



# PORTFOLIO

BAPTISTE DE JUNNEMANN

PRODUCT & FASHION DESIGNER  
3D EXPERT

# .SUMMARY/

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## FASHION PROJECTS

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## ANIMATION PROJECT

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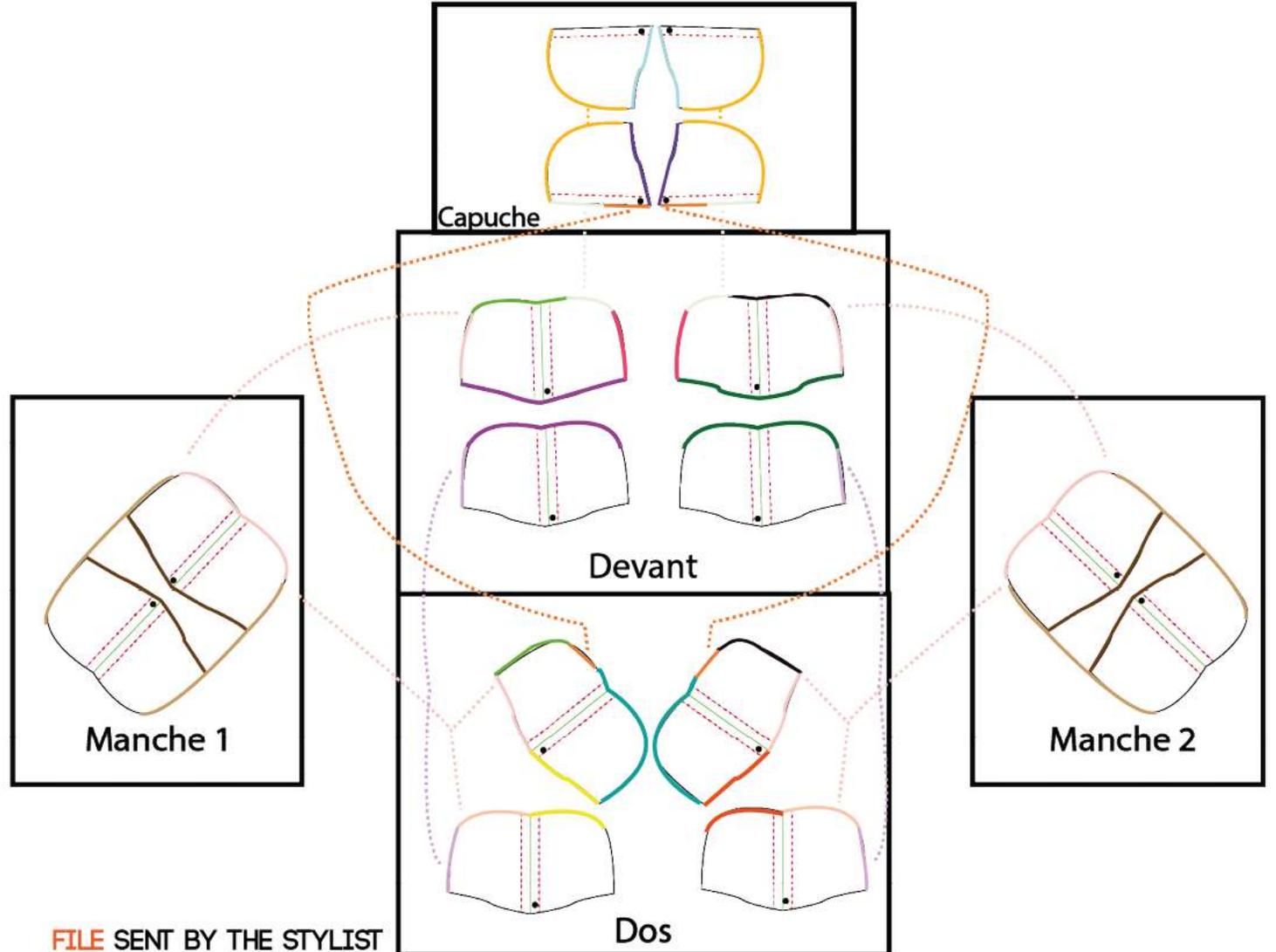
## EXPERIENCE

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# POP THE SWEAT.

## BRIEF:

WITH A STYLIST, ZOÉ COMBEAU, MAKE A SWEATSHIRT WITH ONLY HOOD PATTERN.



FILE SENT BY THE STYLIST

# CHALLENGE.

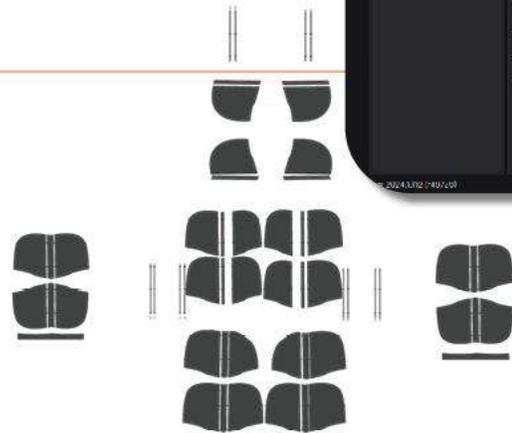
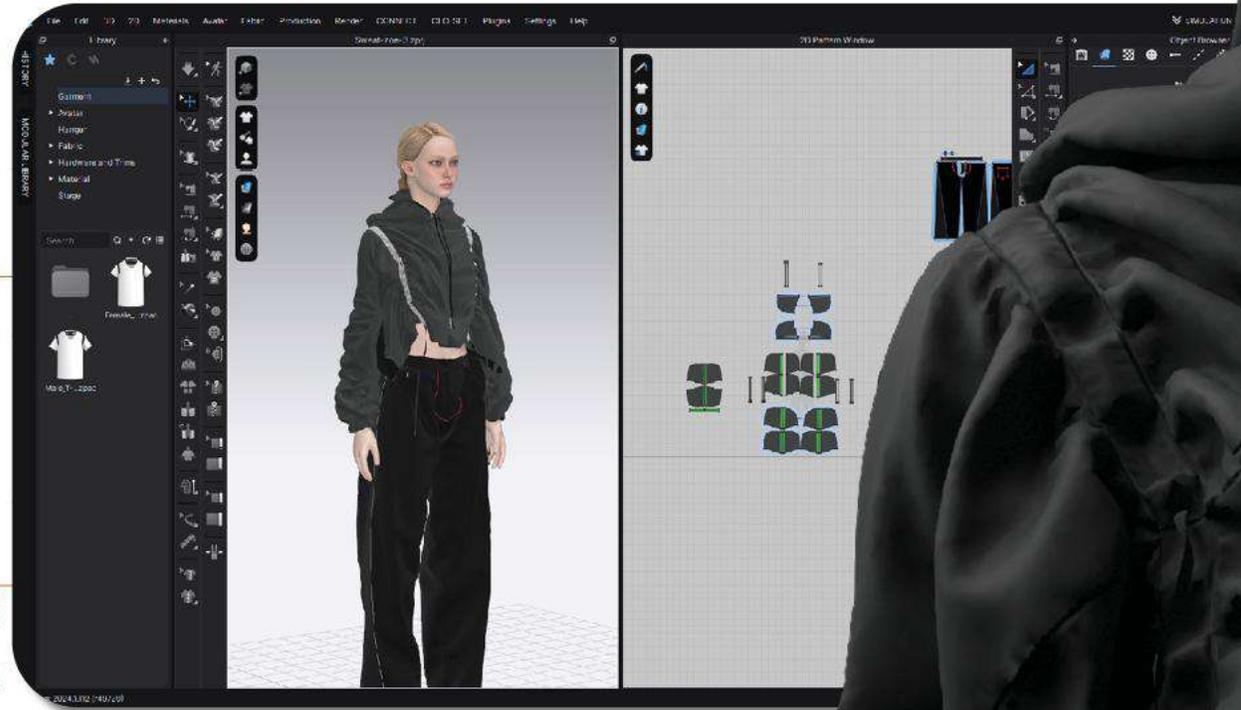


## SEWING PARTS

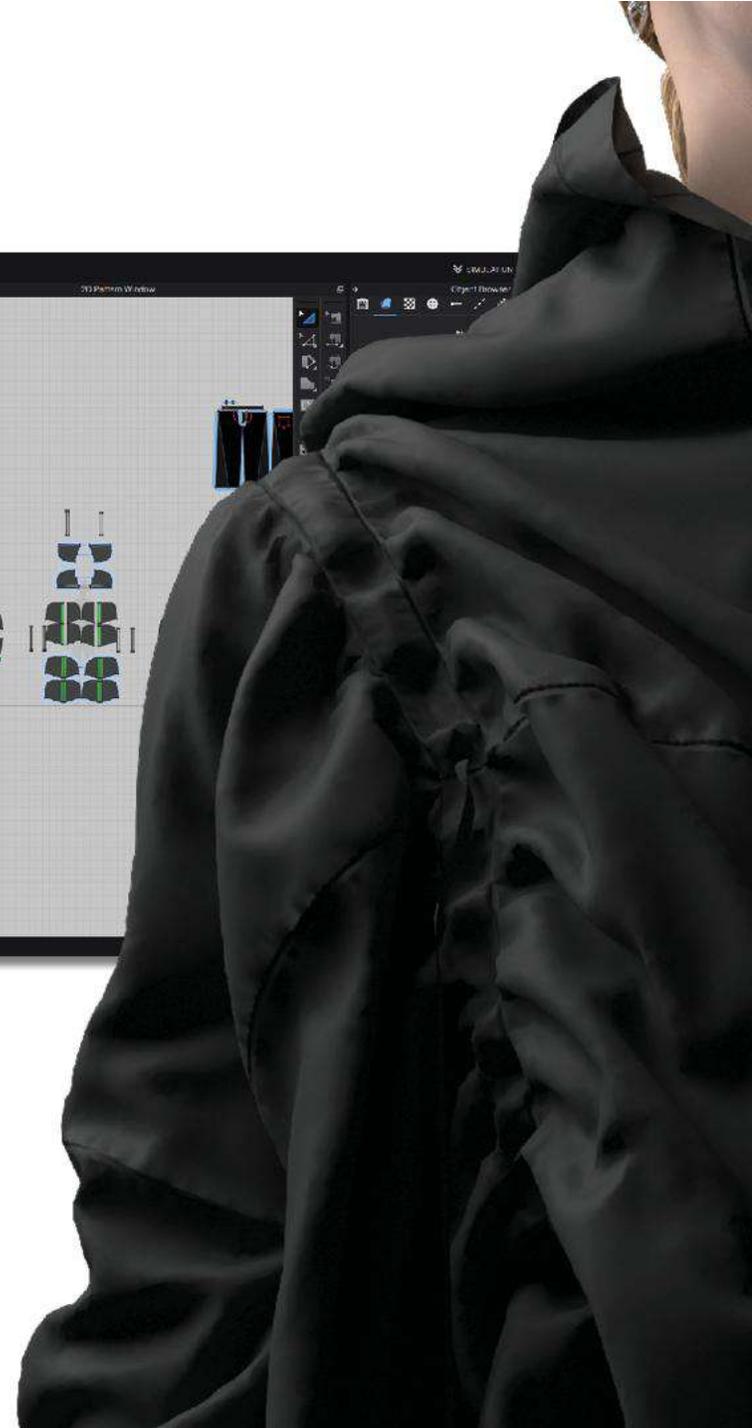
THANKS TO THE GUIDE VIEW  
BEFORE, IT WAS EASIER TO SEW  
WITHOUT PROBLEMS.

IT PERMITTED TO QUICKLY  
UNDERSTAND THE INTENTION  
OF ZOE.

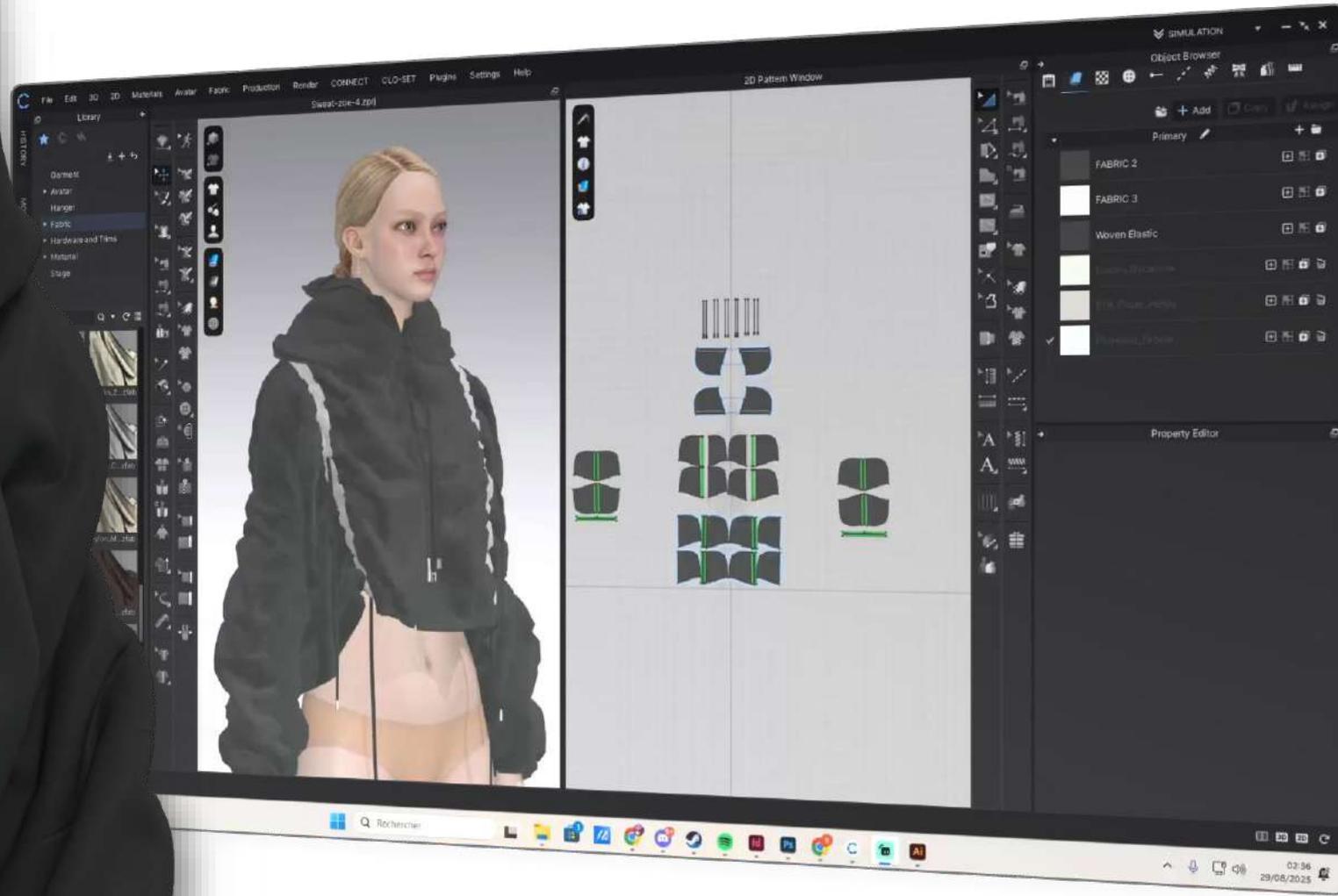
VIEWPORT CLO



## PATTERNS



# DRAPE OF THE FABRIC.



THANKS TO THE PHYSICS SIMULATION IN CLO, IT PERMITTED TO TEST DIFFERENT FABRIC.

IN ORDER TO ANALYZE THE FALL OF THE FABRIC AND CHOSE WICH ONE IS THE BEST.

I TESTED SEVERAL FABRICS TO ANALYSE THE FLOUNDER.

# COTTON.

100%



# JERSEY.

90% COTTON  
10% ELASTANE



# POLYESTER.

90% POLYESTER  
10% ELASTANE





DRAWSTRINGS

DRAPE

FOLDS

# WORKFLOW.



MODELING



RENDERING



HYPER  
REALISM  
MANNEQUIN



DETAILS  
CORRECTION



# AI PROCESS



RAW



AI WORK



AFTER  
PHOTOSHOP







**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

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 sweatshirt? After analyzing the 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 Junneemann (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 Junneemann 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.



15

Redefining the Limits of a Sweatshirt's Identity



16



# LEATHER FASHION.

## BRIEF:

MAKE A DESIGN IN THE STYLE OF JITROIS.

## GOAL:

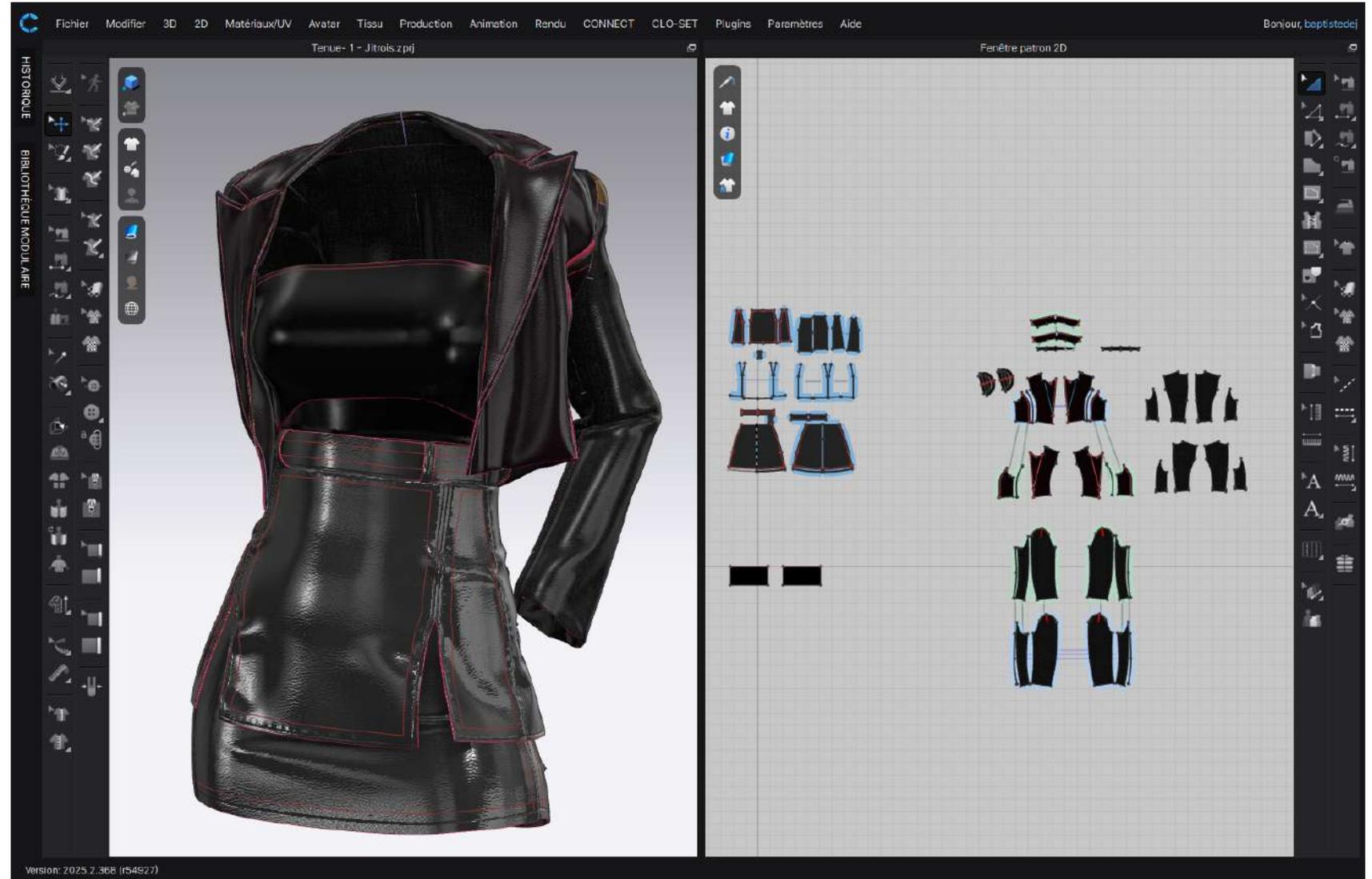
MAKE TWO OUTFITS THAT CAN BE PRODUCED AND PUSH THE 3D RENDERING BY ADDING AI IN MY WORKFLOW.



# 2D PATTERNS.

AFTER CHOOSING MY DESIGN, I CREATE MY PATTERNS IN CLO 3D.

THIS OUTFIT IS COMPOSED OF THREE PIECES. A SKIRT, BANDEAU AND A JACKET.



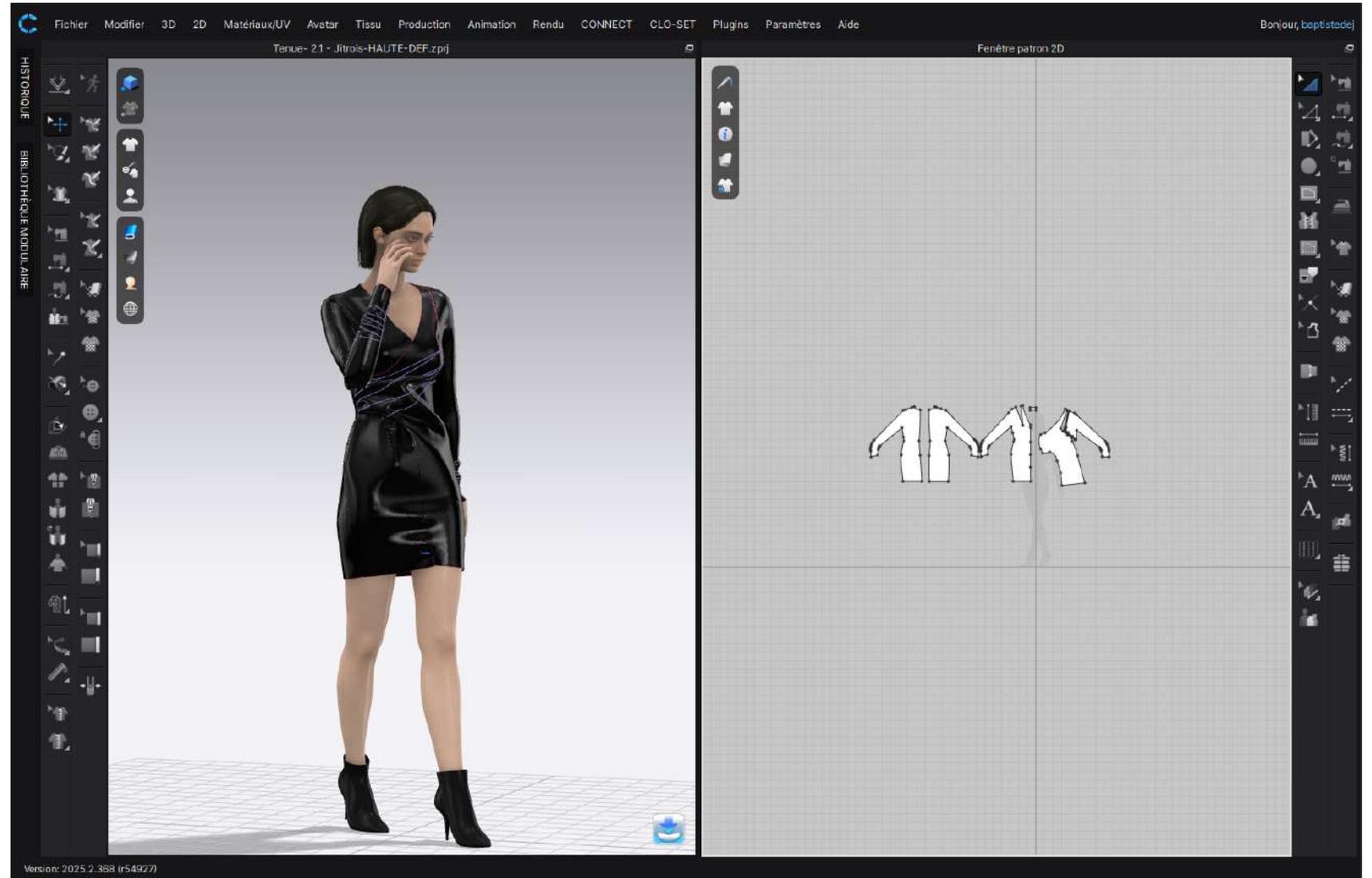
# 3D RENDER.



# 2D PATTERNS.

AFTER CHOSING MY DESIGN, I CREATE MY PATTERNS IN CLO 3D.

THIS OUTFIT IS COMPOSED OF A SKIRT IN LEATHER, WITH SHORT TOUCH OF RED.



# 3D RENDER.



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# 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



# FASHION MAG

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2/2 OUTFIT



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BAPTISTE DE JUNNEMANN



24 XXX



# WHAT IS 24:XX

## 3 OUTFITS

**IDEA:** CREATE A COLLECTION THAT INSPIRES DIFFERENT MOMENTS OF THE DAY

## COLLABORATION

**GOAL:** CREATING OUTFITS THAT CAN BE PRODUCED



**BAPTISTE  
DE JUNNEMANN**

LEAD PROJECT

DESIGNER

3D MODELER



**ZOÉ  
COMBEAU**

FASHION  
DESIGNER

SEAMSTRESS



**TESS  
VILIEN**

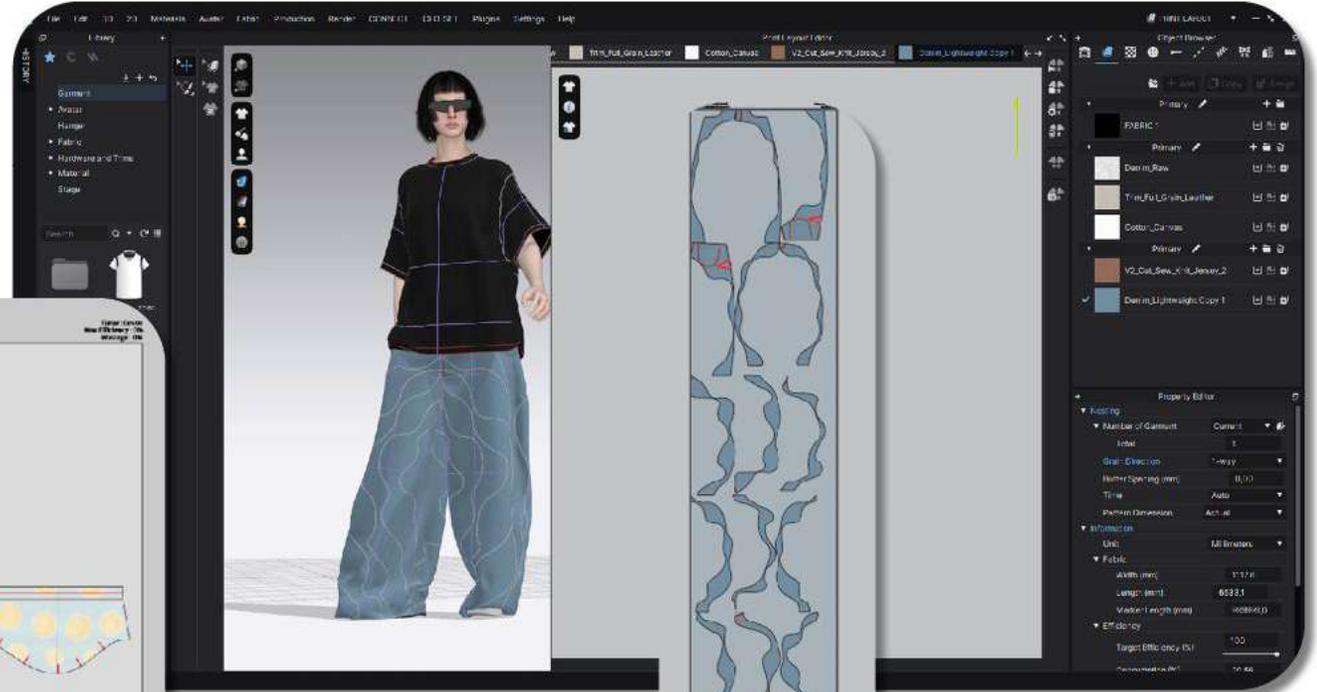
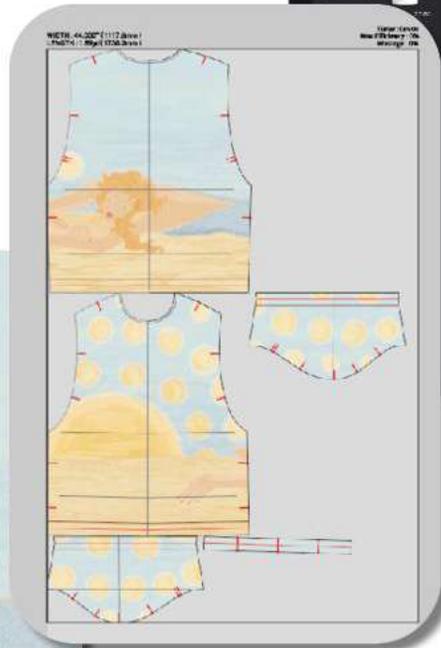
GRAPHIST



# PRODUCTION.



FOR THIS OUTFIT WE  
WANTED TO ACTUALLY  
PRODUCE IT, SO I  
DISCOVERED A USEFUL  
FUNCTIONALITY IN  
CLO3D,  
THE PRINT LAYOUT



# MAKING PATTERNS



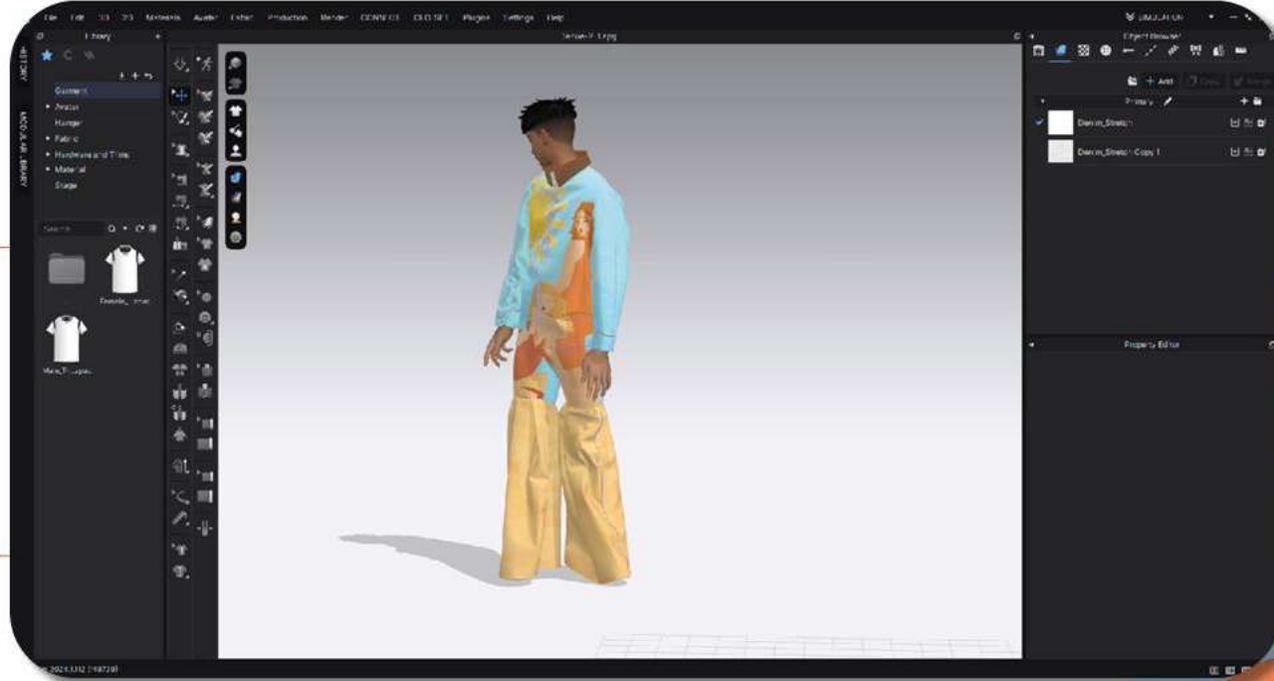




# CHALLENGE.

FIND THE RIGHT FABRIC TO HAVE  
A **BEAUTIFUL DRAPE**

THANKS TO THE PHYSICS MOTOR IN  
CLO3D, I WILL EXPLORE **MULTIPLE  
POSSIBILITIES**



# TEXTILE EXPERIMENTS



JERSEY.

NYLON.

DENIM.

POPLIN COTTON.

# WEIGHT.



150  $\text{G/M}^2$

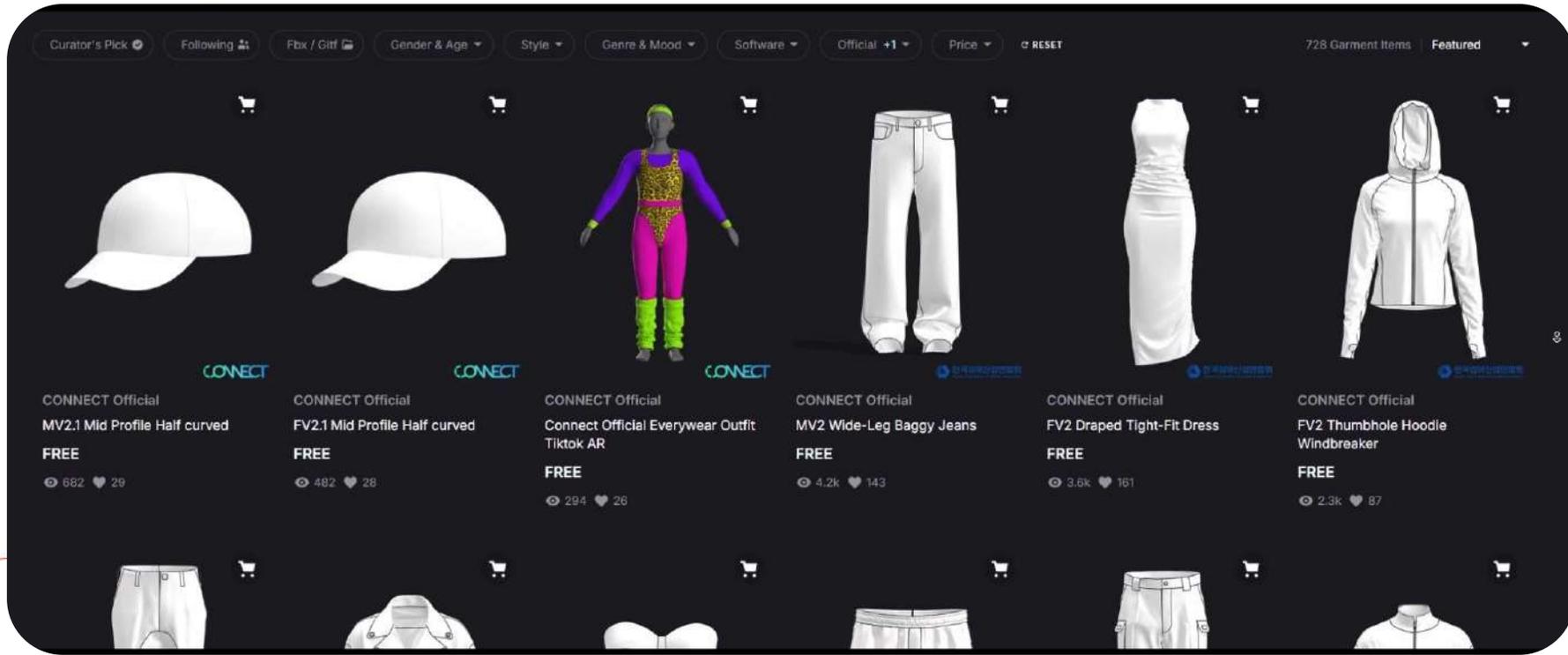
350  $\text{G/M}^2$

500  $\text{G/M}^2$

NIGHT.

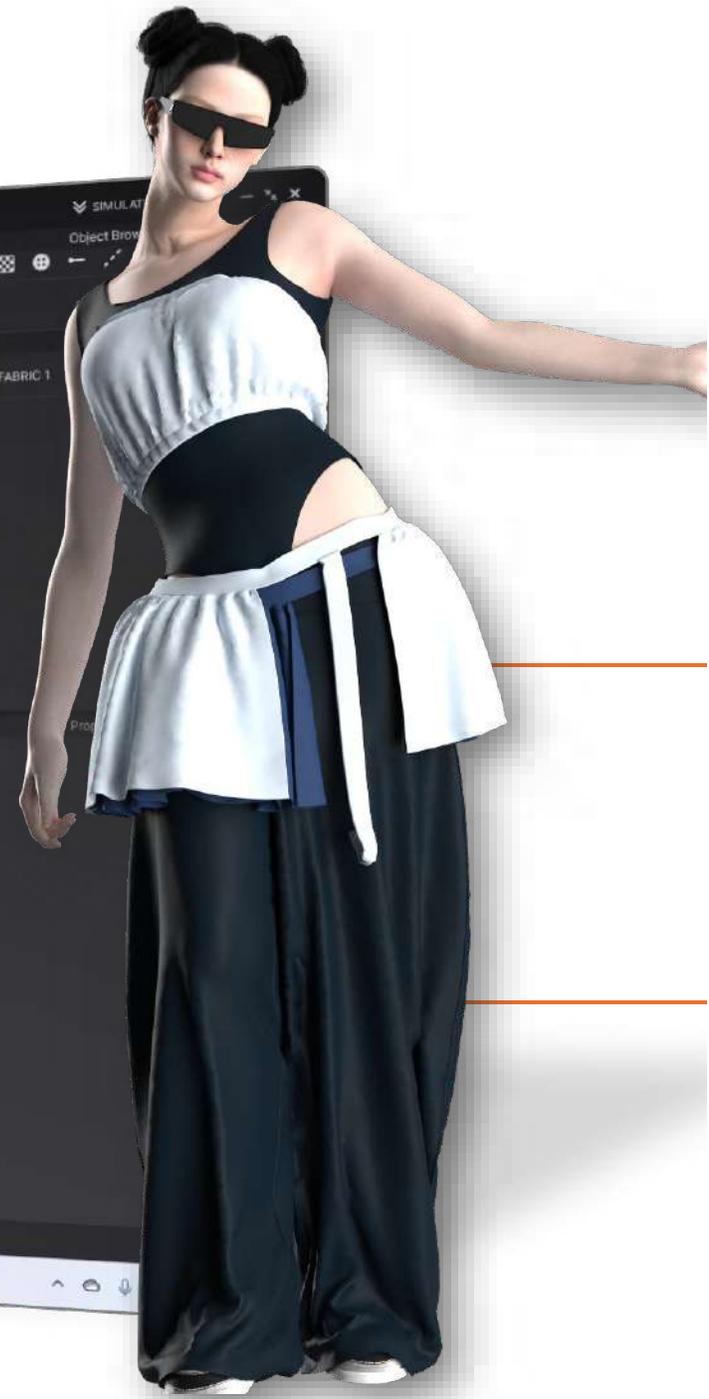
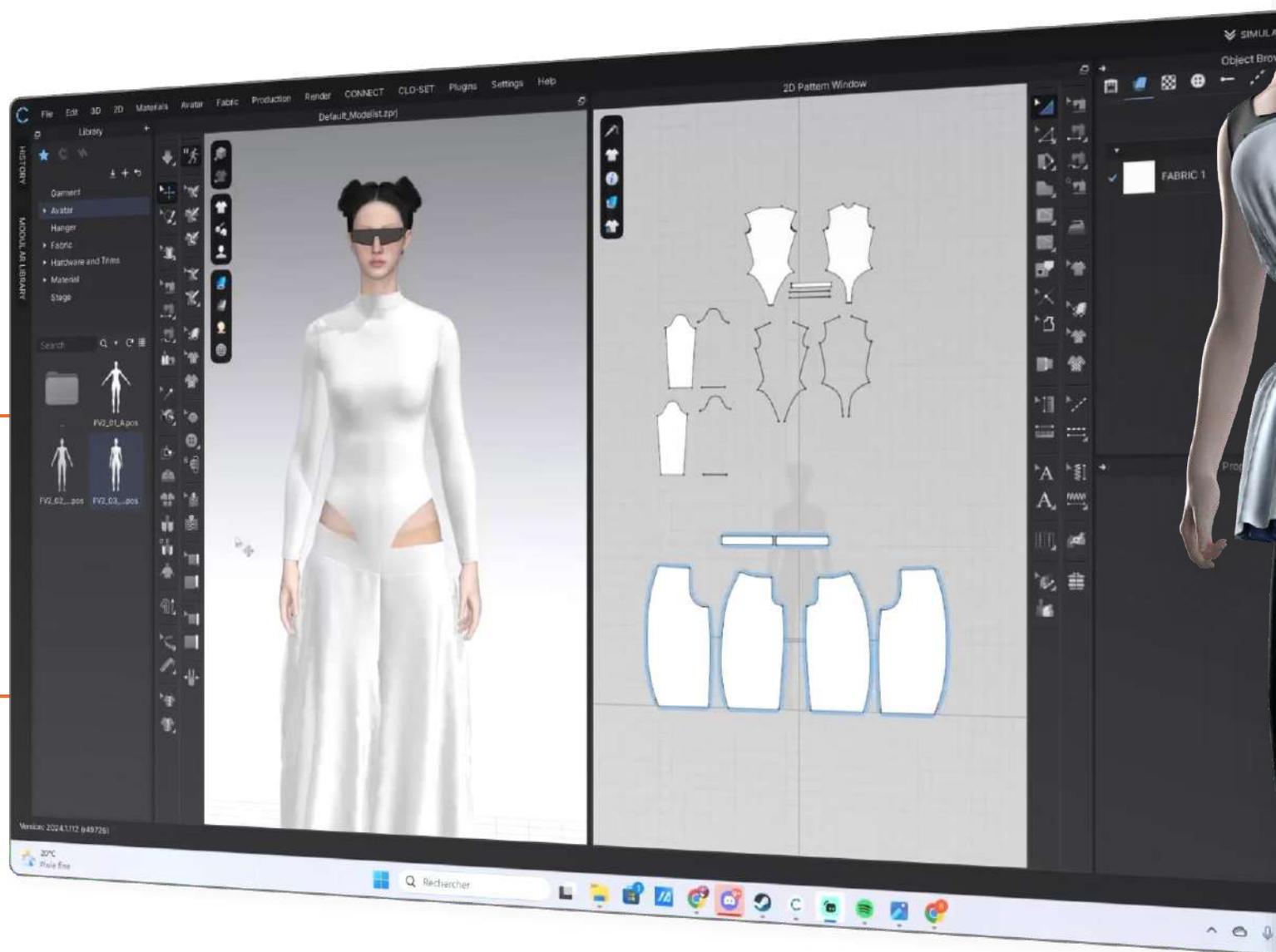


# CLO CONNECT



IT ENABLED  
ME TO START  
A PROJCT  
**FASTER**

# SPEED MODELING



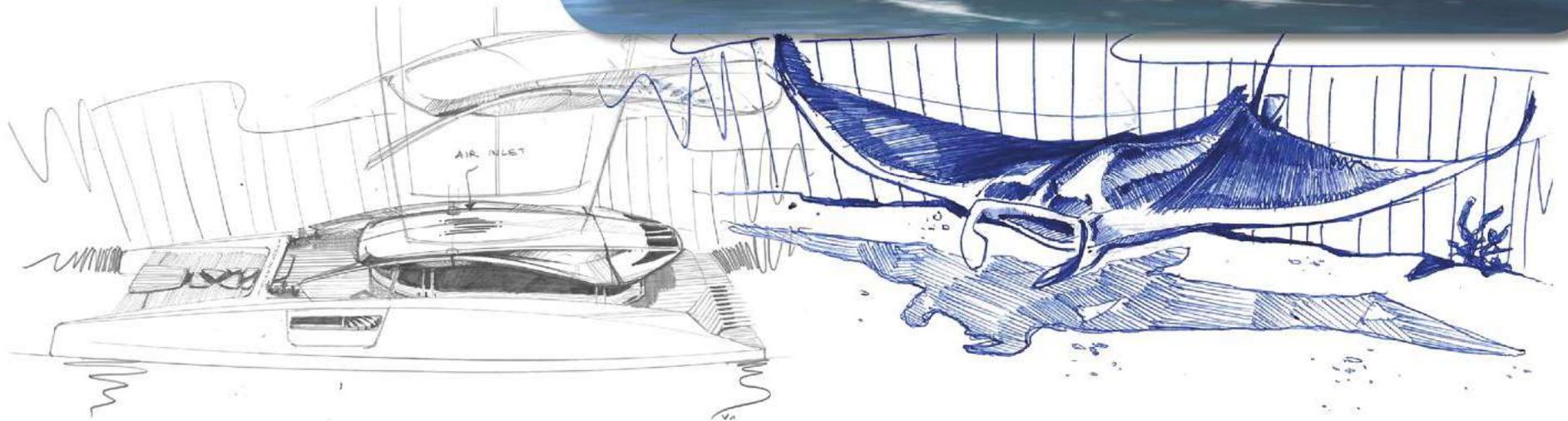
# ANIMATION PROJECT



# CONTEXT.

## BRIEF:

IN PARTNERSHIP WITH  
VPLP, MAKE A 90  
SECONDS MOVIE OF  
THEIR FUTUR YACHT,  
**APERIO.**



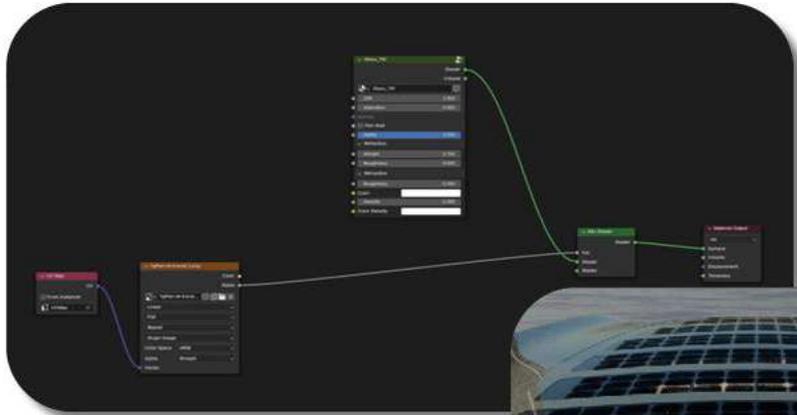
# APERIO

## YACHT

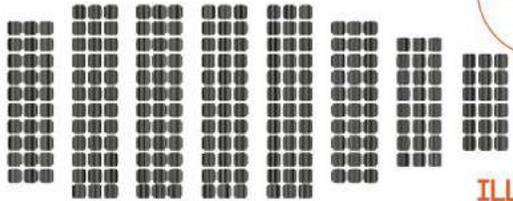


BASE ALIAS  
MODEL

# TEXTURING.

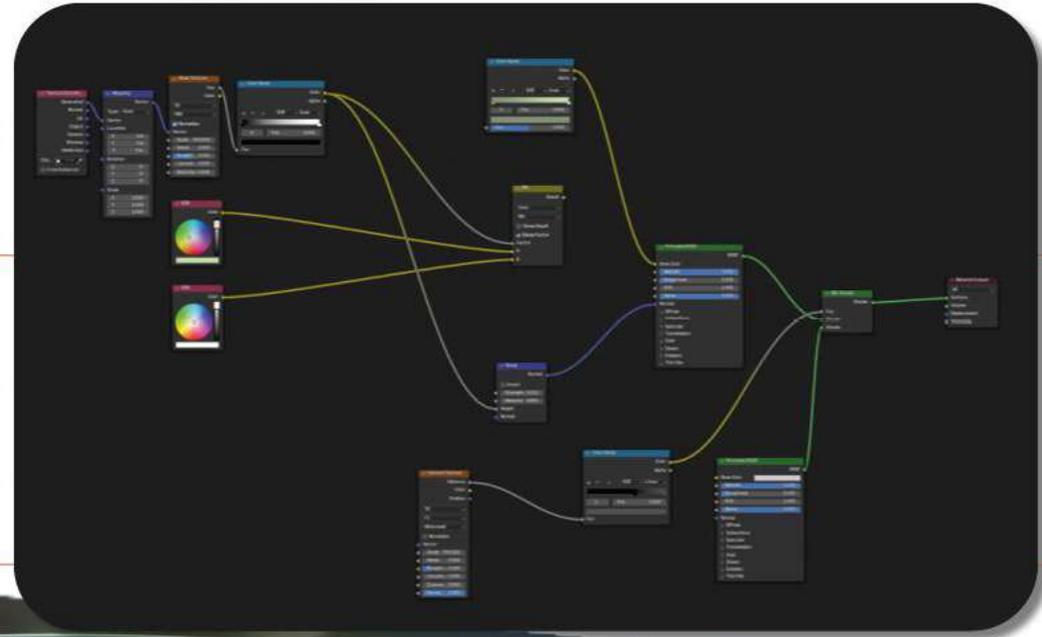


PERGOLA  
SHADER



ILLUSTRATION

HULL SHADER



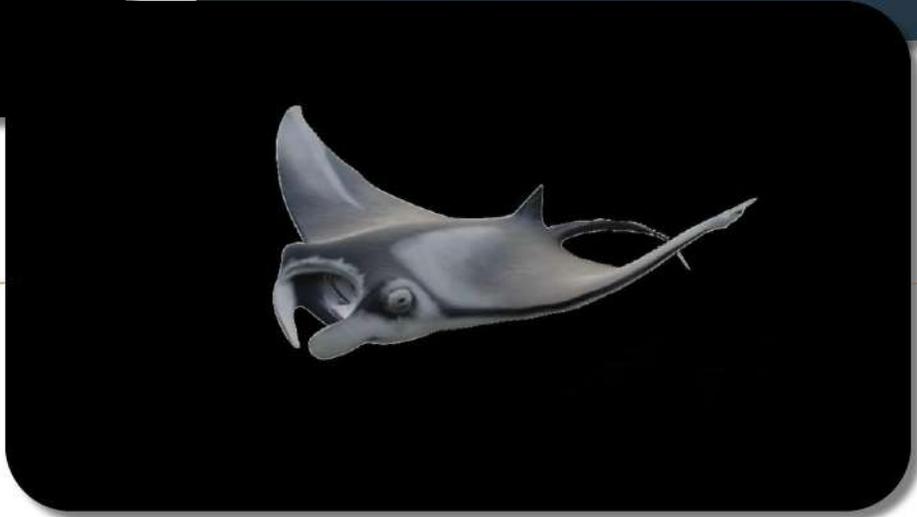
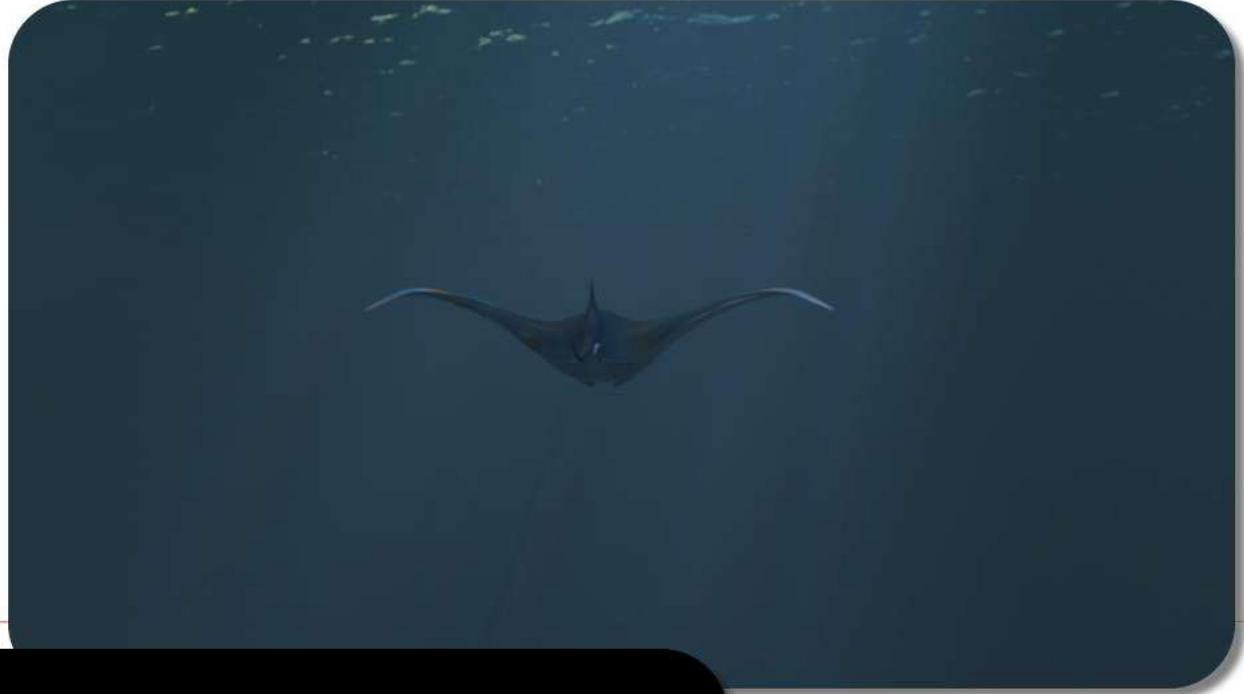
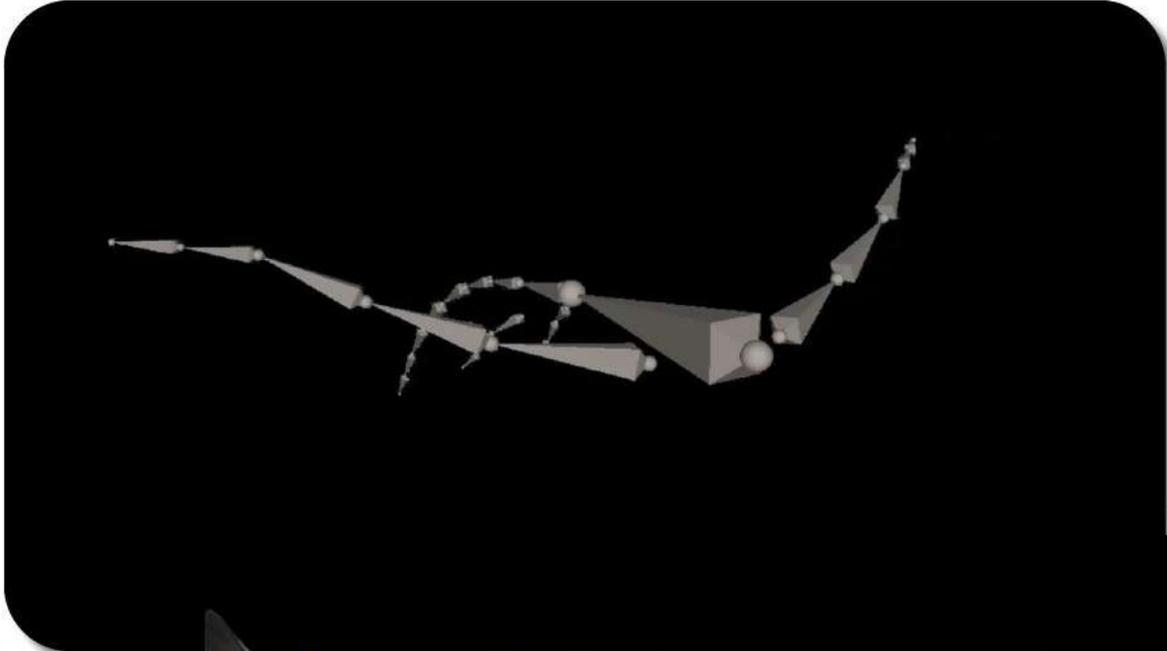
UV





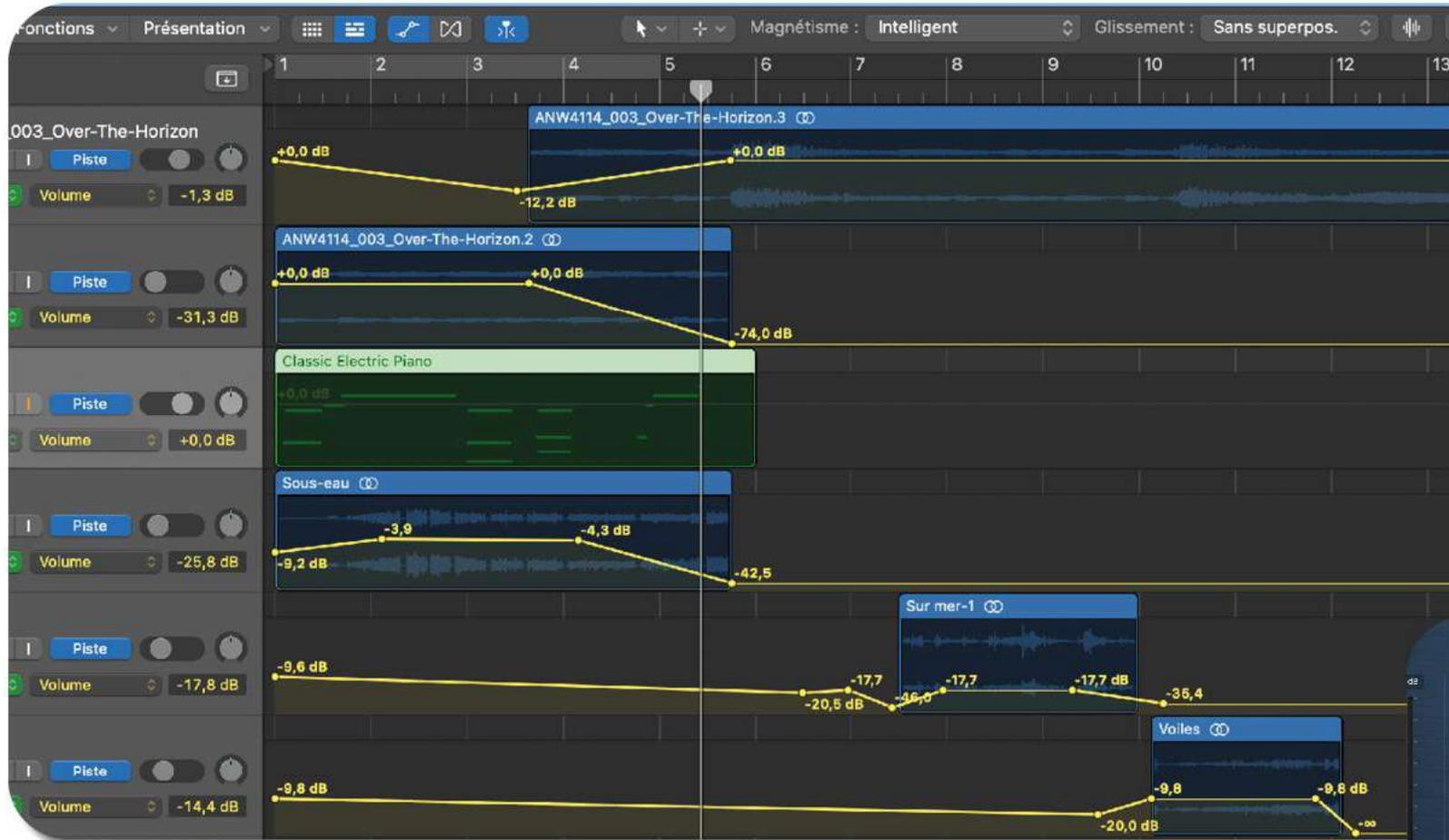
# RIGGING.

BONES.



FINAL RIG

# SOUND DESIGN.



LOGIC PRO X



CHANEL  
EQ



AUDIO  
COMPRESSOR



# DEMO.



The screenshot displays an audio mixing console with the following tracks and controls:

- 1. ANW4114\_003\_Over-The-Horizon (M S R I)
- 2. ocean 1 (M S R I)
- 3. ocean 2 (M S R I)
- 4. Ocean top 1 (M S R I)
- 5. Volles (M S R I)
- 6. wind 1 (M S R I)

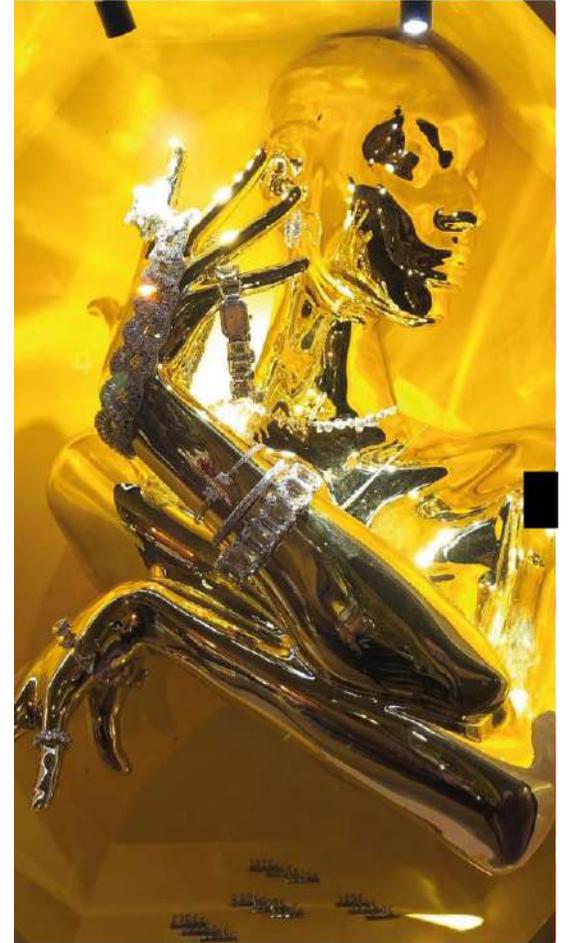
The central area shows waveforms for each track and various mixing parameters such as 'Sur met-1', 'Volles', and 'vent'.

# EXPERIENCE.

WITH **SWAROVSKI**

THE OBJECTIVE WAS TO THINK AND CREATE A POP UP STORE FOR SWAROVSKI IN PARIS.

# SWAROVSKI





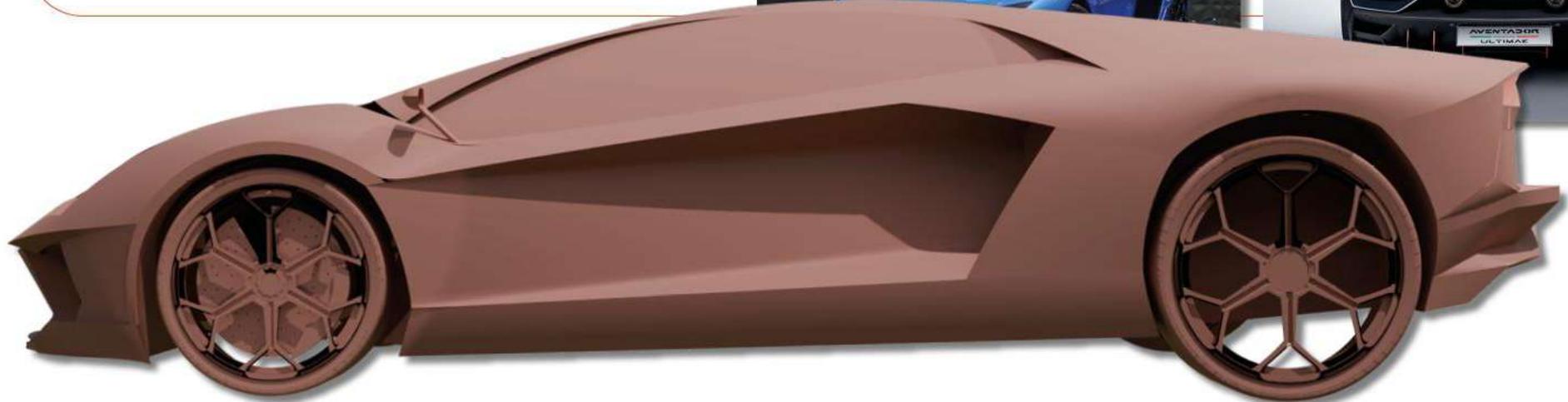


# LAMBORGHINI

## AVENTADOR ULTIMAE

### ANALYSIS

SEARCHING PICTURES FROM  
NETCARSHOW.COM TO  
UNDERSTAND THE DESIGN.



# QUALITY CHECK



## ZEBRA

SEARCHING TO GET CLEAN SURFACES  
ON THE EXTERIOR.



# RIM

## WORKFLOW

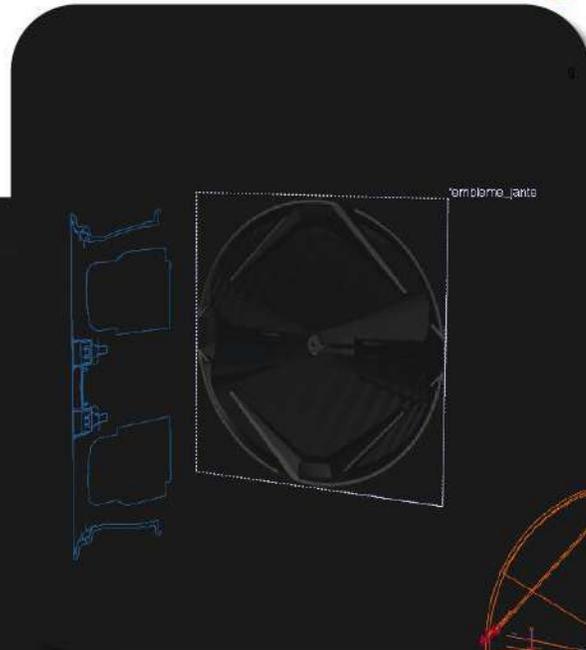
STEP

1



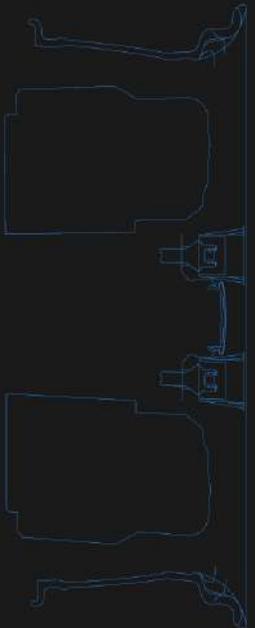
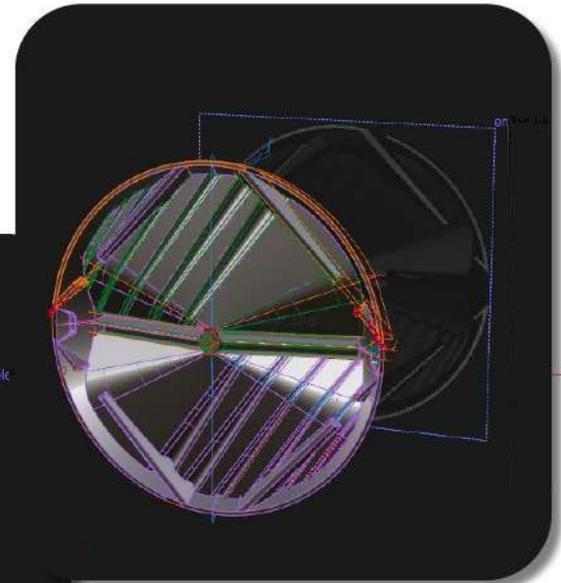
STEP

3



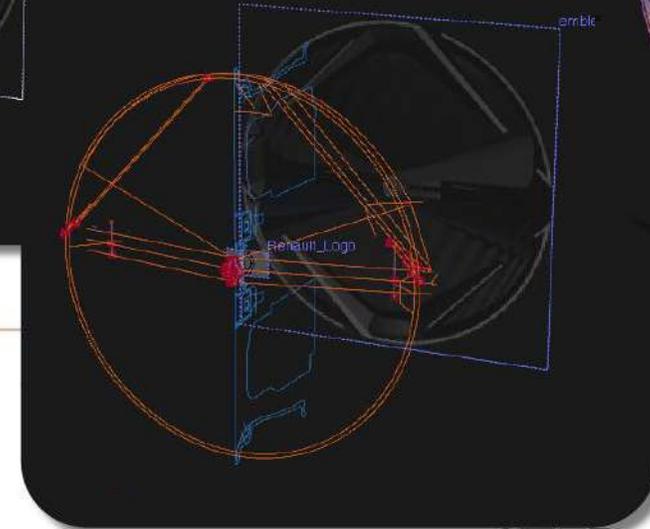
STEP

5



STEP

2



STEP

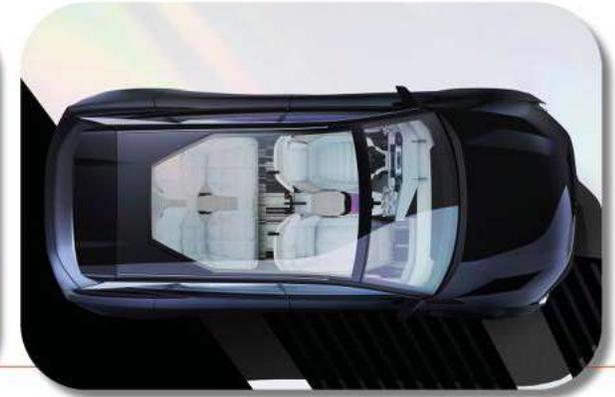
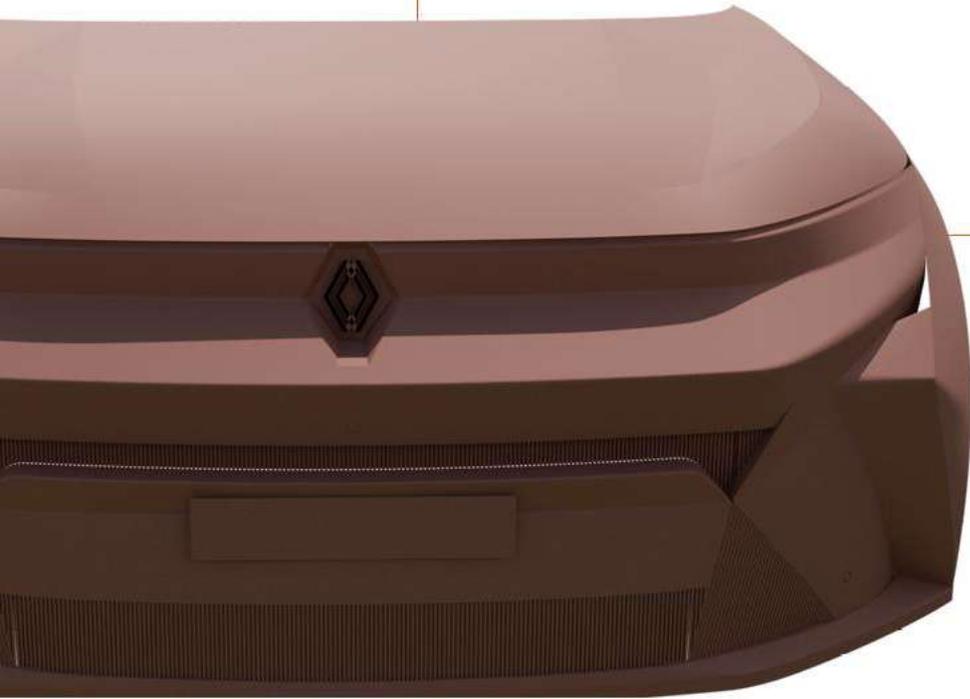
4

# RENAULT SCENIC

## VISION CONCEPT

### BRIEF

REMODELING THE FRONT WING AND FRONT SHIELD FOR A NEXT CONCEPT CAR.



NETCARSHOW.COM

# QUALITY CHECK



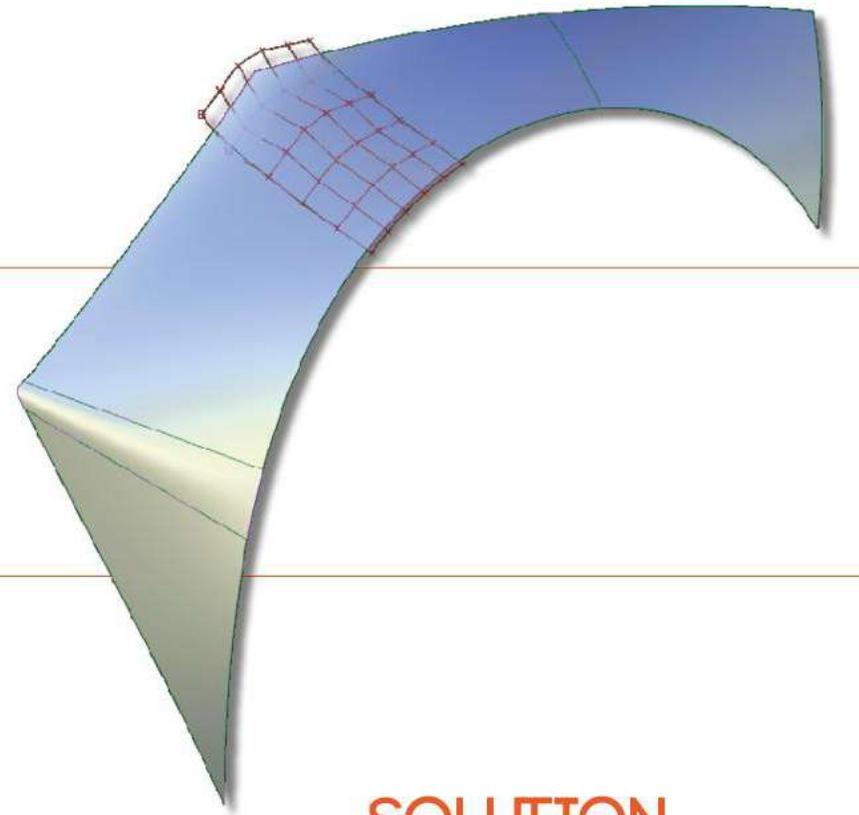
## ZEBRA

SEARCHING TO GET  
CLEAN SURFACES ON  
THE EXTERIOR.



# CHALLENGE.

FRONT  
WING



**SOLUTION**

IN CERTAIN SITUATIONS, WE CAN  
CHANGE THE WAY WE MODEL



RENAULT  
HUMAN  
FIRST  
CONCEPT.



ALPINE ZDZ.



# DEBRIEF.



**CAR**  
MODELING



**RIM**  
SKETCHMODELING



**RESOLVE**  
PROBLEMS



THANK YOU

BAPTISTE DE JUNNEMANN

[baptistedej@gmail.com](mailto:baptistedej@gmail.com)

07 81 48 40 83