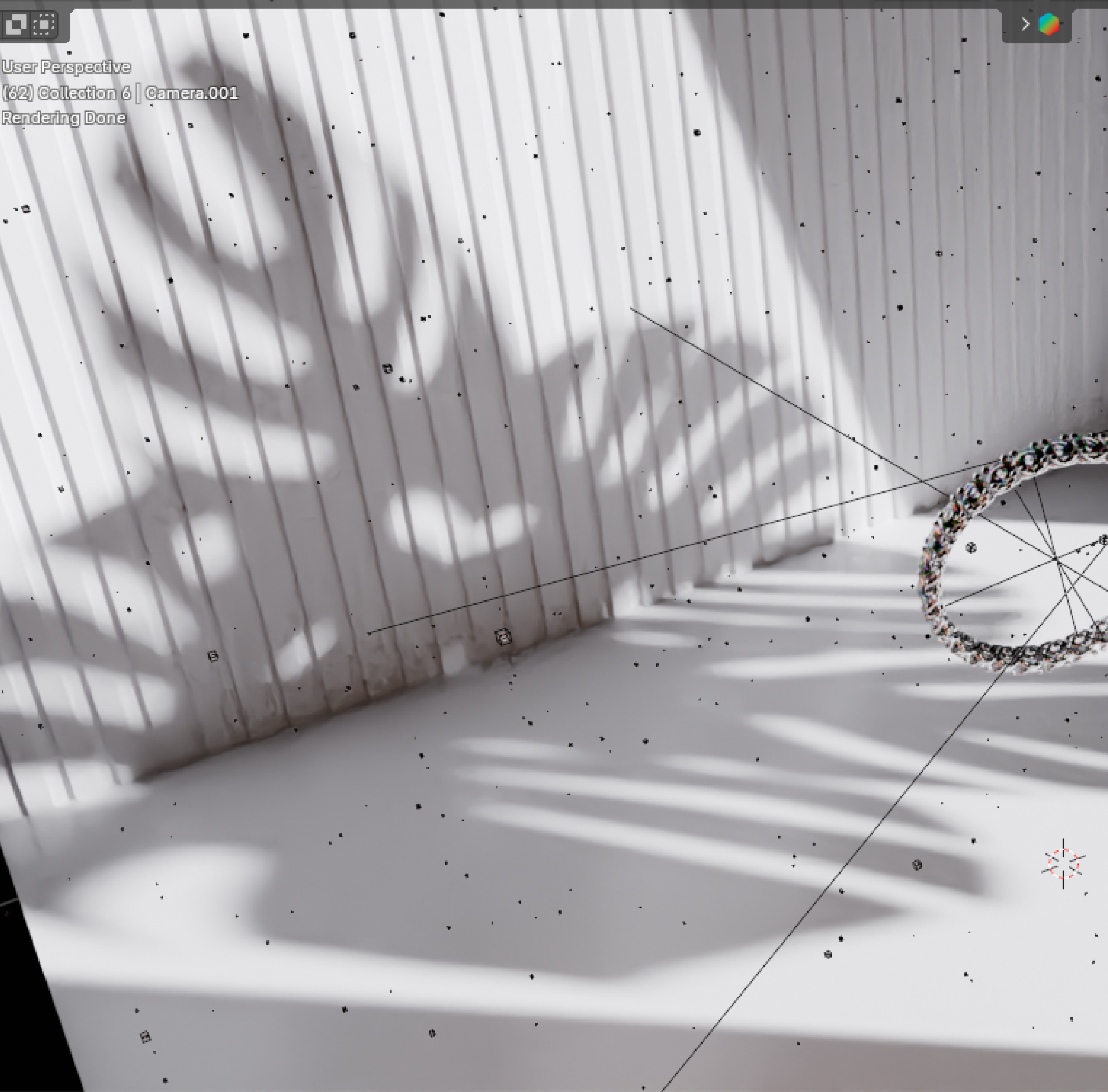












Options

Transform

Location:

X	5.1005 m
Y	-0.03775 m
Z	1.3575 m

Rotation:

X	85.758°
Y	0.000004°
Z	90°

XYZ Euler

Scale:

X	1.000
Y	1.000
Z	1.000

> Properties

Scene Collection

- Collection.001
 - Camera.001
 - Camera.002
- Lights
 - Area
 - Area.001
 - Area.002
- Dust+
 - Dust
 - Soft Refractive Mood Scene
- Scene
 - Plane
 - Plane.001
 - Product/ Add Yours
- Collection 6
 - Empty

Render Properties

Y 1.000

Render Region

Crop to Render Region

Frame Rate 24 fps

Frame Range

Frame Start	64
End	250
Step	1

Time Stretching

Stereoscopy

Output

C:\Users\bapti\Docu...imation - 1\anim-1

Saving File Extensions

Cache Result

File Format PNG

Color BW RGB

Color Depth 8

Compression 15%

Image Sequence Overwrite

Placeholders

Color Management

Pixel Density

Metadata

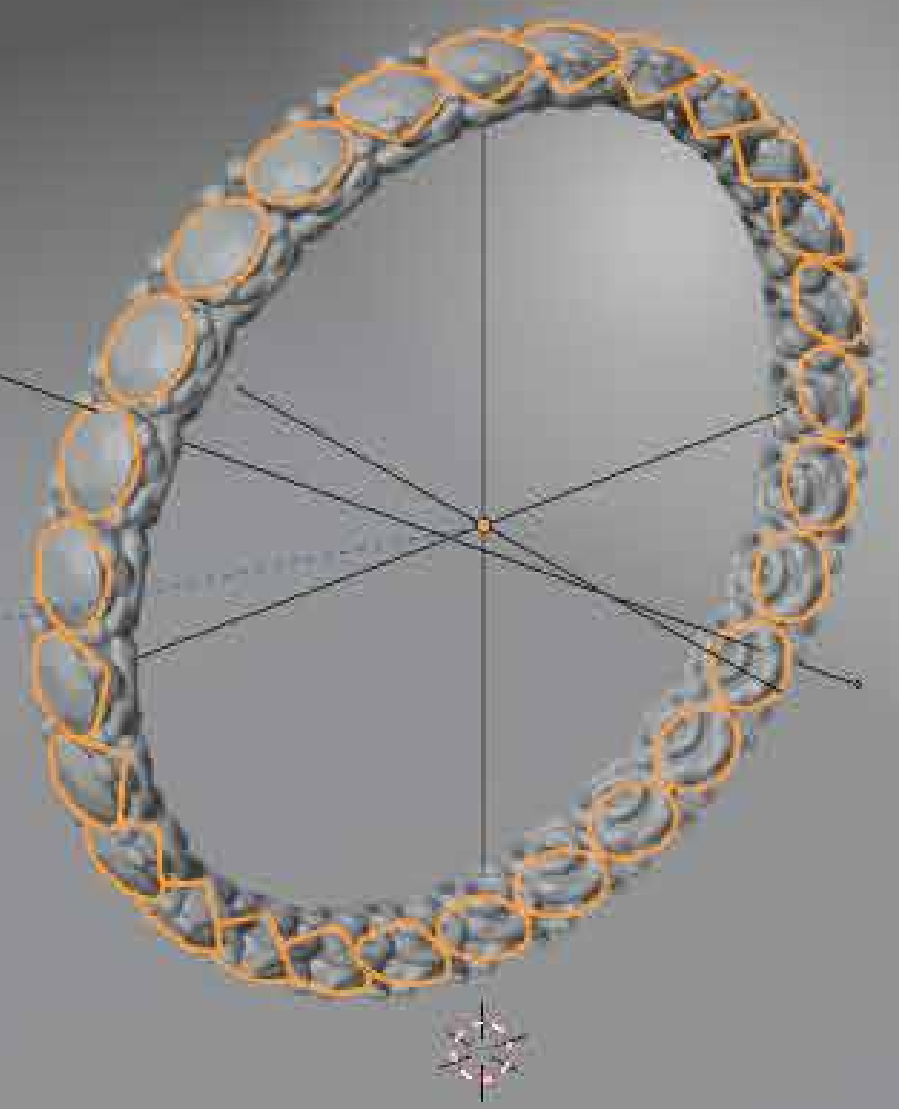
Playback Keying View Marker

62 Start 64 End 250

Timeline

10 20 30 40 50 60 62 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250

User Perspective
(1) Collection 2 | dobj



Options

Transform

Location:

X	0 m
Y	0 m
Z	12.969 m

Rotation:

X	0°
Y	0°
Z	0°

XYZ Euler

Scale:

X	1.003
Y	1.003
Z	0.993

Dimensions:

X	2.01 m
Y	2.01 m
Z	1.21 m

Properties

Scene ViewLayer

Scene Collection

- Collection
 - Area
 - Area.001
 - Camera
 - Empty
 - Empty.002

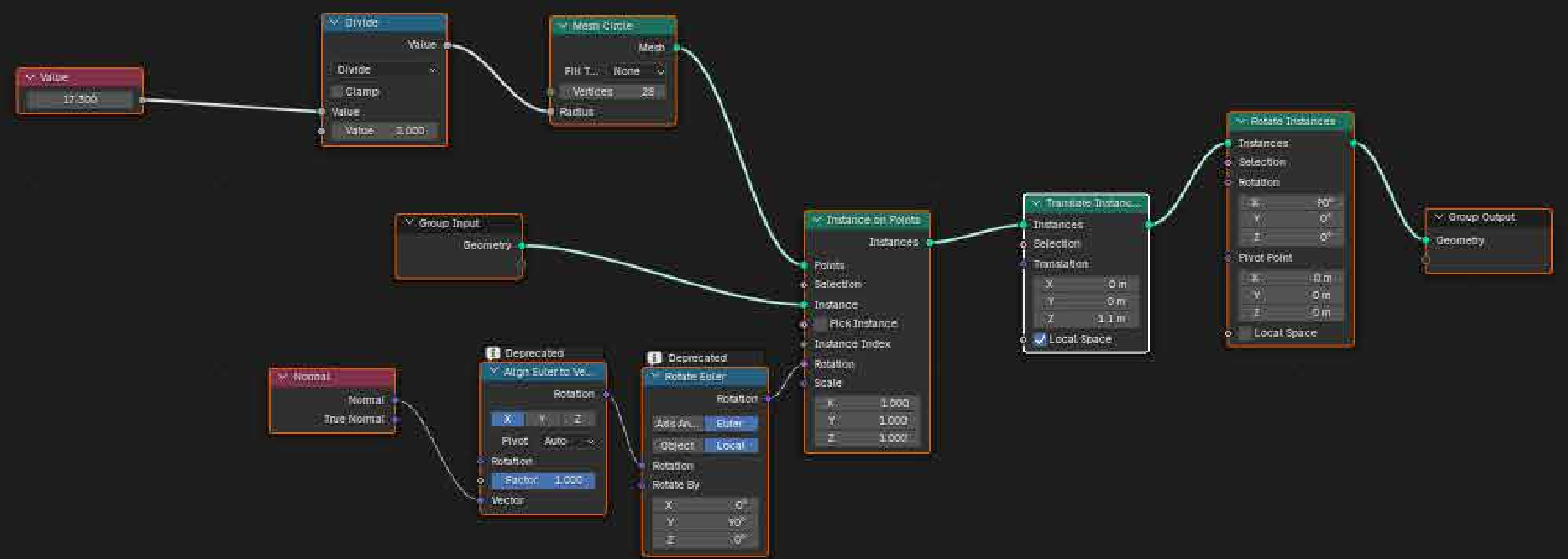
dobj > GeometryNodes

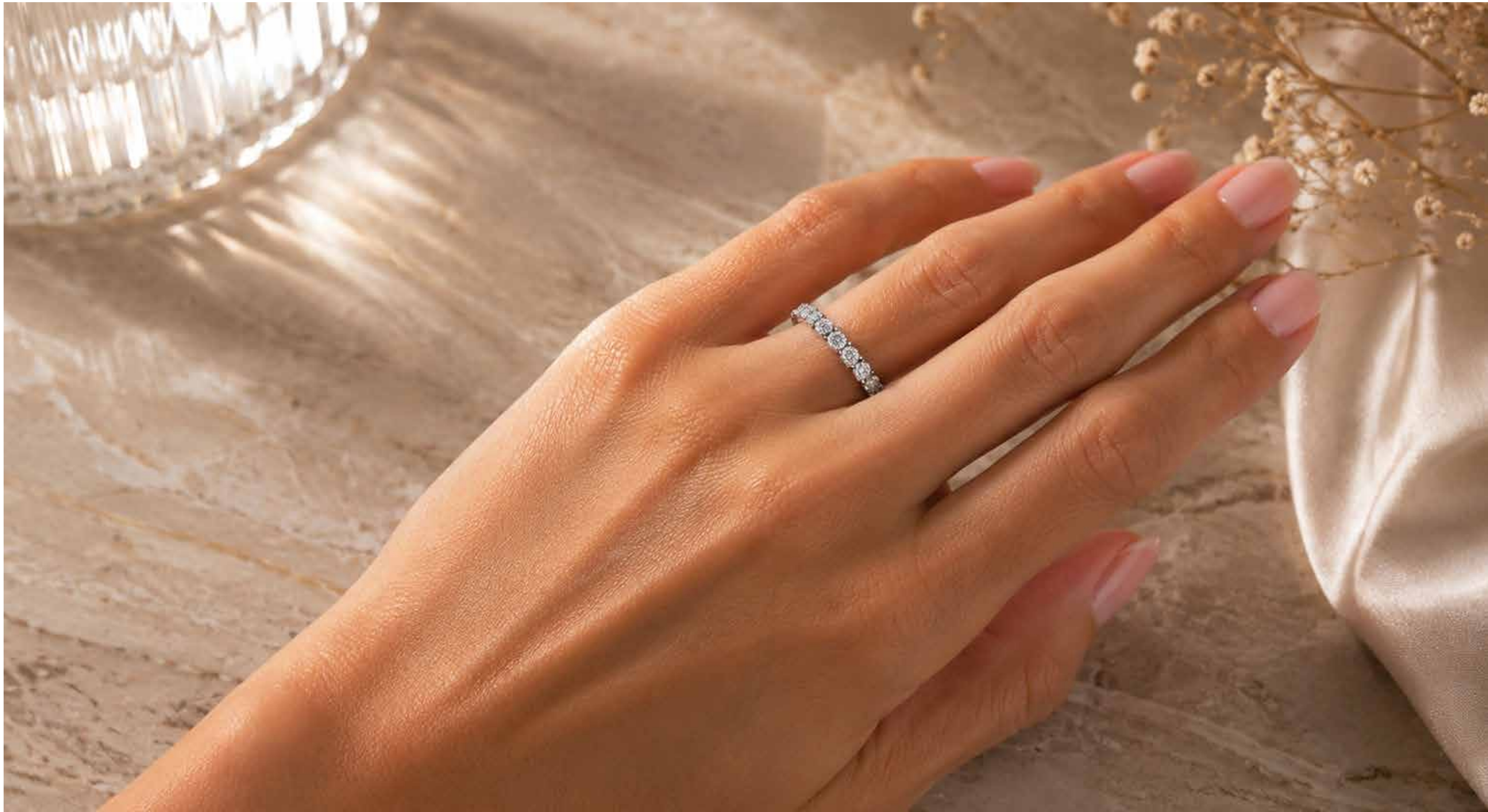
Add Modifier

- GeometryNod...
- Geometry Nodes

Manage

GeometryNodes > Geometry Nodes





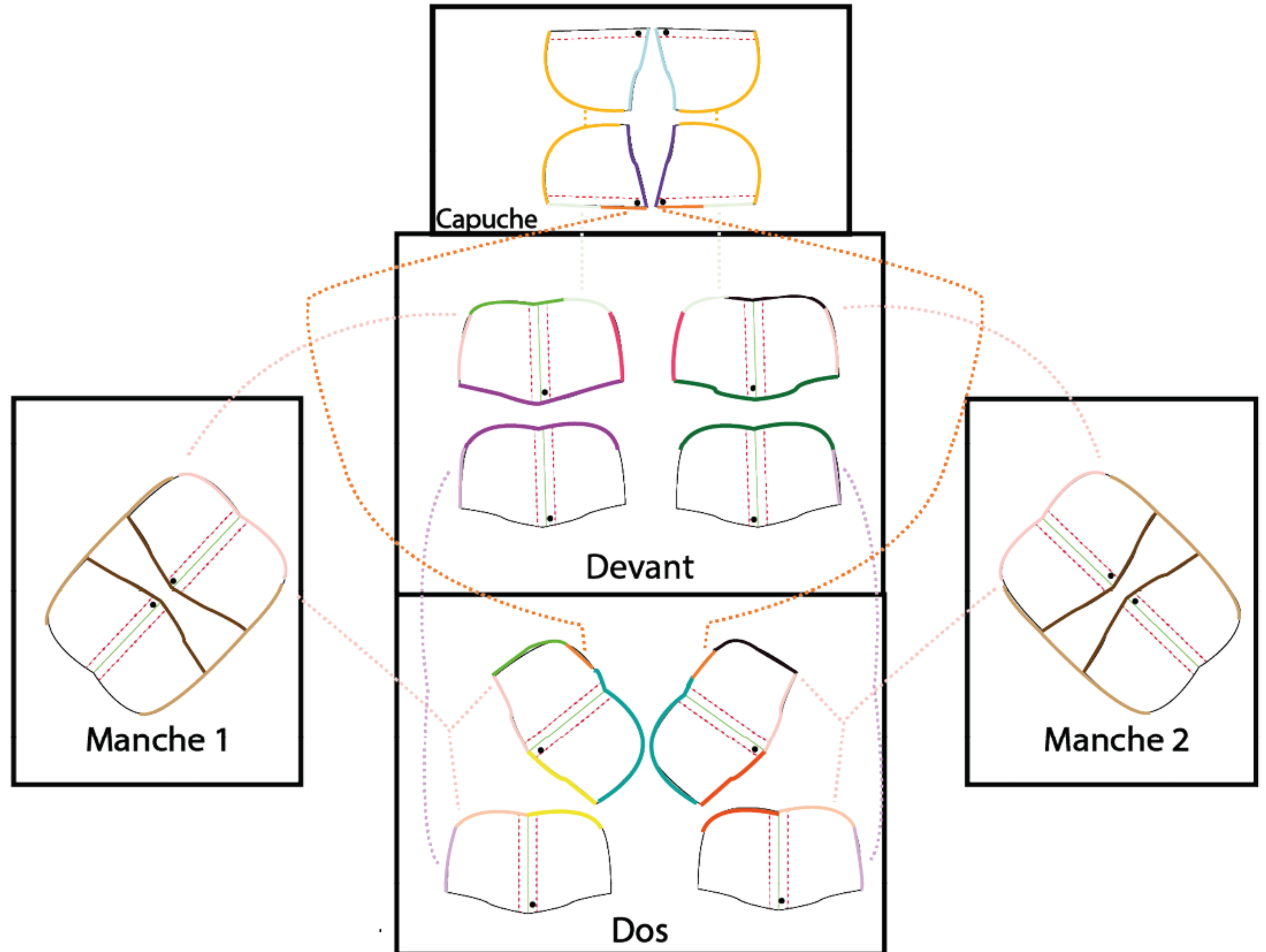


FASHION

POP THE SWEAT

Brief

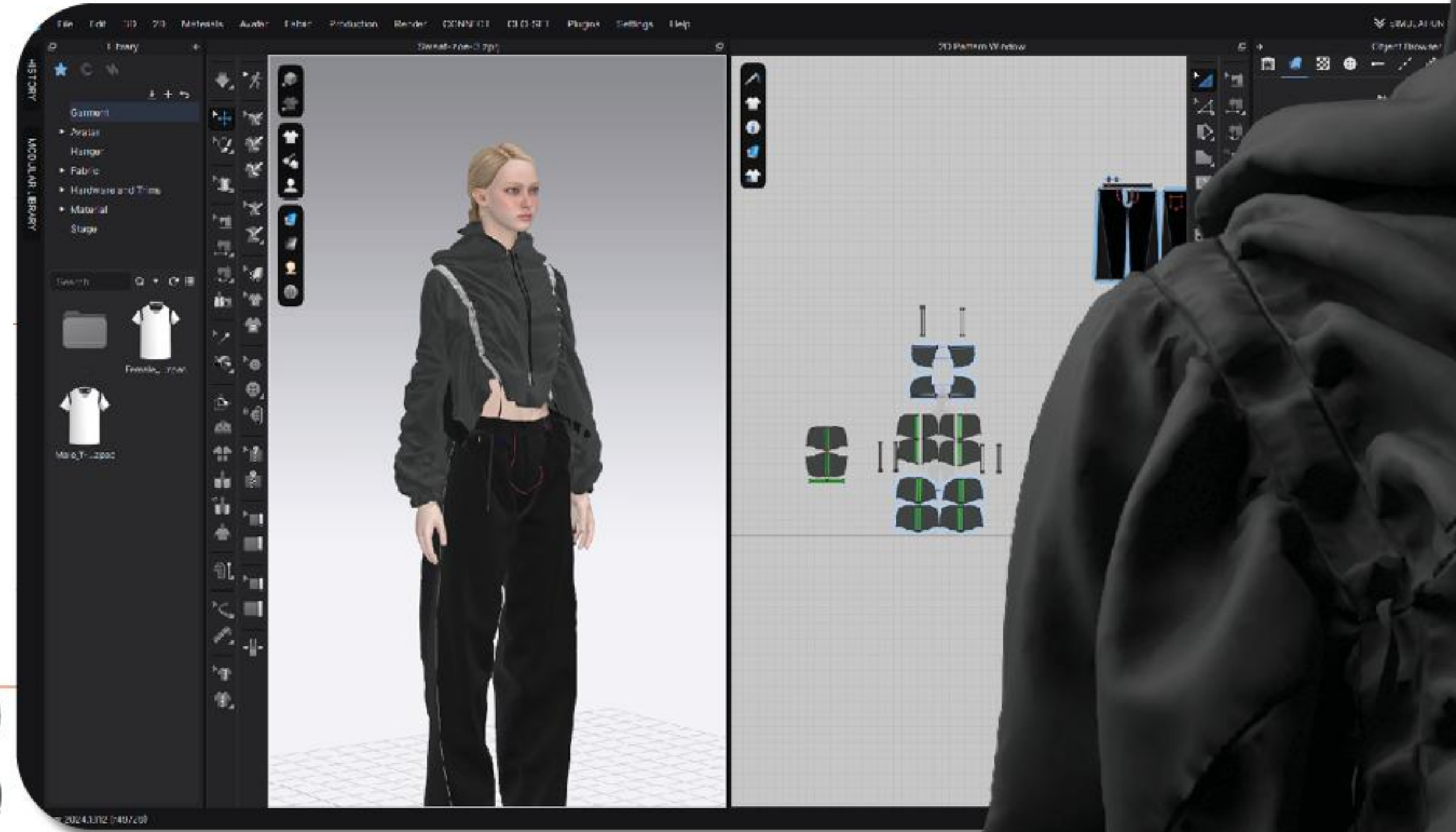
*Créer avec la styliste Zoé Combeau,
un sweatshirt fait uniquement de
patrons de capuches*



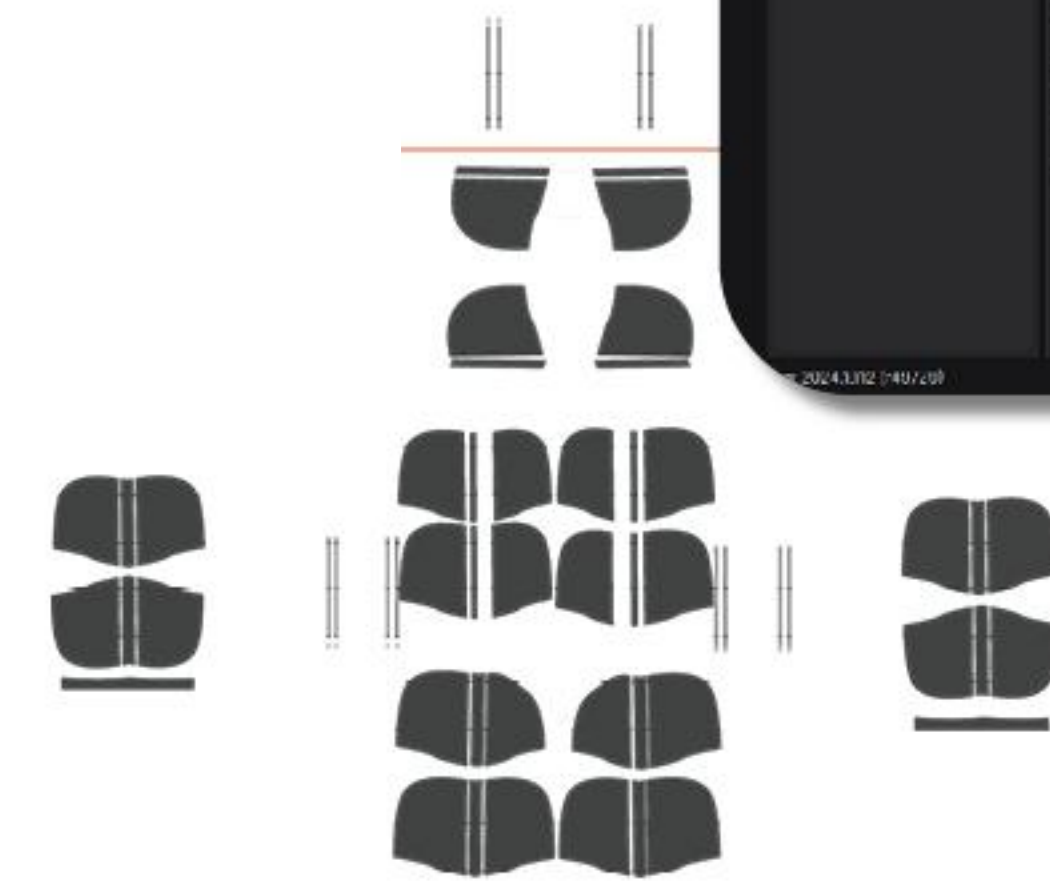
CHALLENGE



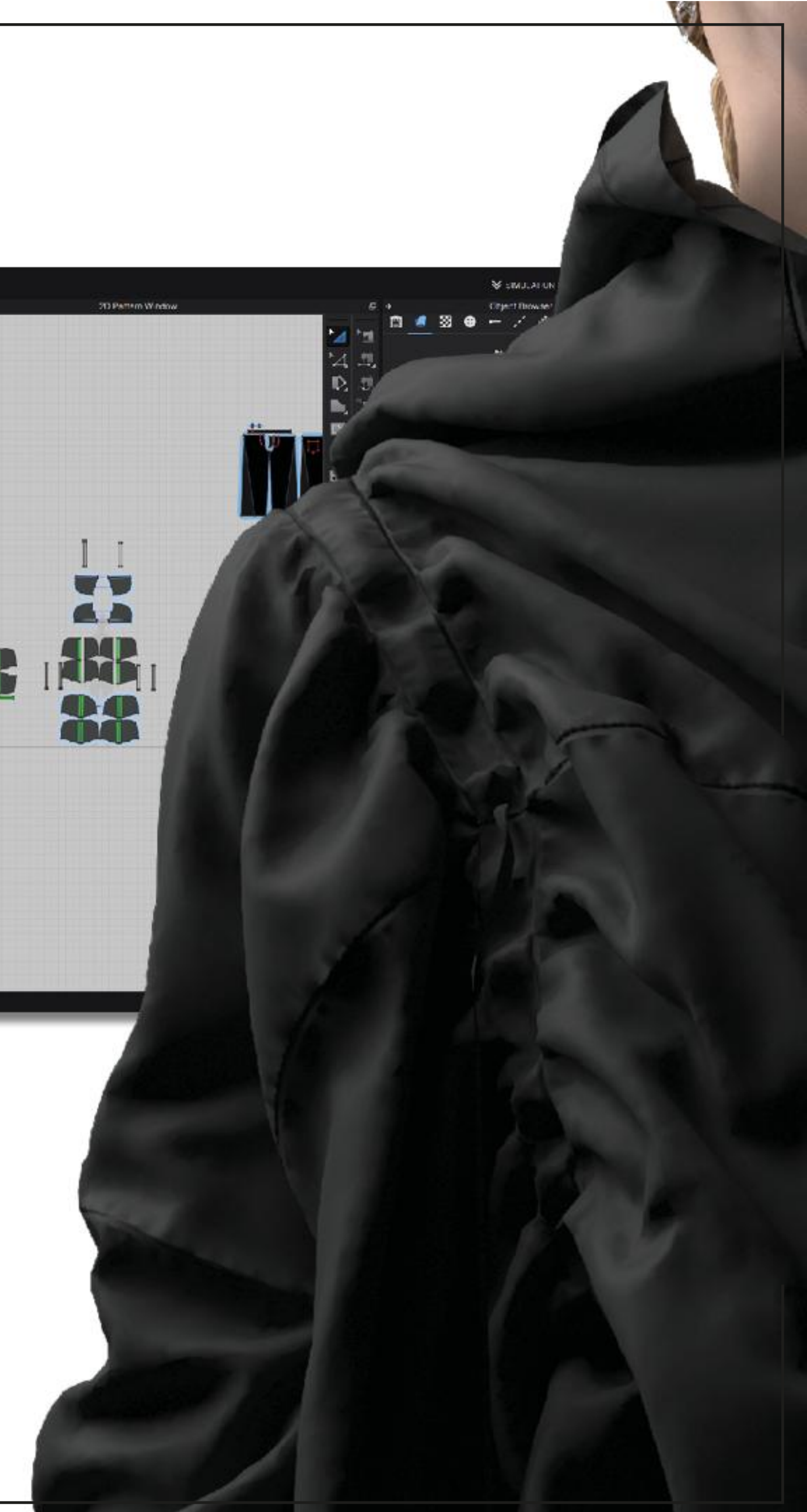
VIEWPORT CLO



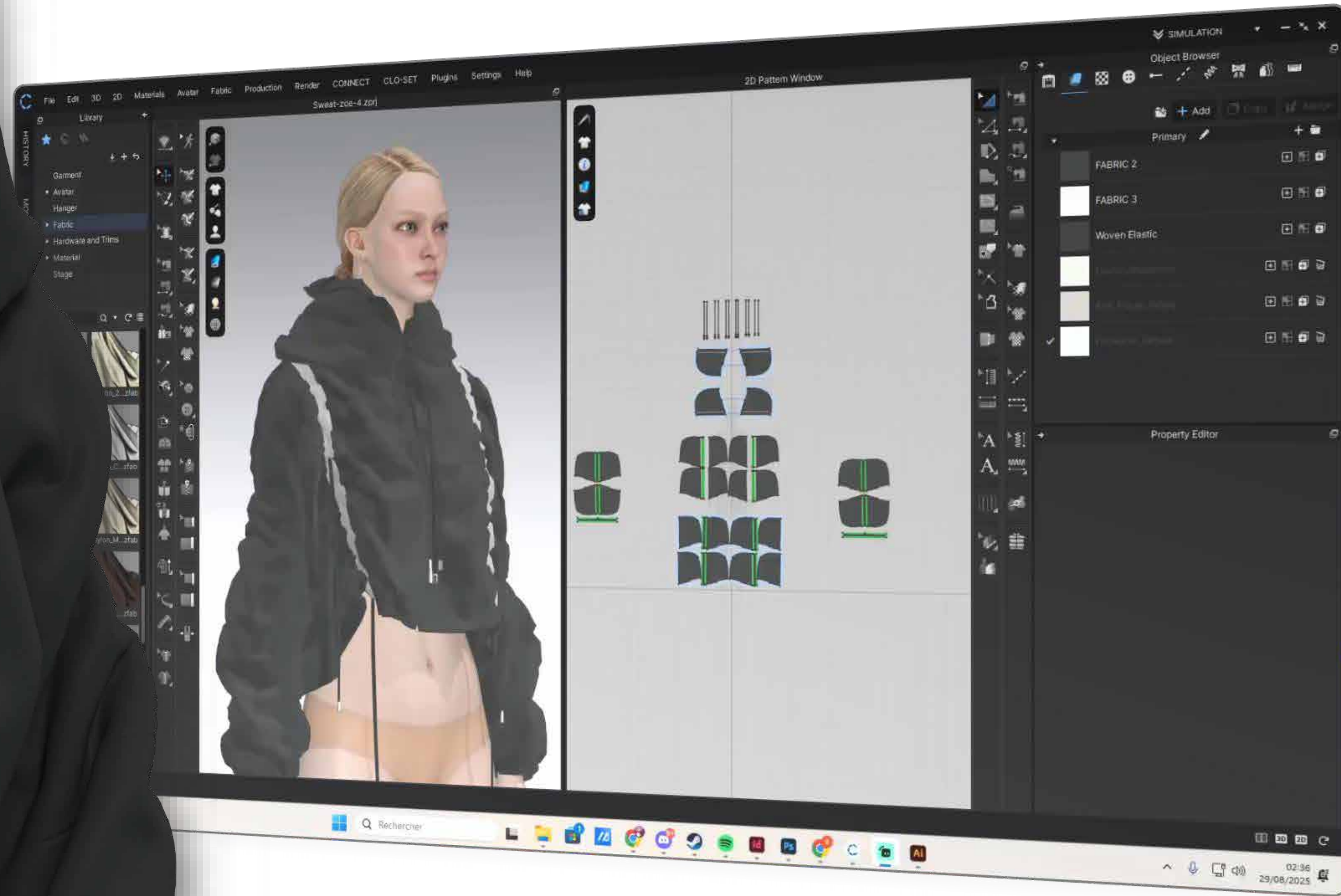
Grâce au guide, l'ordre et le sens des coutures sont plus simples à suivre. Cela me permet de mieux comprendre l'intention de la styliste.



PATRONS



PLIS DU TISSU



COTON

100%



JERSEY

90% coton

10% elastane



POLYESTER

90% polyester

10% elastane





WORKFLOW.



MODELING



RENDERING



MANNEQUIN
RÉALISTE



CORRECTION
DE
DÉTAILS



PROCESS IA



BRUT



BOOST IA



POST
PRODUCTION





PROTOTYPE RÉEL



VOGUE

COLLAB OF THE YEAR
A Bold New Vision for Fashion

THE STYLE EDIT:
10 Trends to Wear Now

5 NEW BRANDS TO WATCH
Inventive Minds, Remarkable Talent

Make it Yours

VOGUE

LOOKING BACK
HOW 2020 BECAME THE RESET BUTTON WE NEEDED

TIKTOK TAKEOVERS
THE APP'S MOST FAMOUS STARS ARE GETTING THE VO MAKEOVERS

INSIDE THE MIND OF
BDJ, the emerging designer



COLLAB OF THE YEAR

Pop the Sweat

Through Pop the Sweat, we wanted to question the identity of the sweatshirt through its construction process. What makes a sweatshirt a garment and its characteristics, we completely deconstructed the sweatshirt, ending up with the different pieces that make it up,' explains Zoe Combeau (designer).

Baptiste de Junnemann (designer) continues: 'The idea was then to recreate a sweatshirt using only one of its components (for example, the hood or the pocket), repeating it, modifying it, etc.'

The collaborative work between Baptiste de Junnemann and Zoe Combeau allowed them to experiment in two different ways. On the one hand, they conducted entirely manual research, assembling pieces of clothing in a rather intuitive or even random manner. On the other hand, they conducted more structured research, testing pattern modifications using Clo3D software. The idea was to compare these two techniques in order to retain only the best of each and reuse it to create a striking piece composed solely of hoods, in which the unique identity of the sweatshirt can be found.



Redefining the Limits of a Sweatshirt's Identity





24 XXXX



QU'EST CE QUE 24:XX

3
OUTFIT

*IDÉE: Créer une collection
inspirée des différents moments
de la journée*



BAPTISTE
DE JUNNEMANN



ZOÉ
COMBEAU



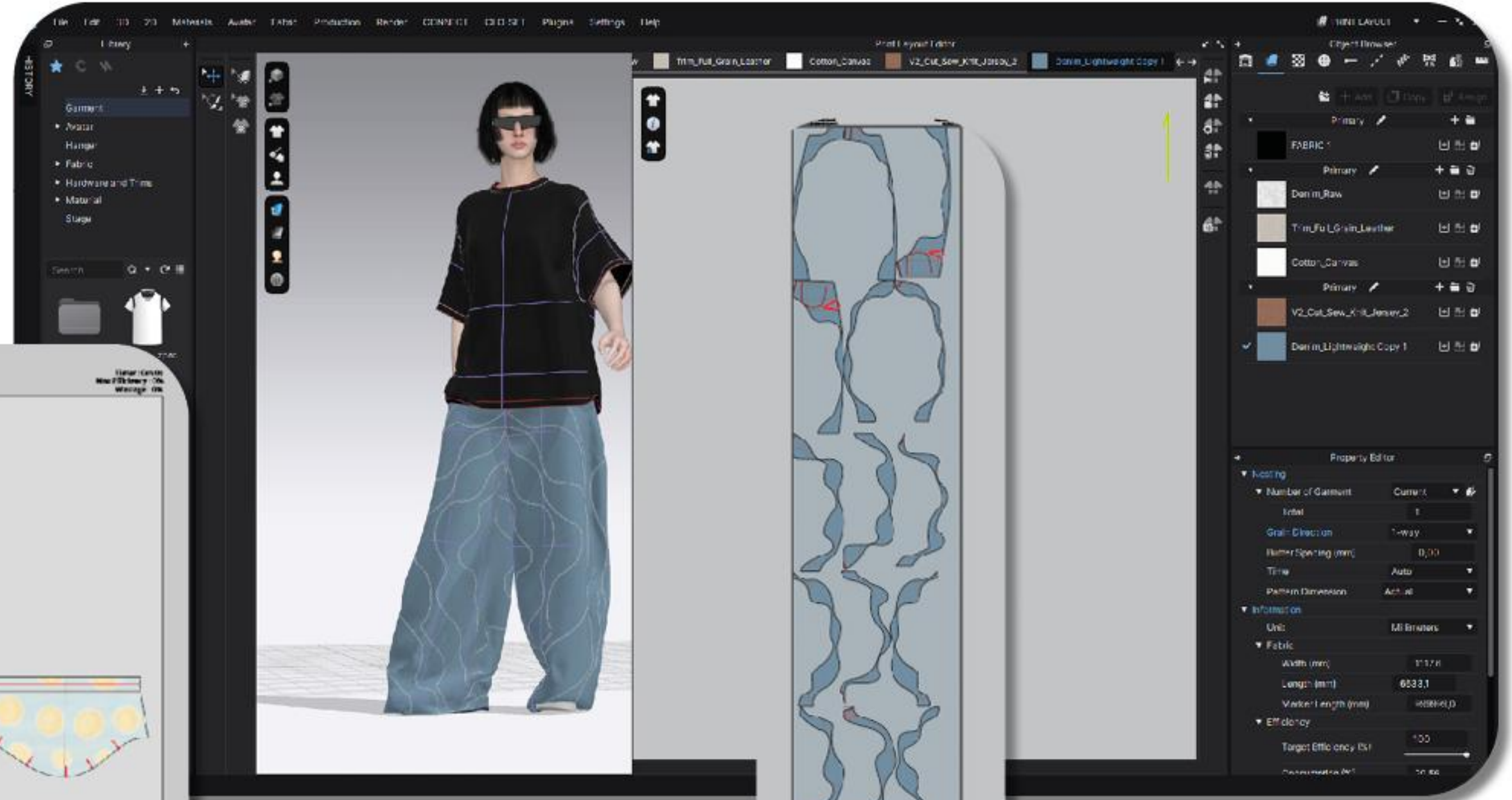
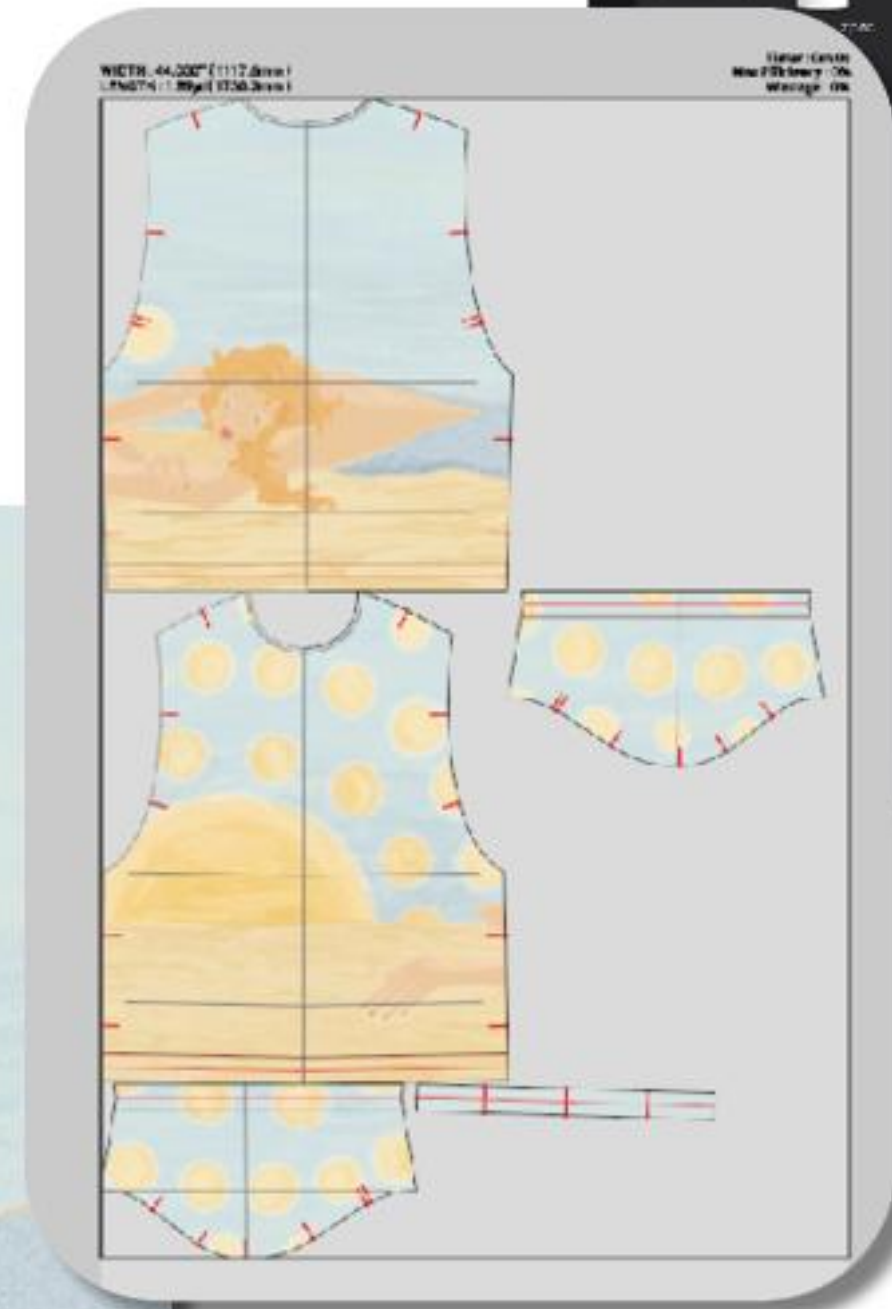
TESS
VILIEN

COLLABORATION

*OBJECTIF: Pouvoir produire les
vêtements*



PRODUCTION



PATRONAGE



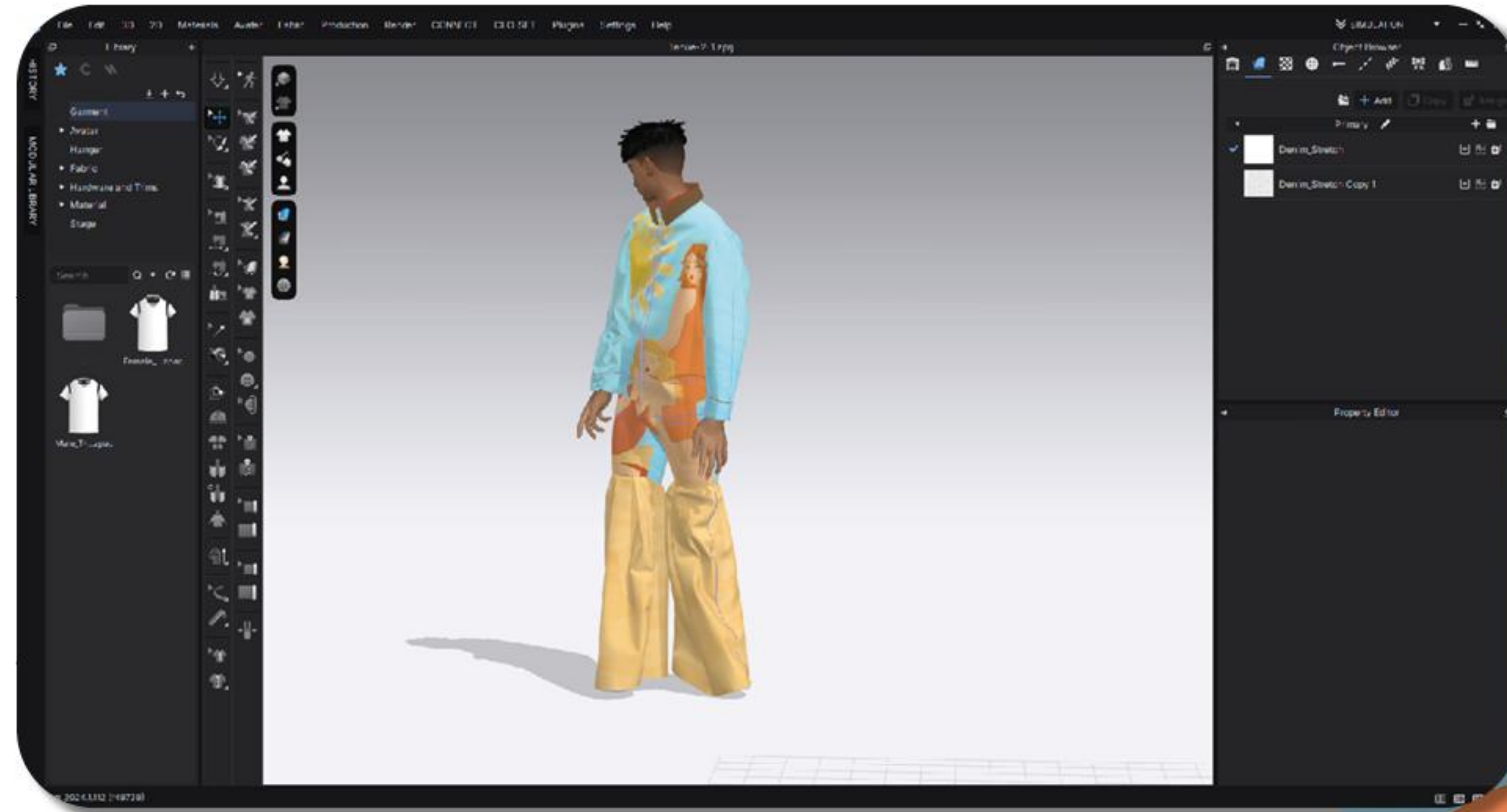




CHALLENGE

Trouver le bon tissu pour avoir un beau drapé

Grâce au moteur physique de CLO3D, j'explore plus de possibilités facilement



EXPÉRIMENTATIONS TEXTILE



JERSEY

NYLON

DENIM

COTON

GRAMMAGE



150 **G/M²**

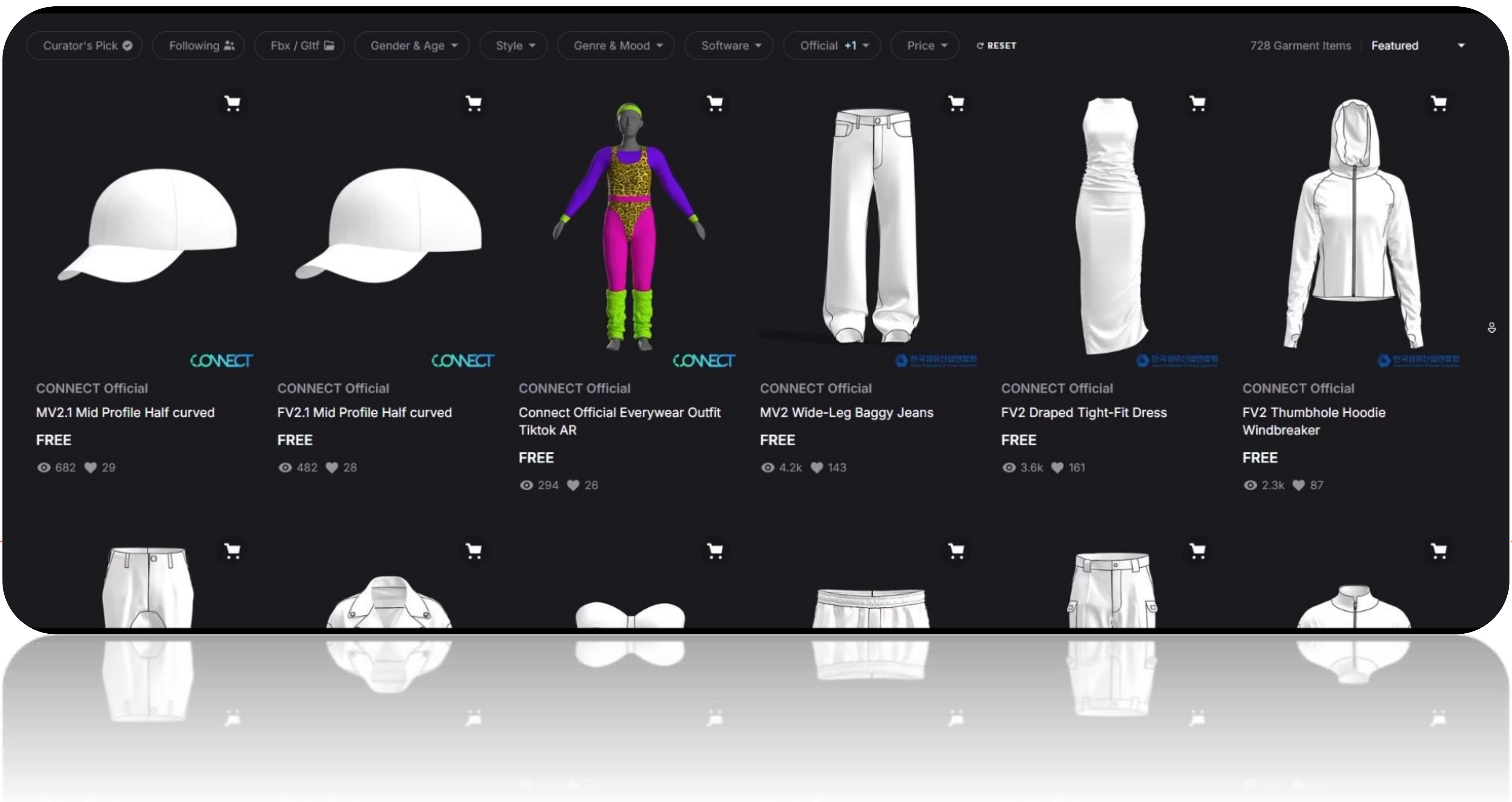
350 **G/M²**

500 **G/M²**

NIGHT.

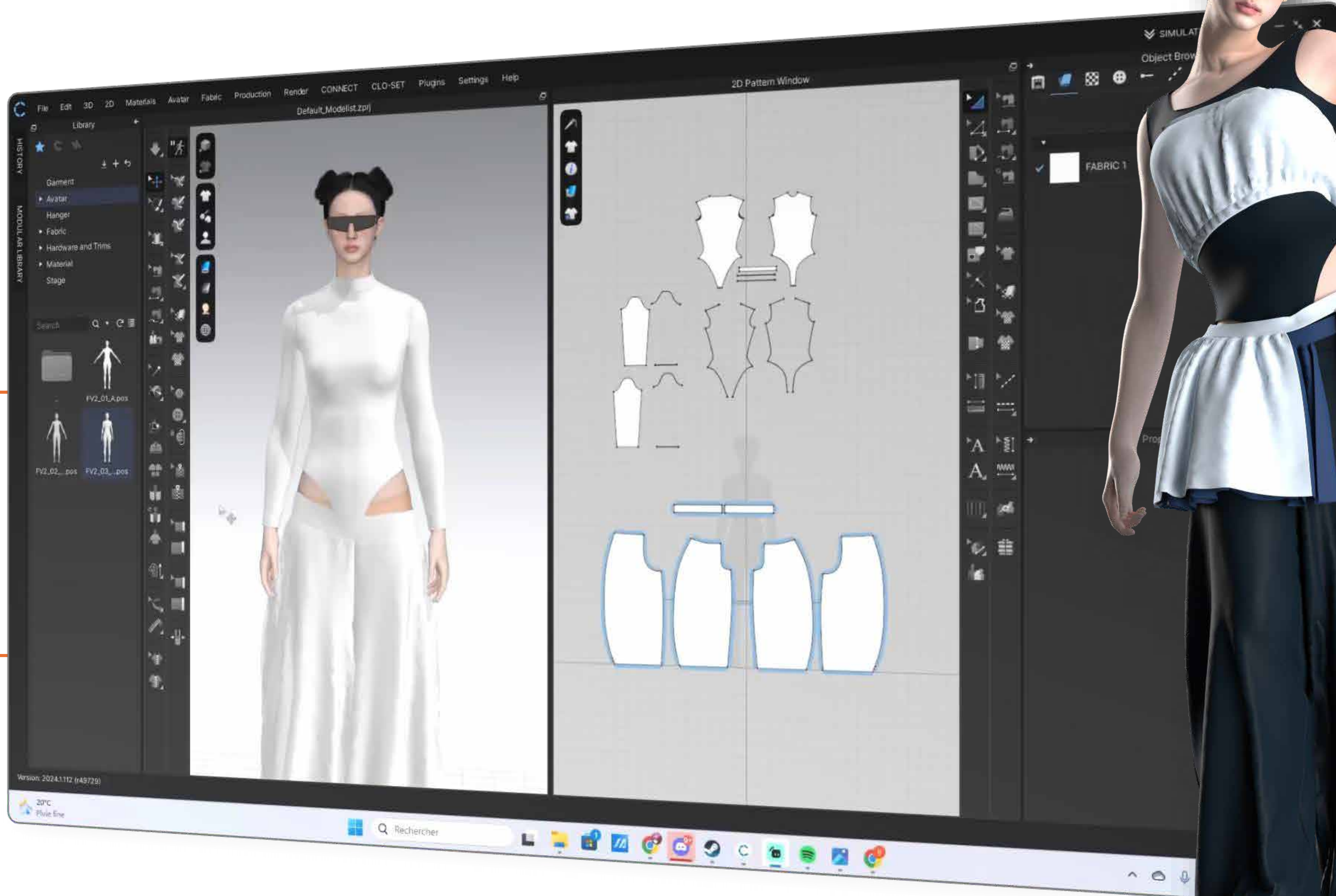


CLO CONNECT



Je peux démarrer d'une base pour modéliser rapidement.

*Mintz



EXPLORATION CUIR

BRIEF:

Créer un design dans le style de JITROIS

OBJECTIF:

Créer deux tenues qui soient réalisables, et intégrer mon workflow dans ce projet.

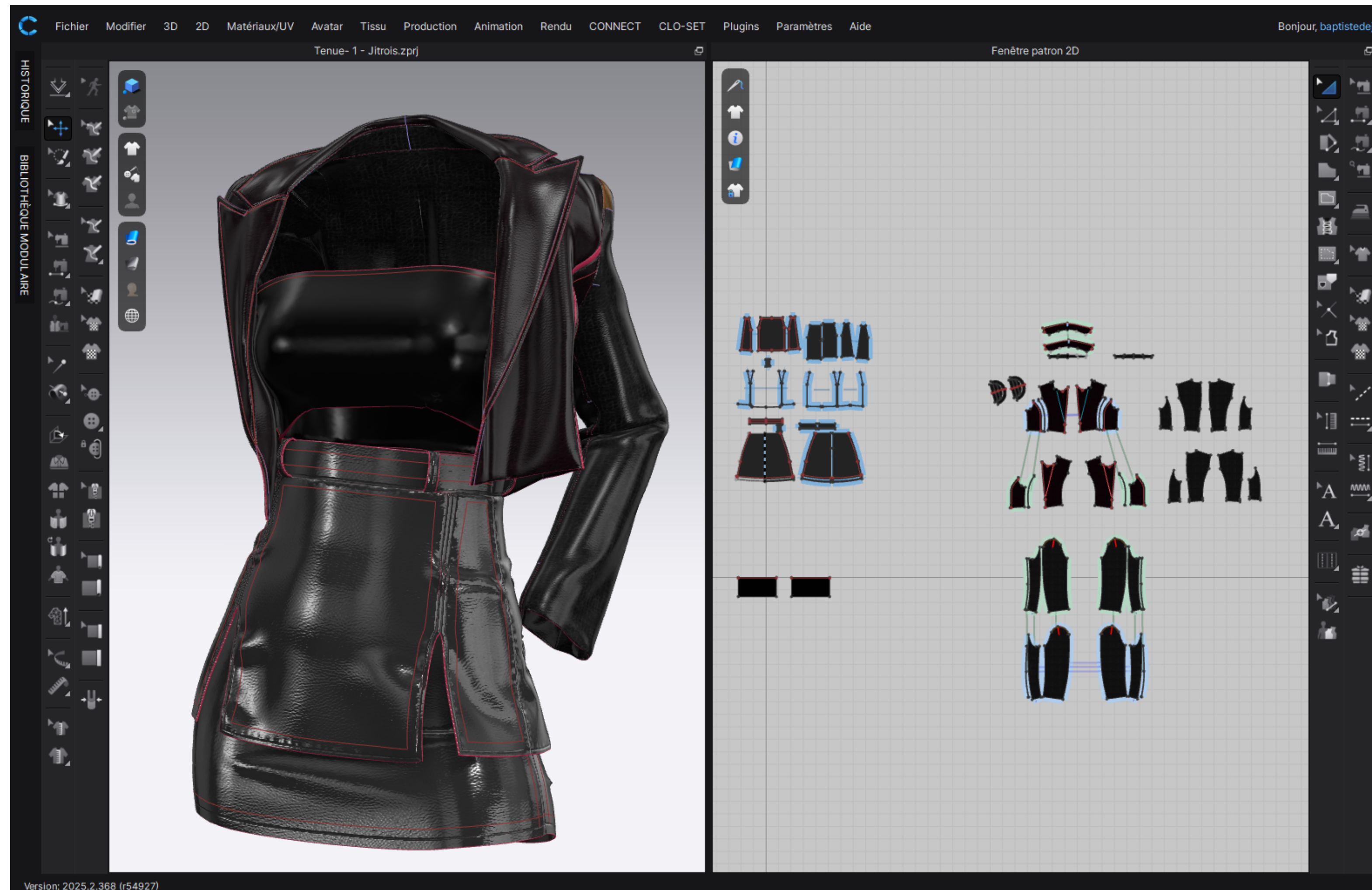


PATRONAGE

*je crée mon patron en
2D dans CLO.*

*Cette tenue est composée
de 3 pièces, un bandeau,
une jupe et une veste.*

OUTFIT 1



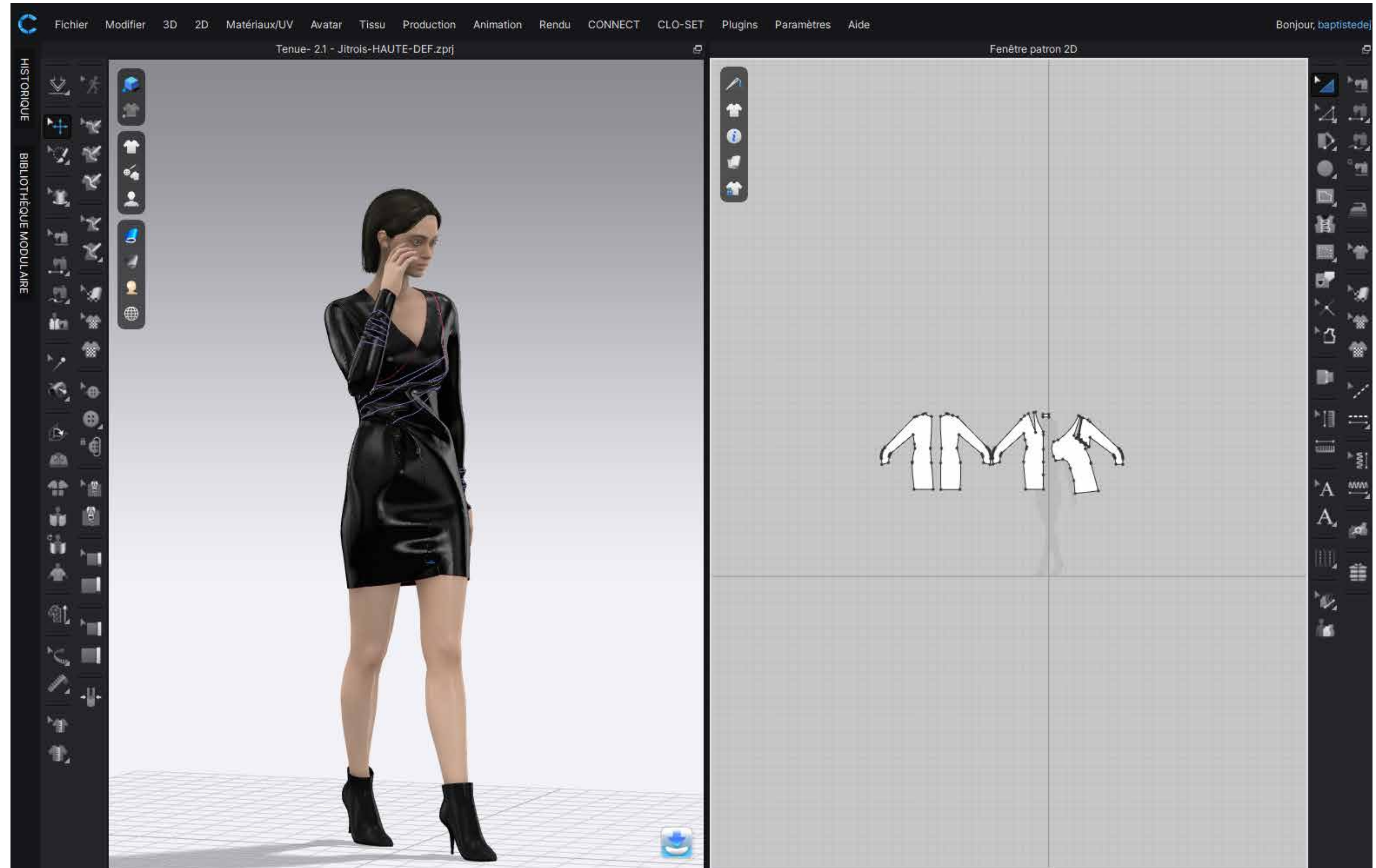
RENDU 3D



PATRONAGE

APRÈS AVOIR CHOISI
MON DESIGN JE CRÉE
MES PATRONS.

CETTE TENUE EST UNE
ROBE AVEC DES LISERÉS
ROUGES.



RENDU 3D



FASHION

MAG

MARS 2026
1/2 OUTFIT



INSPIRED BY
FRENCH COUTURE

+
100
GLOBAL
TREND
REPORT

KNOW MORE
ABOUT NEW
TRENDS

LUXURY
STYLE

EXCLUSIVELY DESIGNED BY
BAPTISTE DE JUNNEMANN



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FASHION

MAG

MARS 2026
2/2 OUTFIT



INSPIRED BY
FRENCH COUTURE

+
100
GLOBAL
TREND
REPORT

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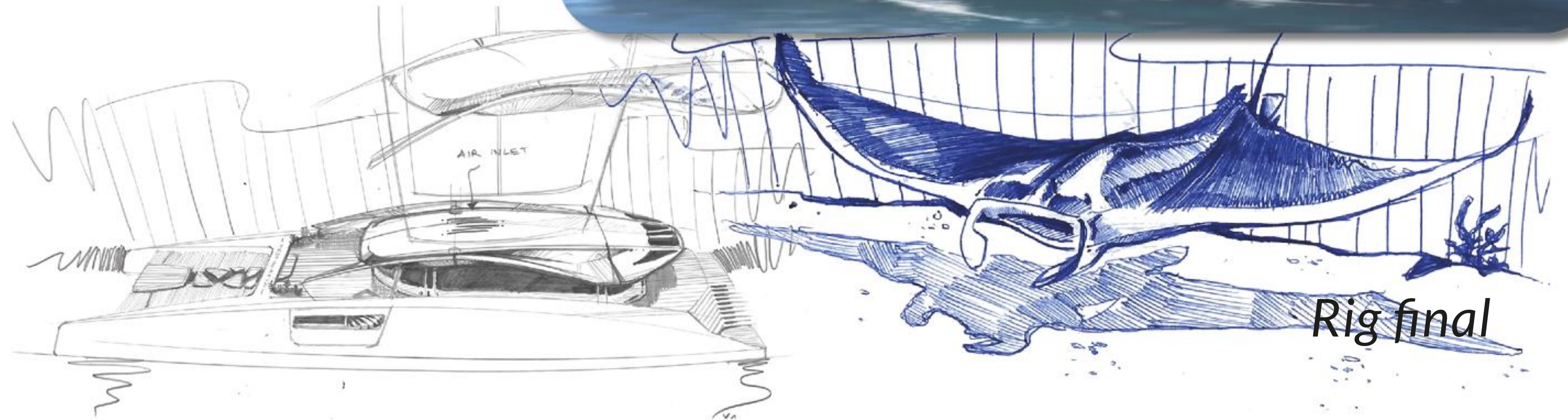




ANIMATION

BRIEF:

Créer un film d'animation de 90 secondes pour le futur yacht Aperio. En collaboration avec l'entreprise VPLP

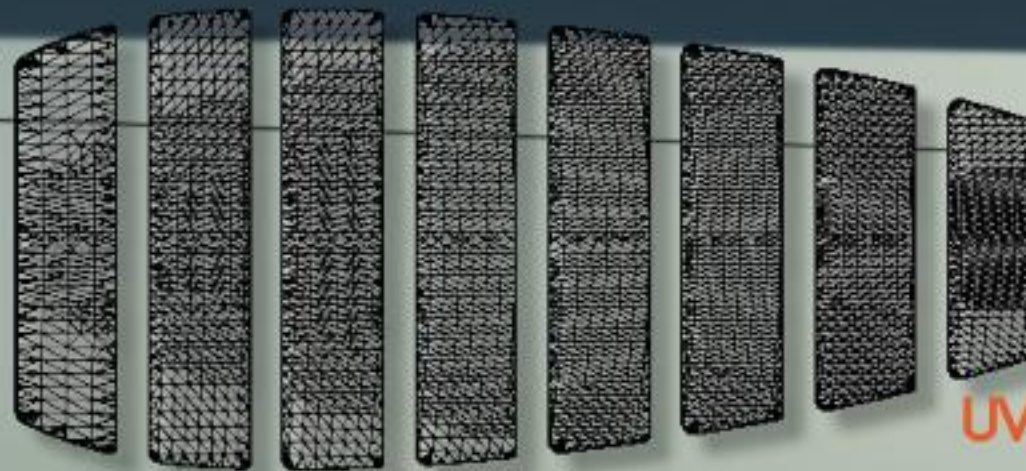
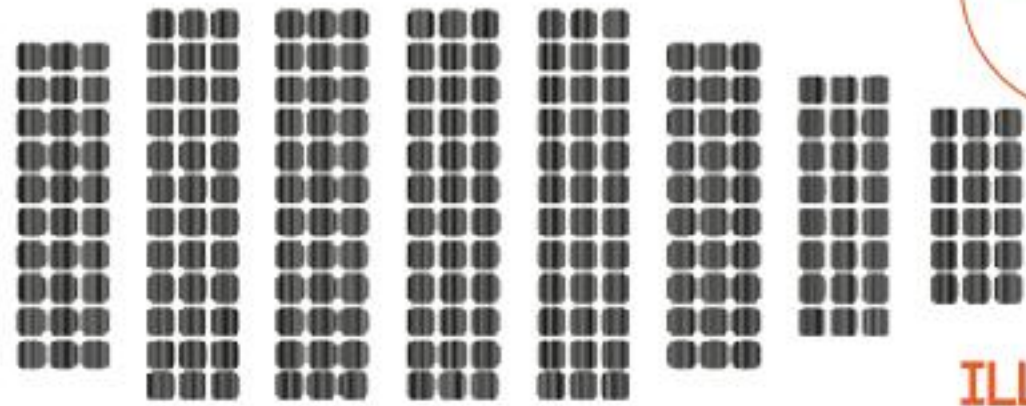
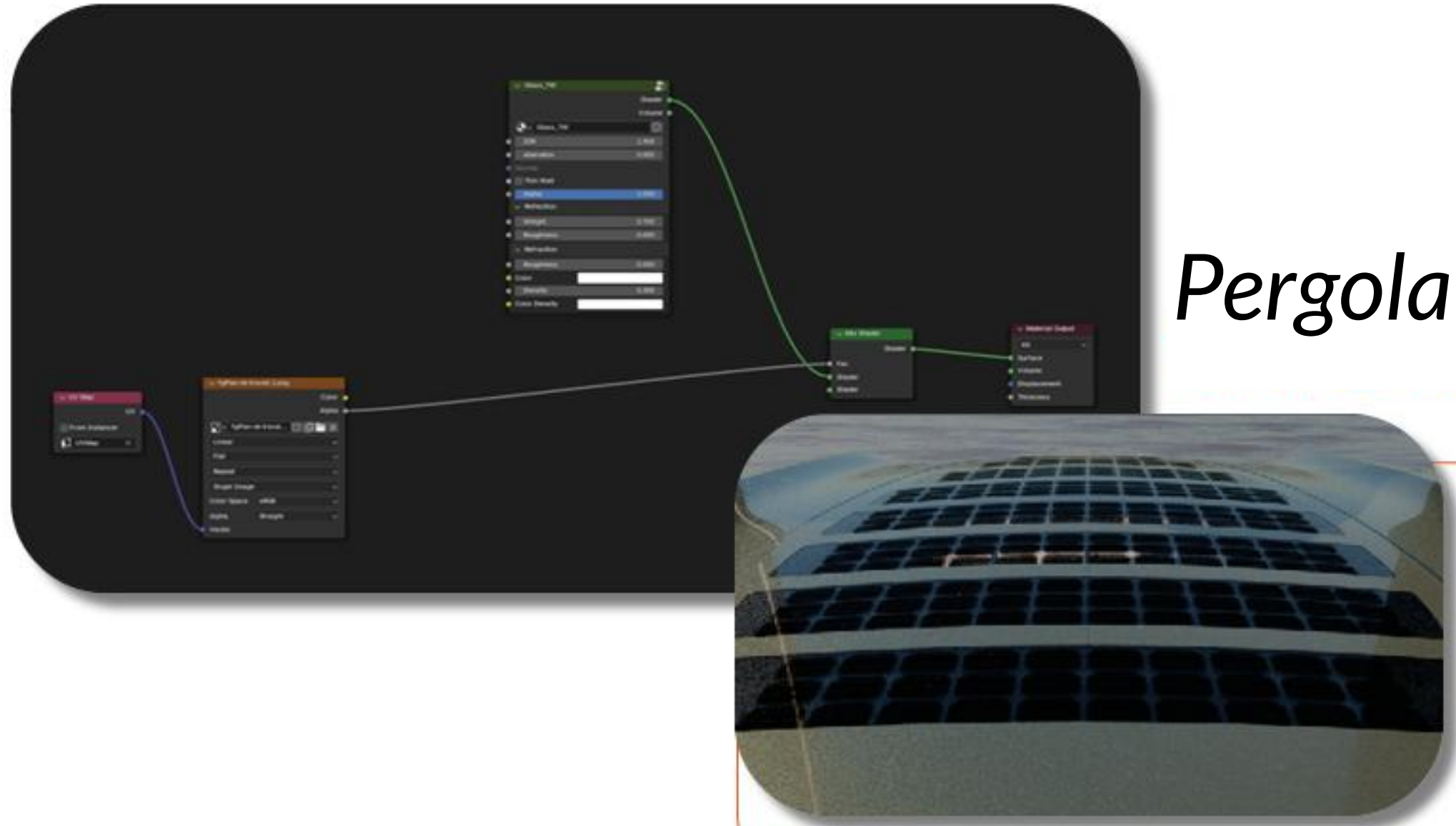


APERIO

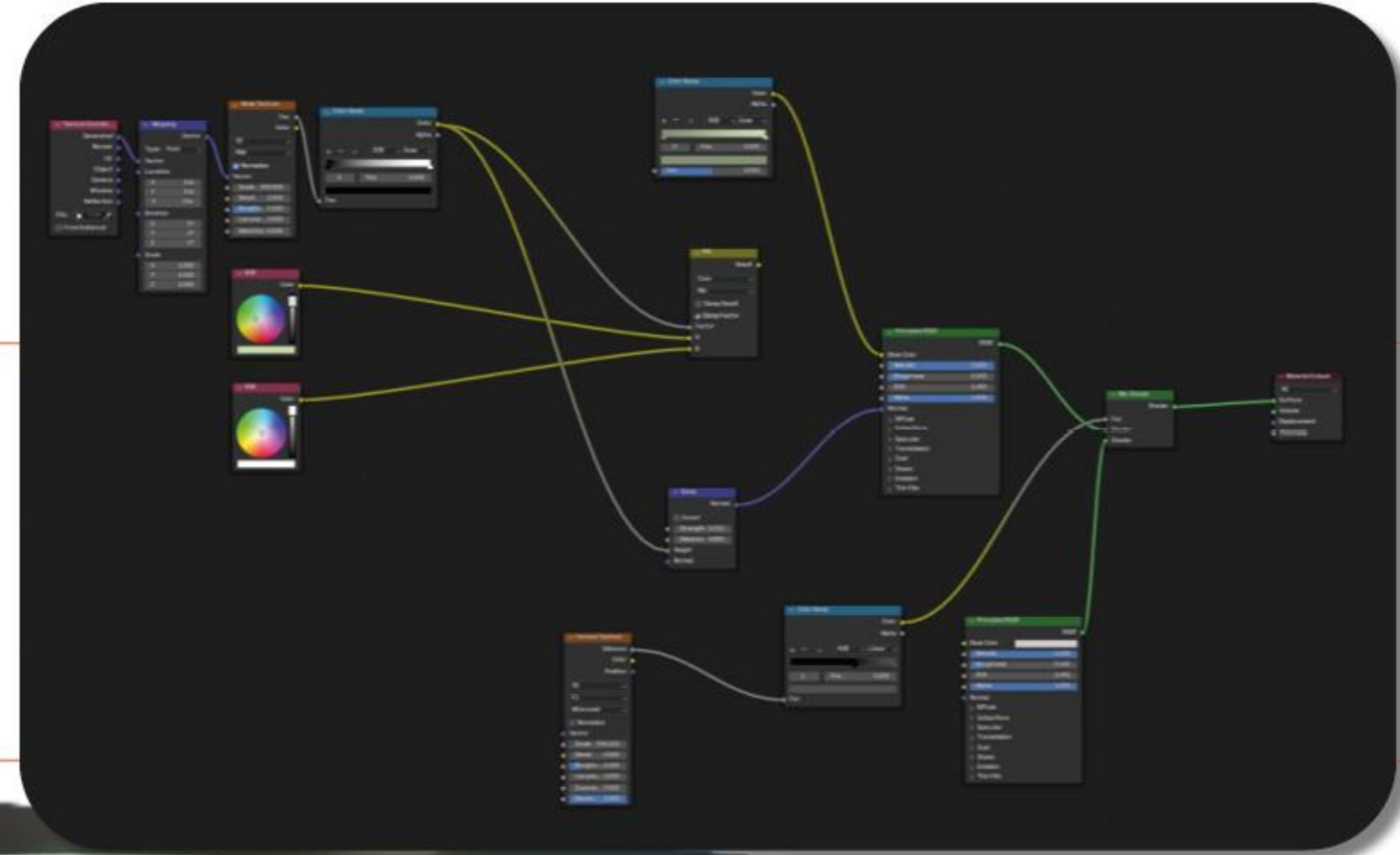


Modèle 3D Alias

TEXTURING



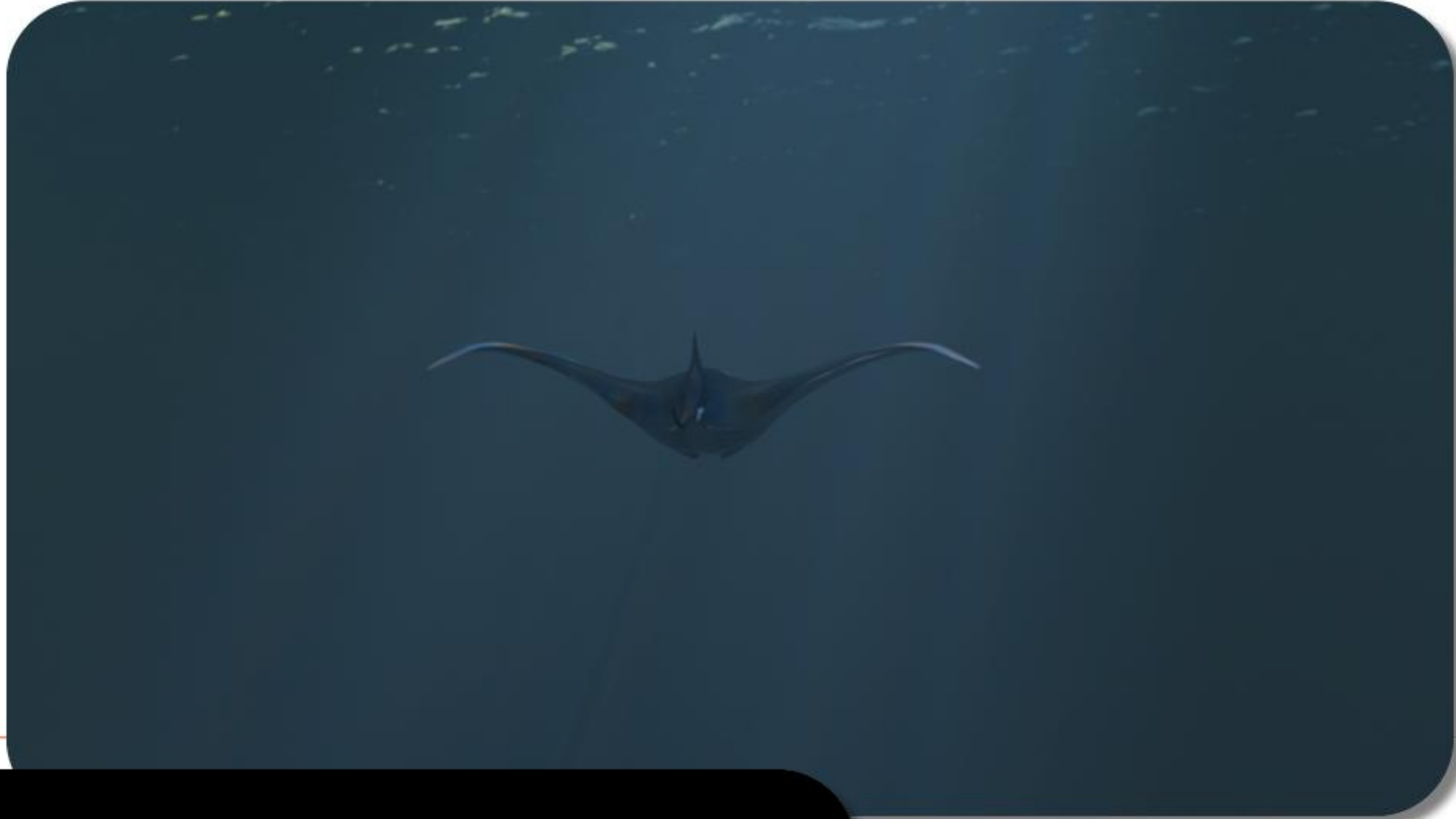
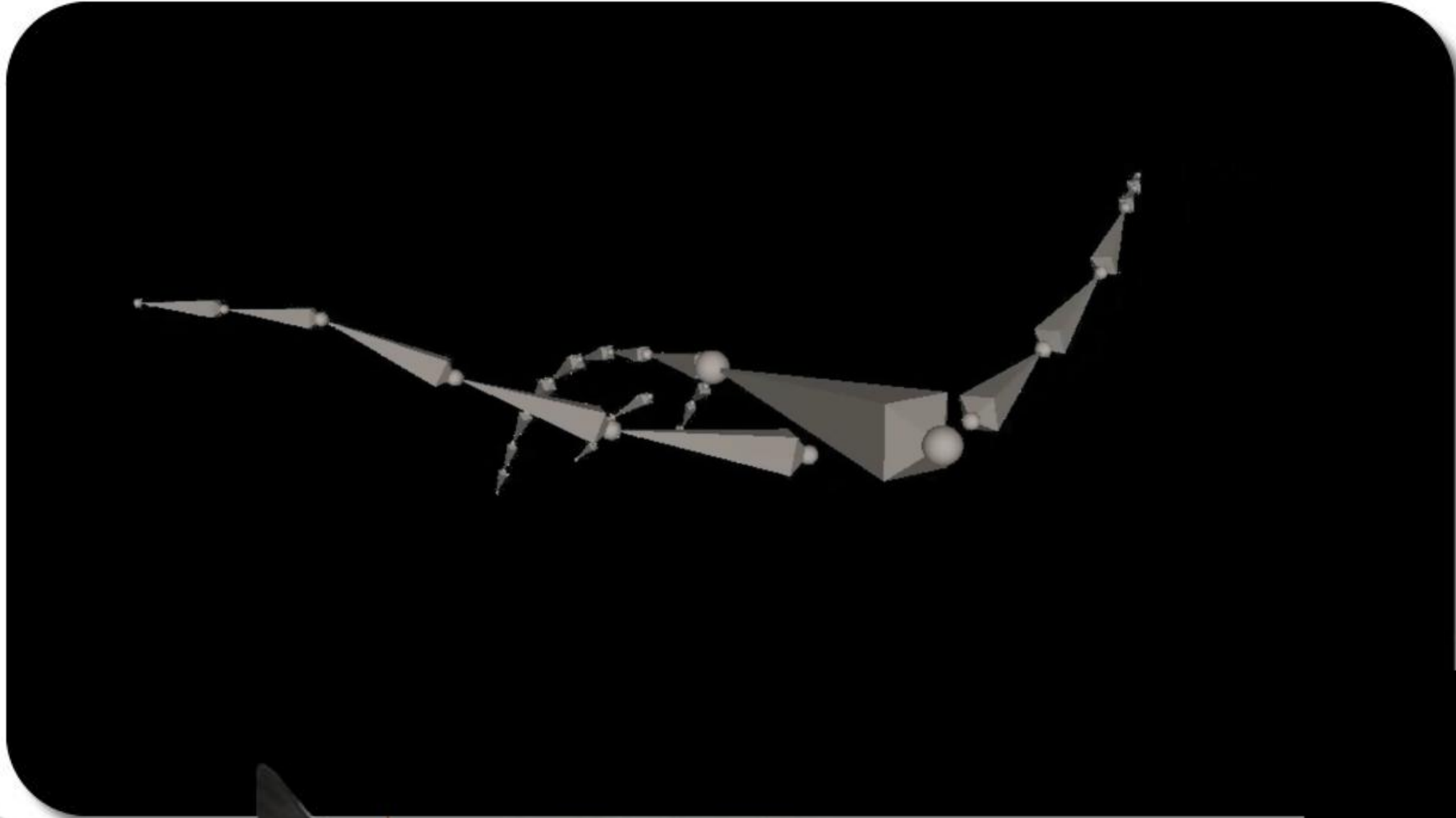
Coque



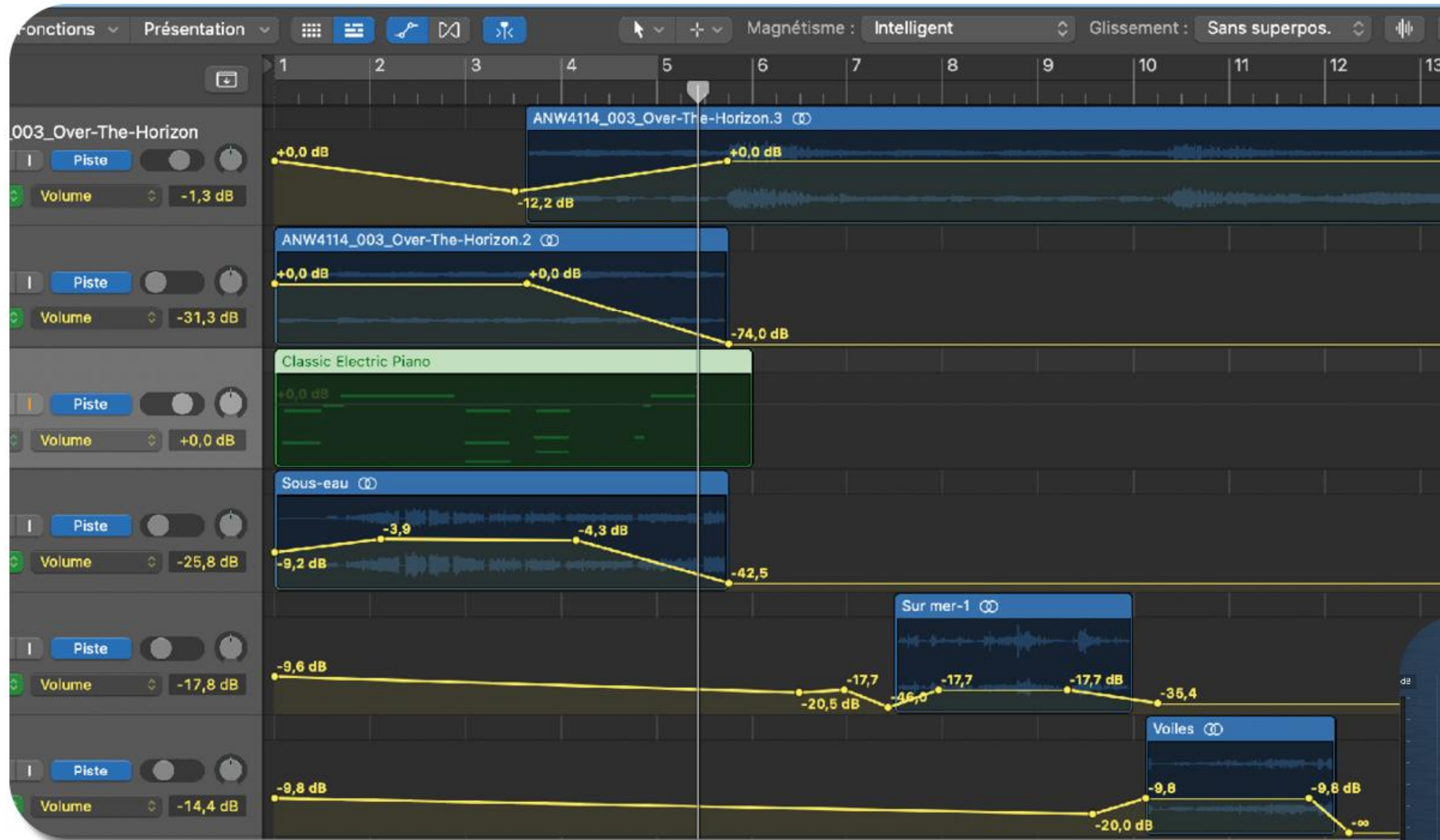


RIGGING

Os:



SOUND DESIGN



Logic pro X



Equaliser



Compresseur







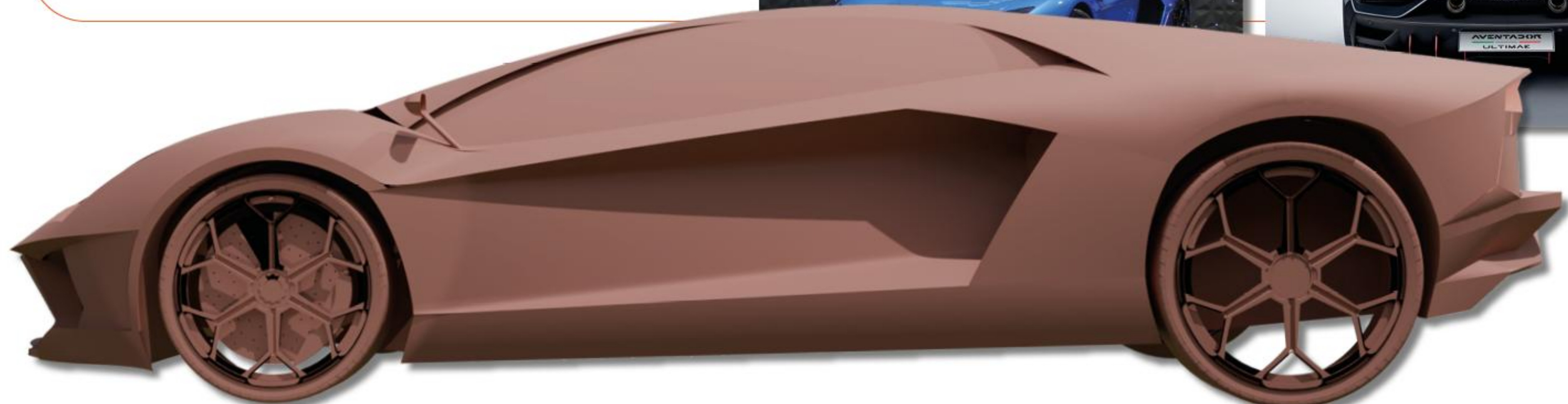
MOBILITÉ



LAMBORGHINI aventador

ANALYSE:

Recherche d'images sur
netcarshow.com pour
comprendre le design.

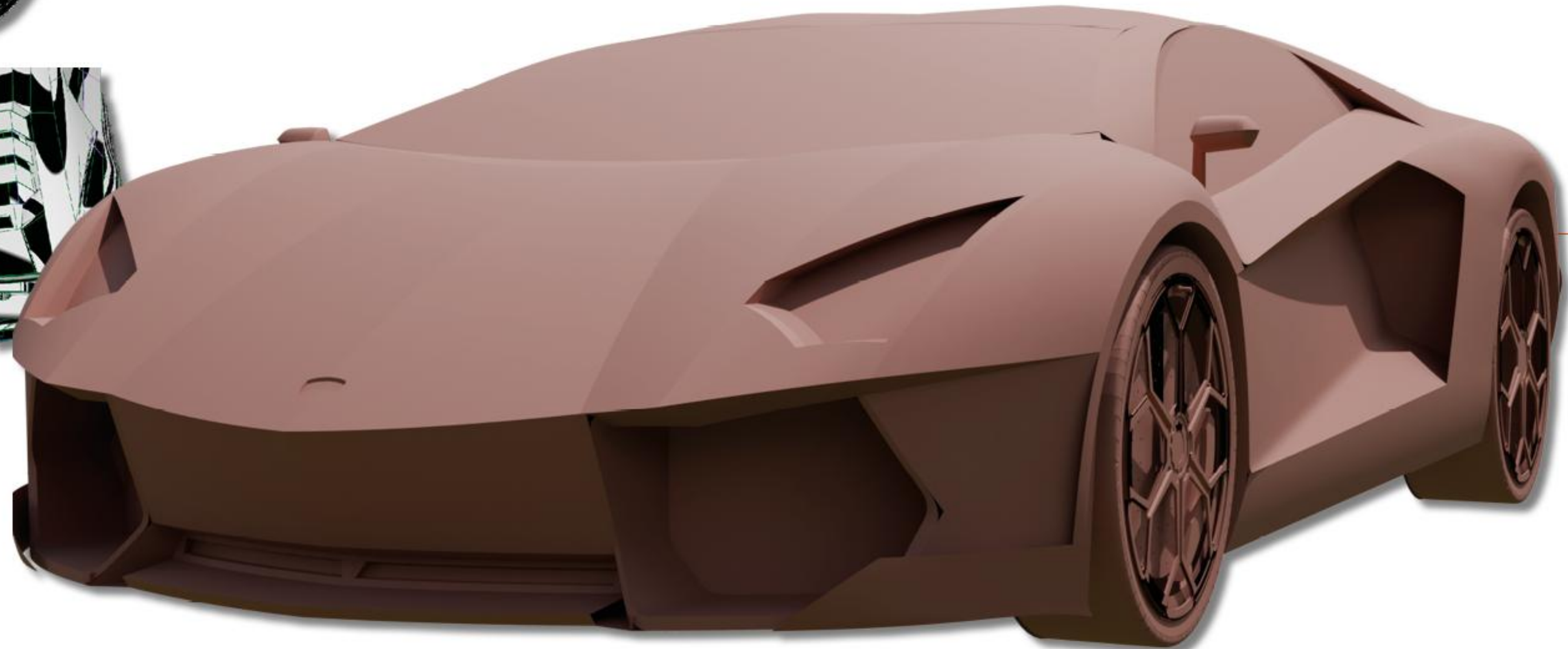


CHECKING DE QUALITÉ

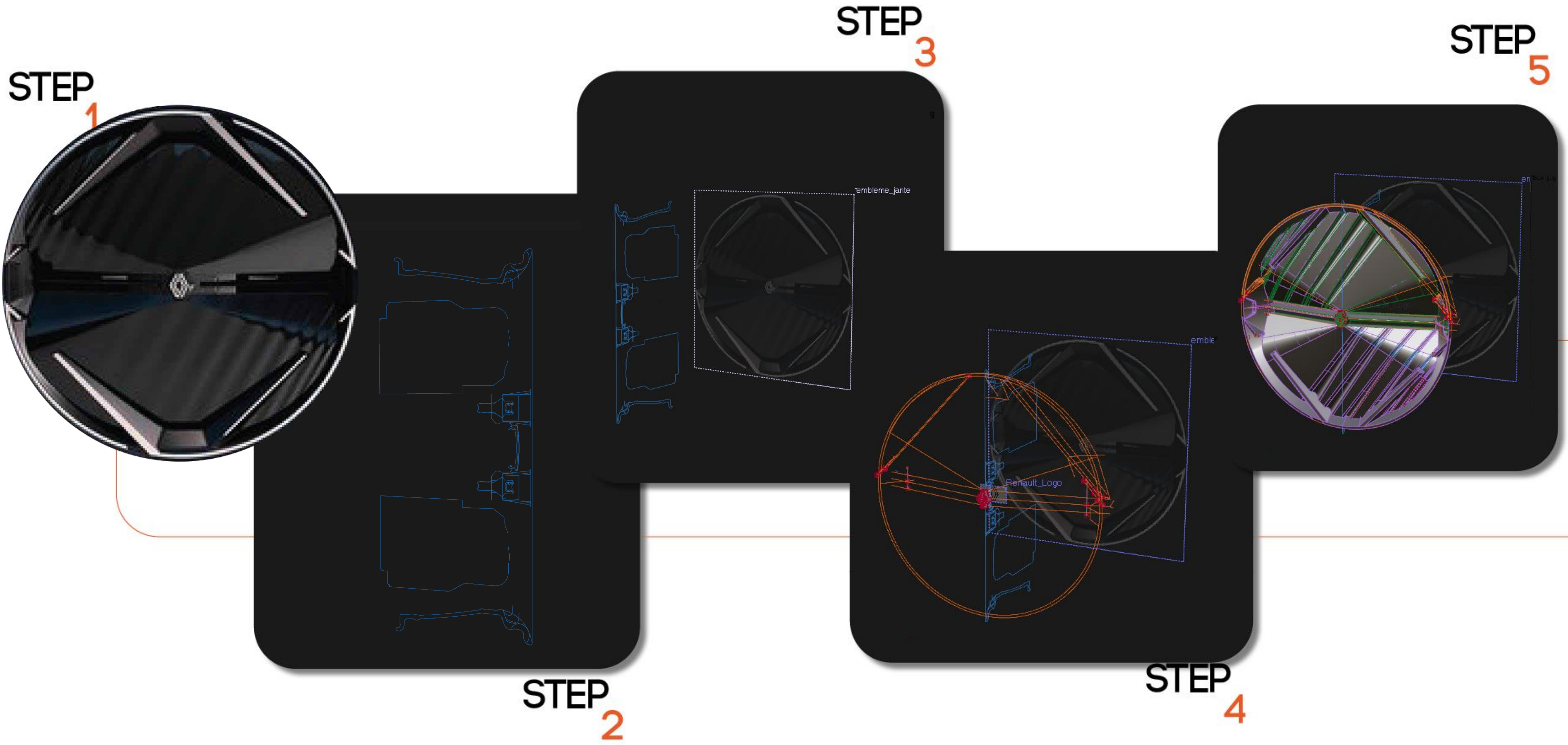


Zebra

Avoir les surfaces les plus propres possible de l'extérieur.



WORKFLOW JANTES

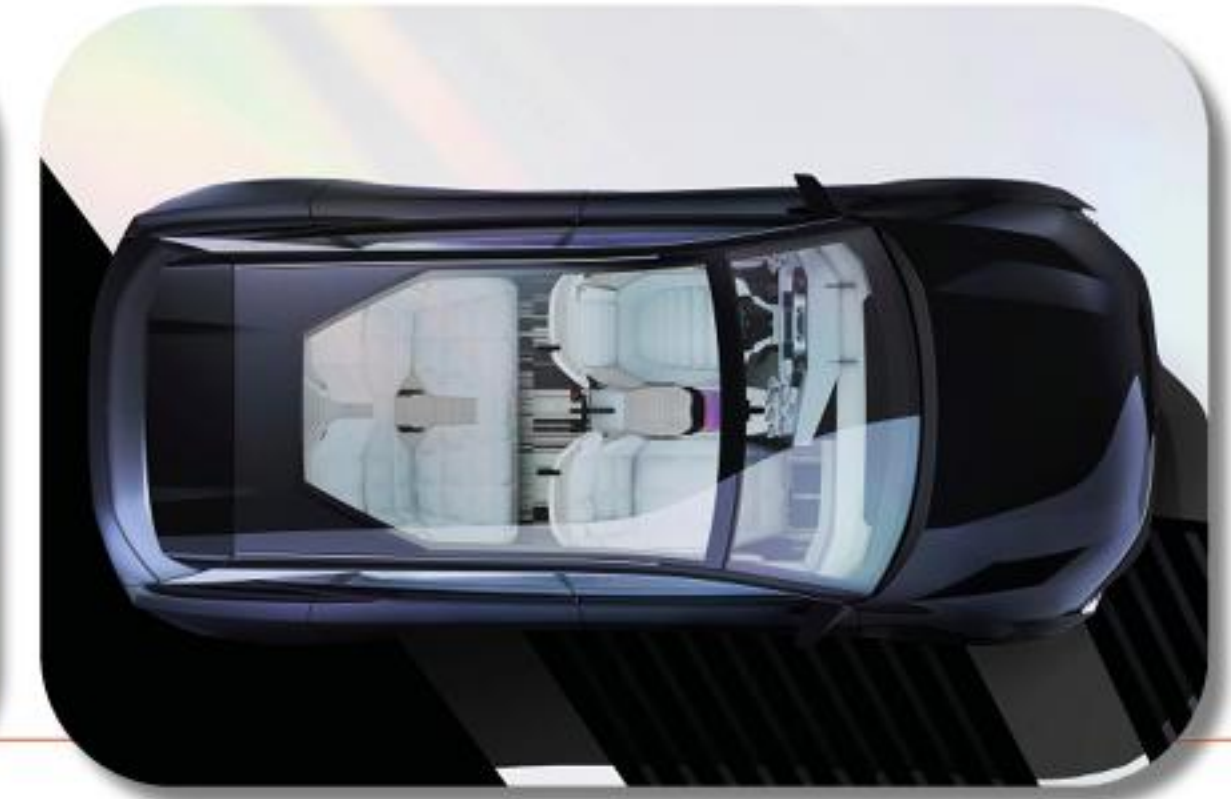
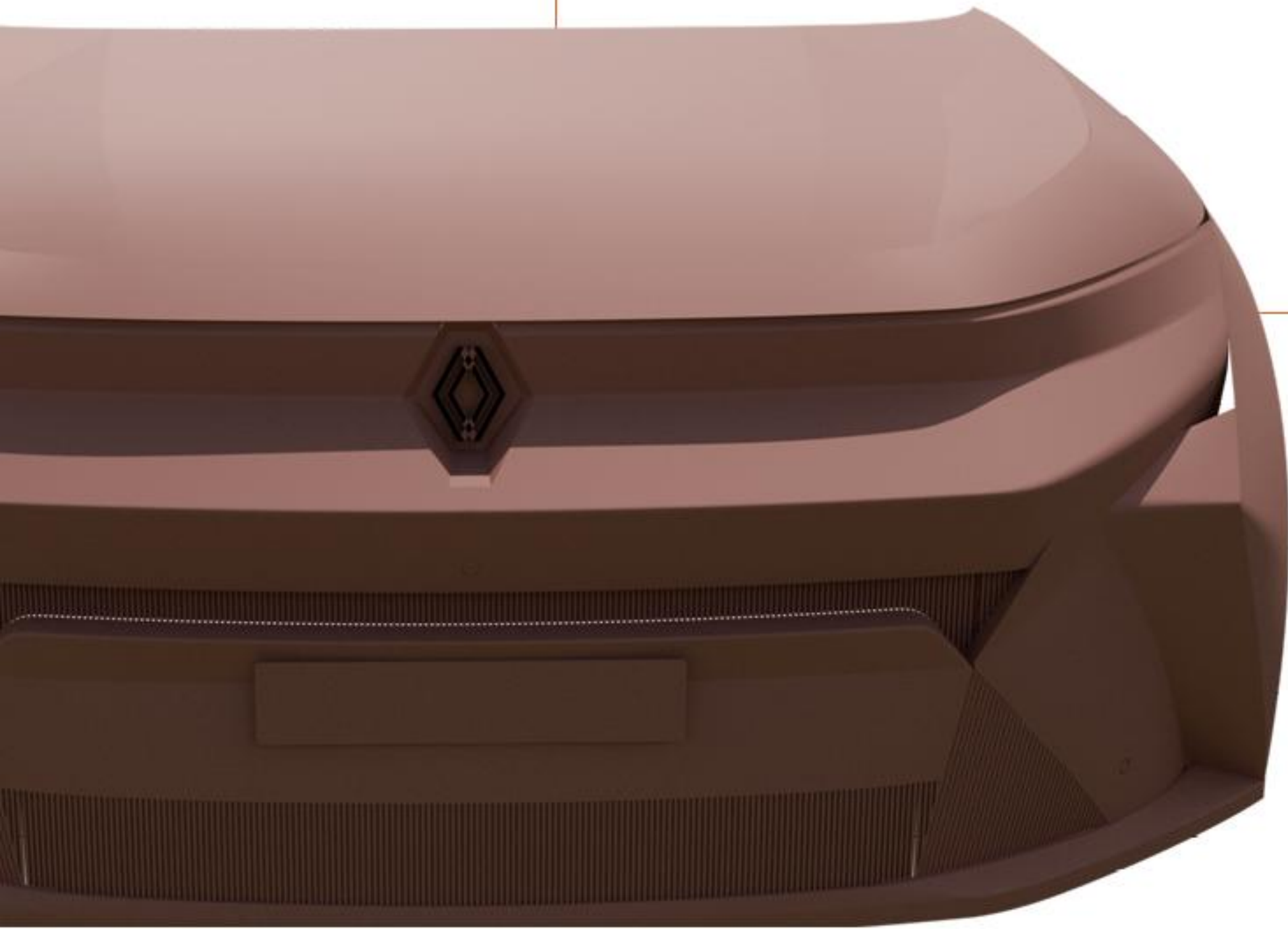


RENAULT SCENIC

VISION CONCEPT

BRIEF

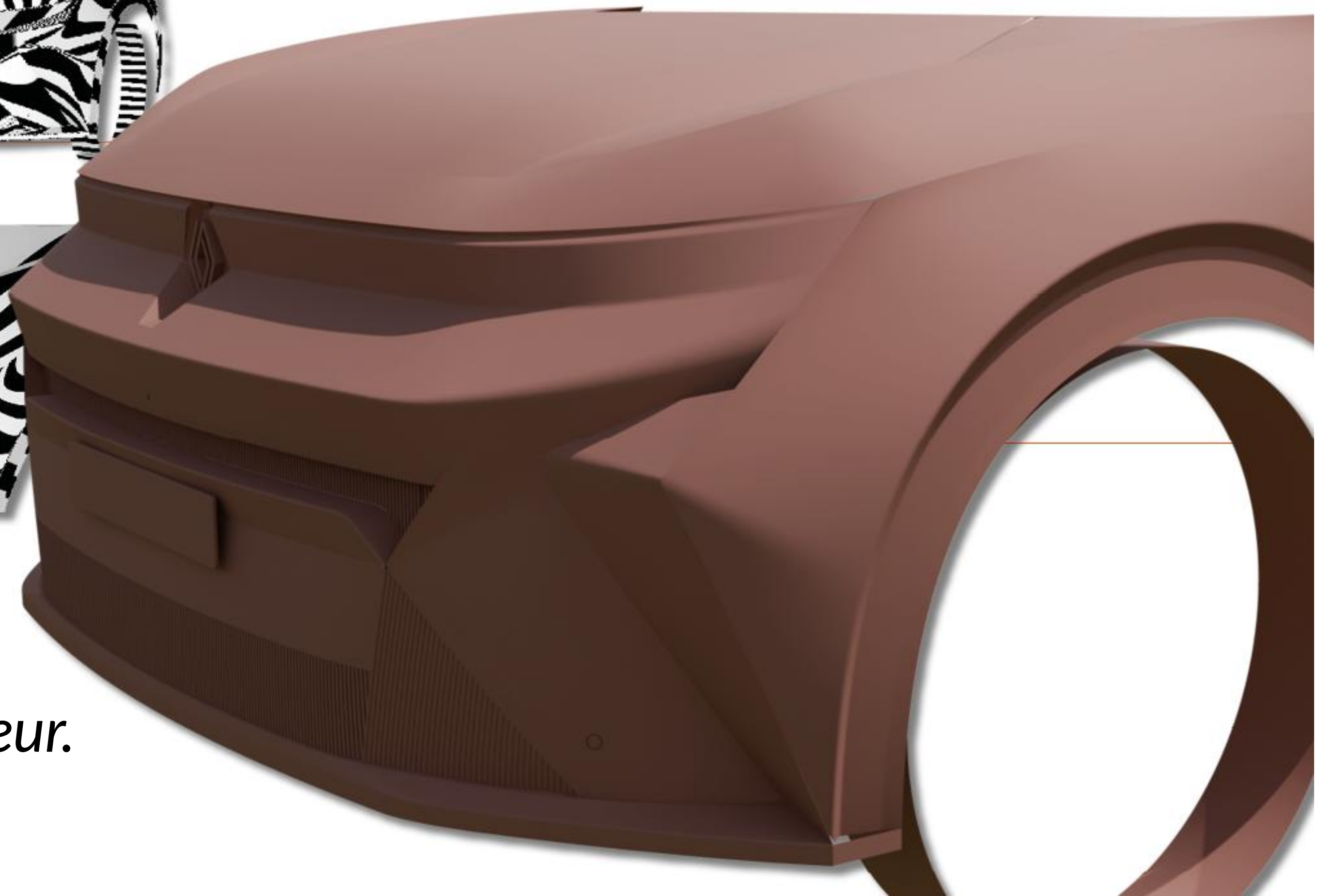
Remodéliser l'aile avant et le bouclier pour un concept car.



CHECKING DE QUALITÉ

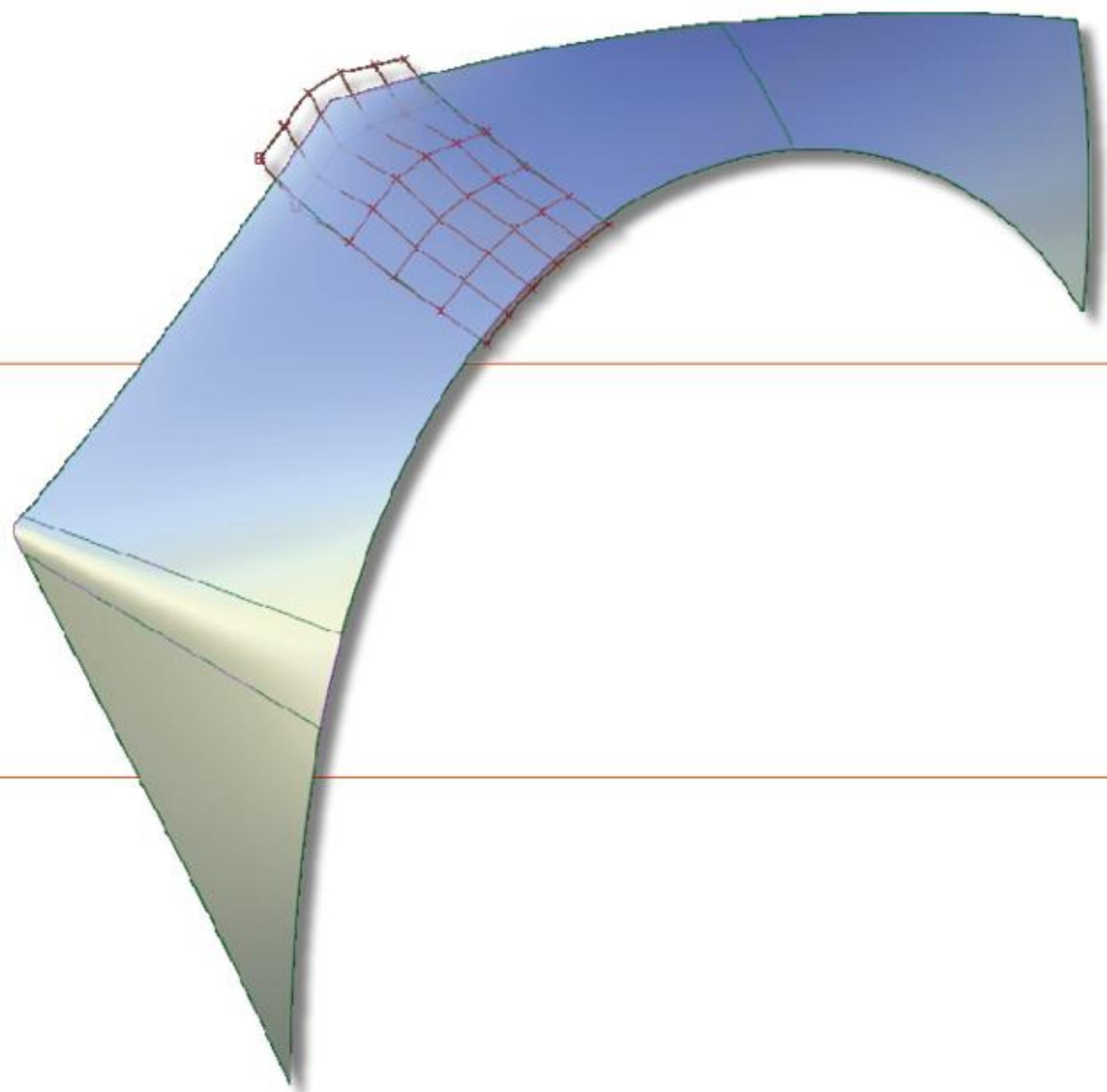
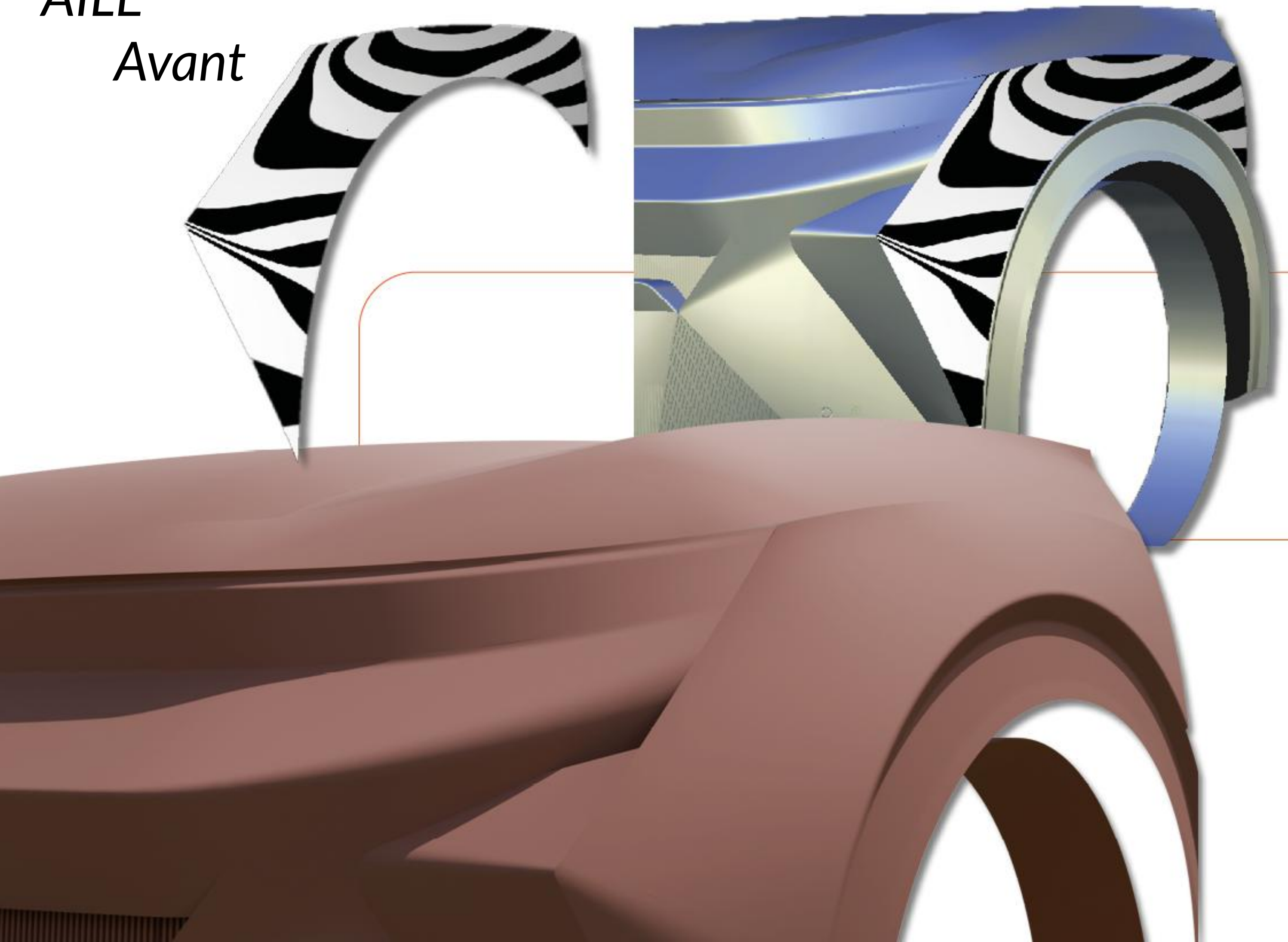


Zebra
Avoir les surfaces les plus propres possible de l'extérieur.



CHALLENGE

AILE
Avant

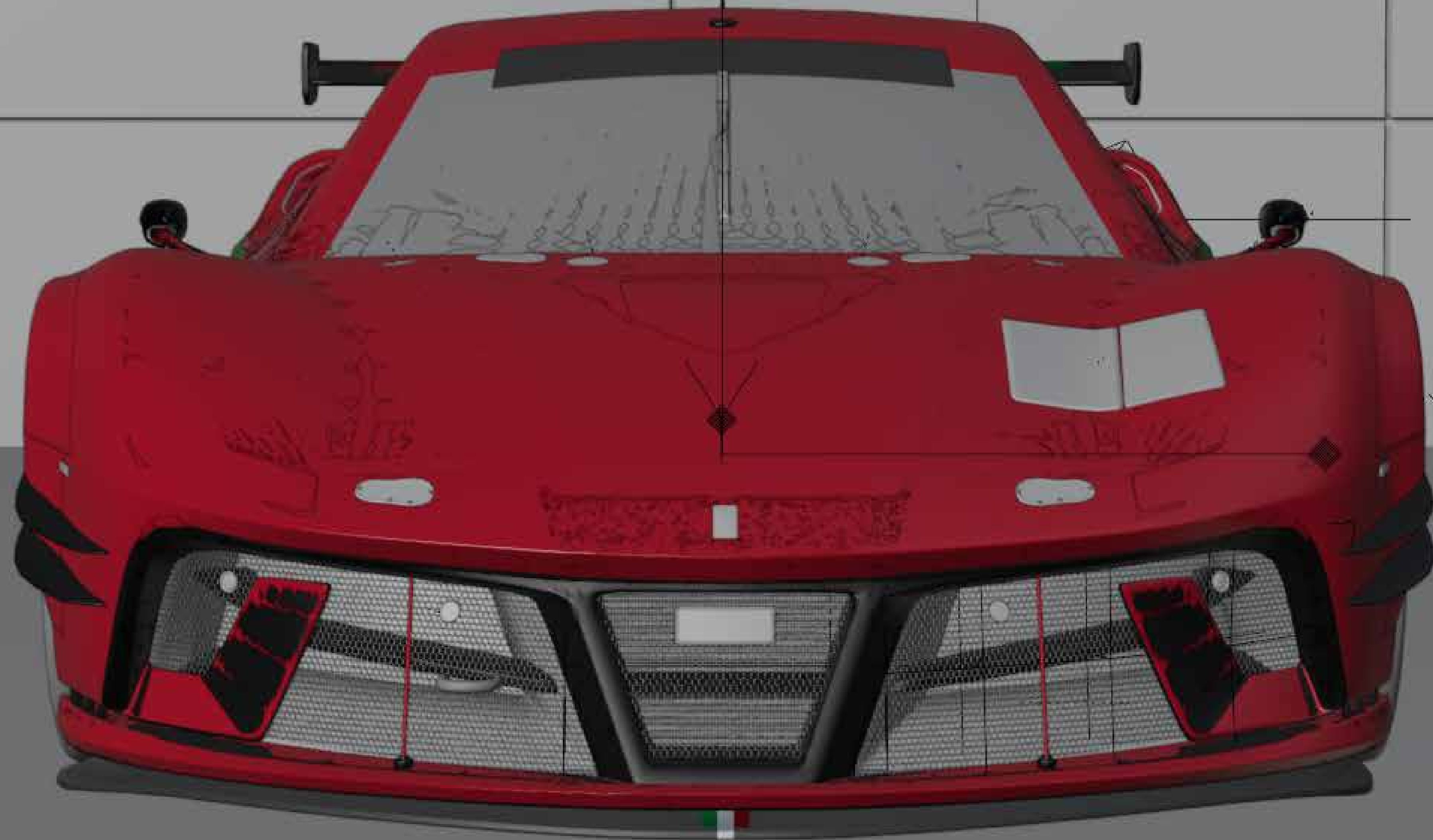


SOLUTION



RENAULT
HUMAN
FIRST
CONCEPT.





FERRARI BLENDER

Textures



Rendu





DESIGNER / 3D EXPERT / MODELEUR 3D

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PARIS

MERCI