

(WE BELIEVE IN STYLE)

(WE BELIEVE IN EXPRESSION)

(WE BELIEVE IN INNOVATION)

# PORTFOLIO

BAPTISTE DE JUNNEMANN

# .SUMMARY/

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ABOUT ME

PRESENTING MYSELF

---

SCHOOL

BEGINING IN SURFACIC, POLYGONAL AND  
TEXTILE MODELING AND ANIMATION

---

APPRENTICE

SURFACIC MODELING

---

PERSONAL PROJECT

TEXTILE MODELING PROJECT

---

PROFESSIONAL PROJECT

SWAROVSKI POP UP STORE



FASHION

TEKNO FESTIVAL

MUSICIAN

2 TIMES  
SWIMMING CHAMPION

01.

# STUDIES.

## ECOLE DE CONDÉ



PRODUCT DESIGN  
2019 – 2023

## RUBIKA MONTBELIARD

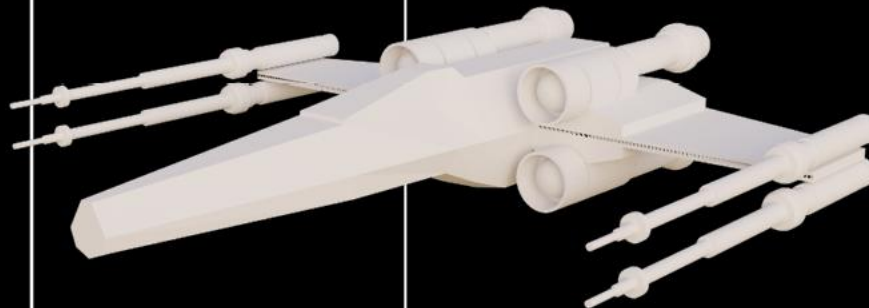
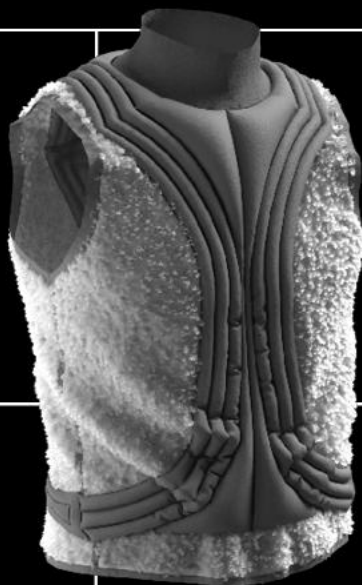


DIGITAL DESIGN  
2023 – 2025



# SCHOOL PROJECTS.

02.



SURFACIC

POLYGONAL

TEXTILE

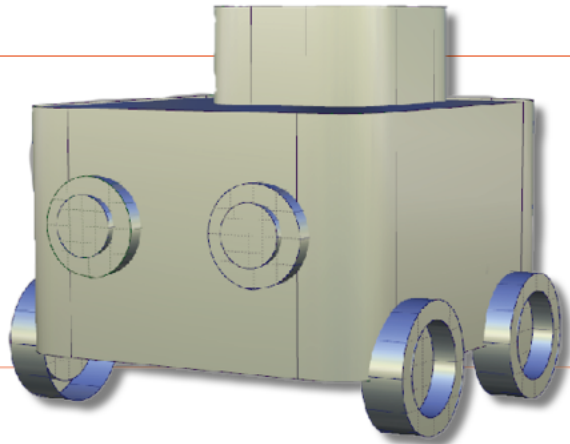
ANIMATION

**Rubika**<sup>∞</sup>  
Montbéliard



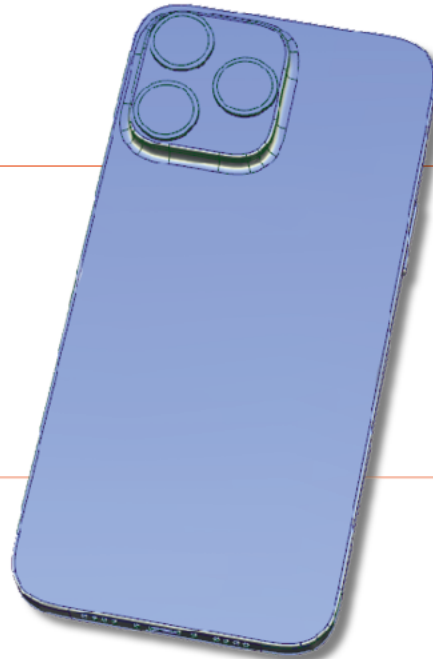
# DISCOVERY

## SURFACIC MODELING



TOY

OCTOBER 2023



IPHONE 14

OCTOBER 2023



GAMEBOY

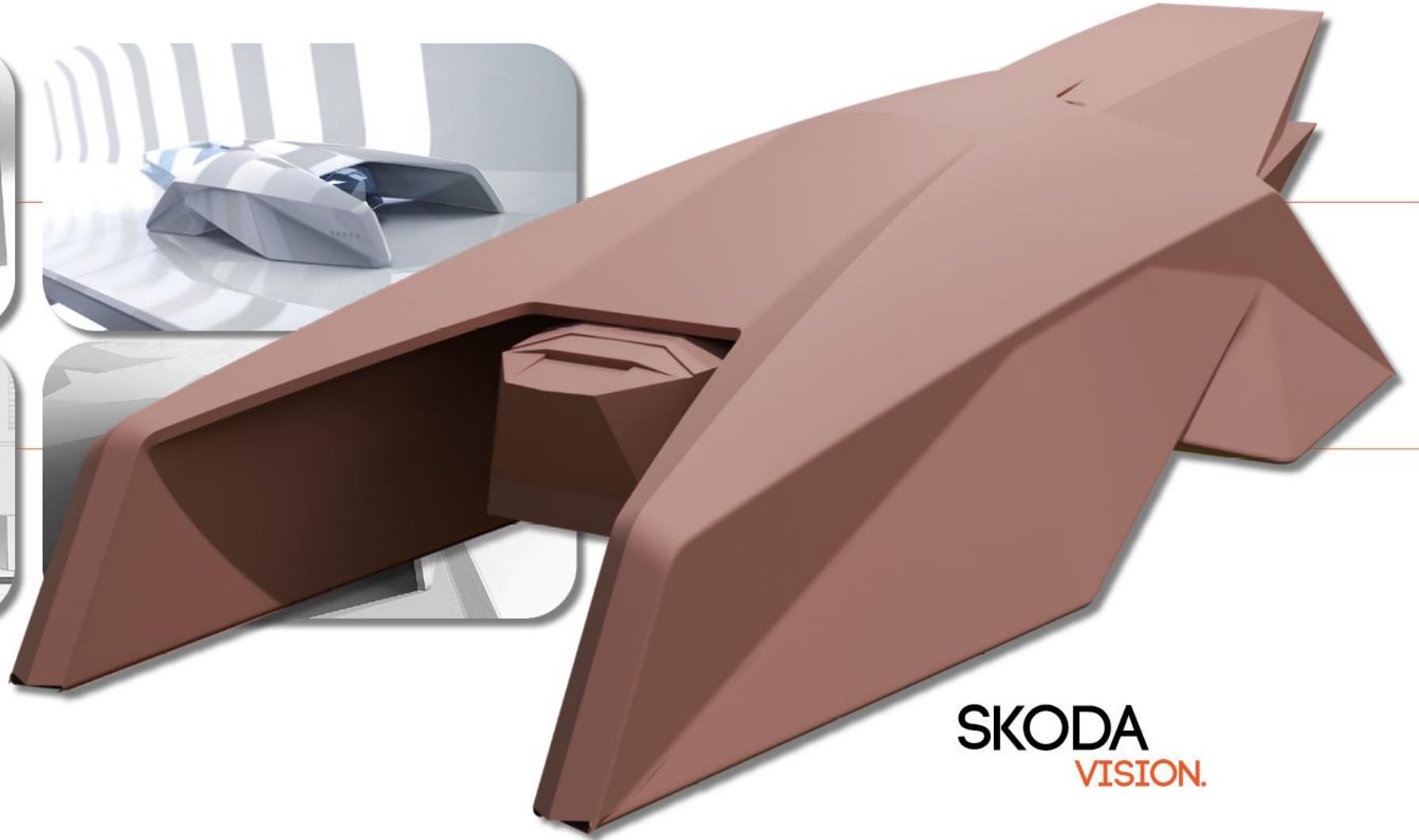
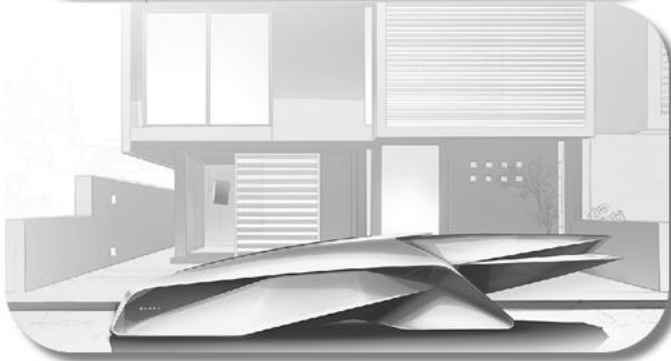
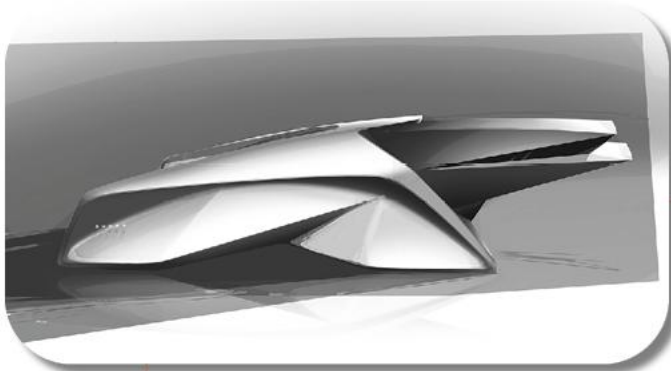
NOVEMBER 2023

LEARNING BASICS  
CURVES  
SQUARE  
FILETS



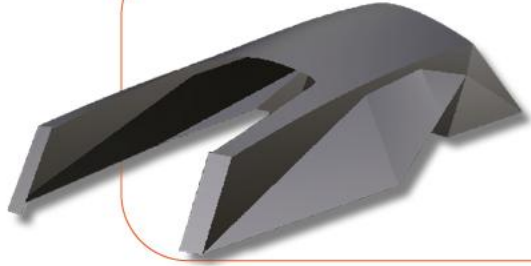
# SKETCH

## MODELING.

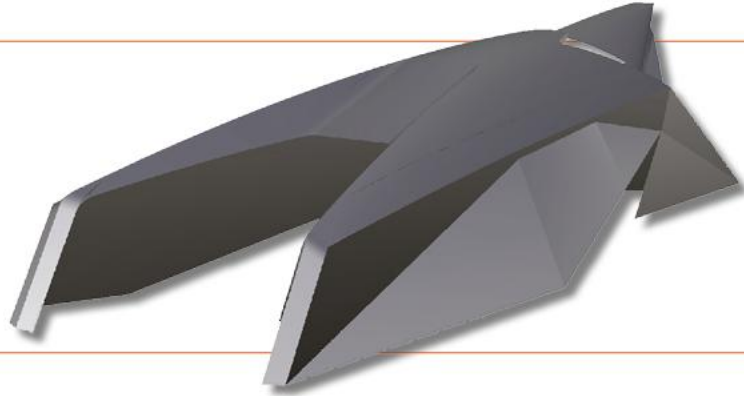


SKODA  
VISION.

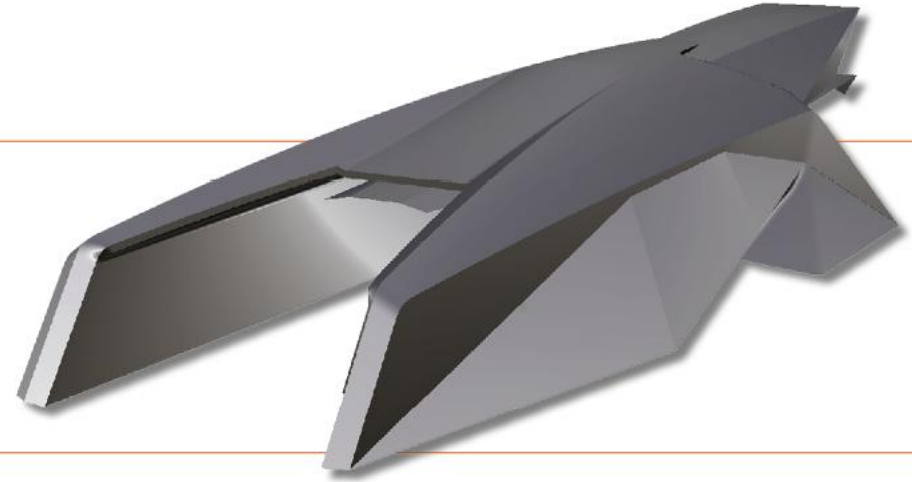
# PROCESS.



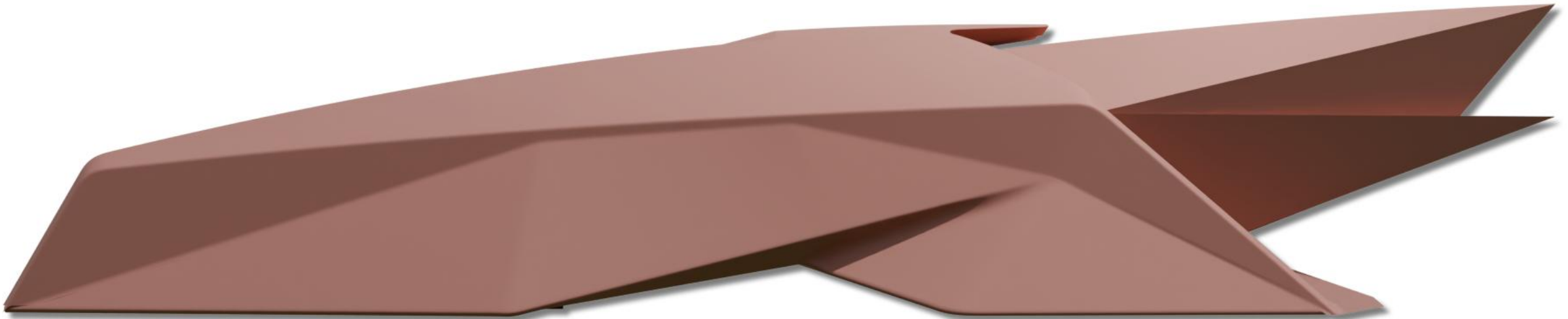
BIG SURFACES



CUTS

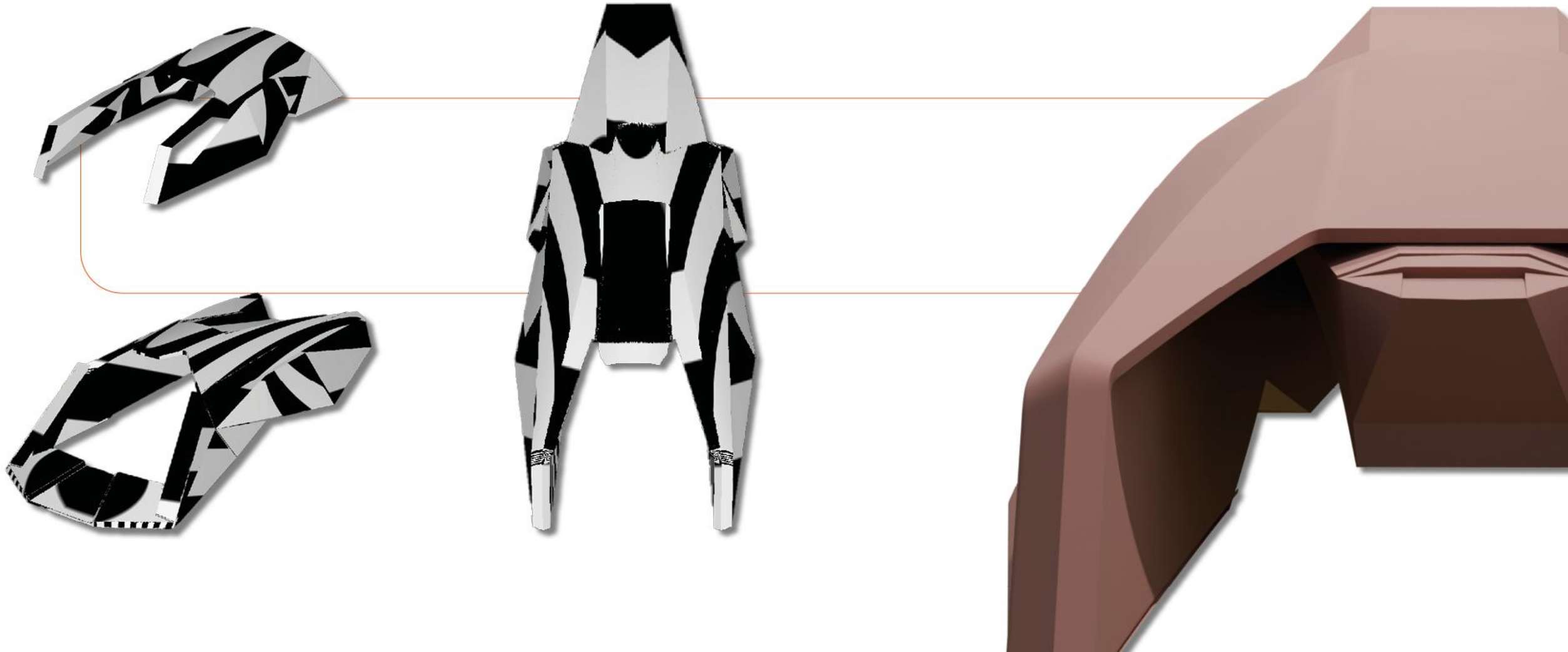


THICKNESS

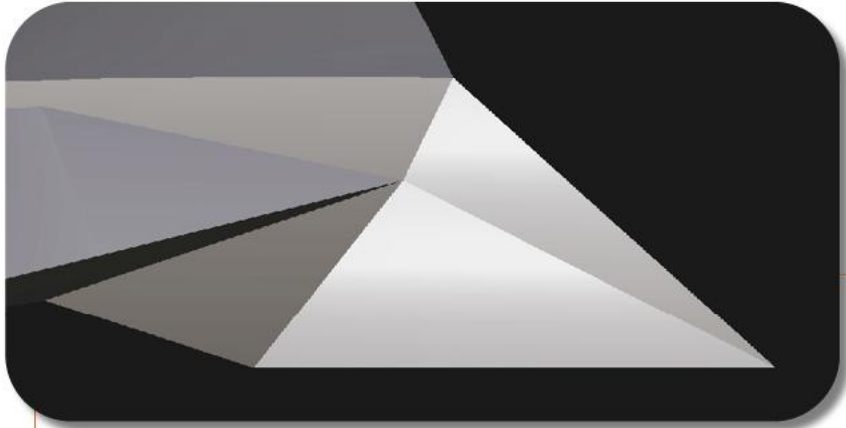




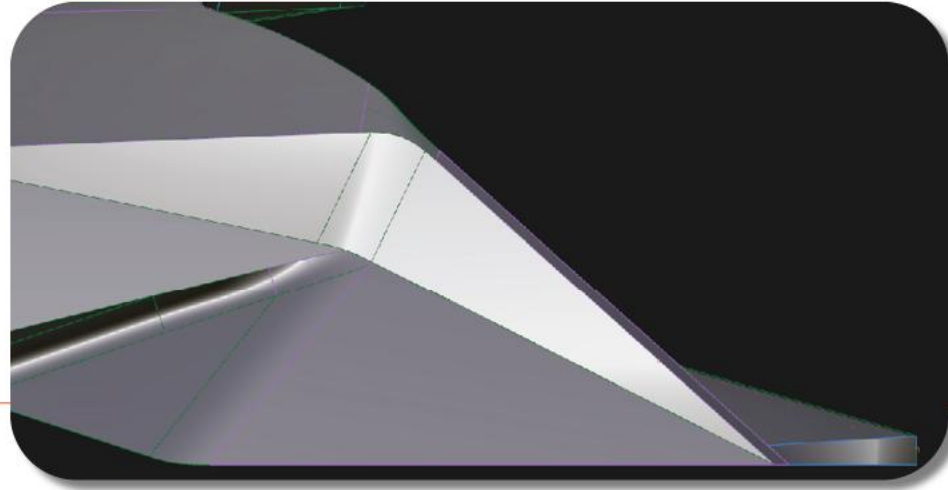
# QUALITY CHECK



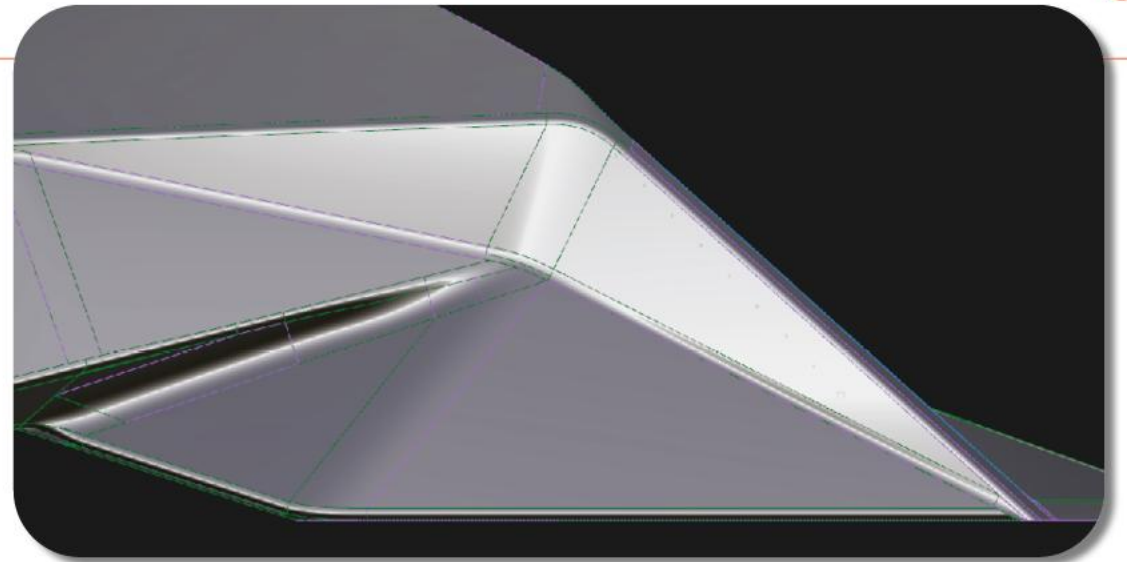
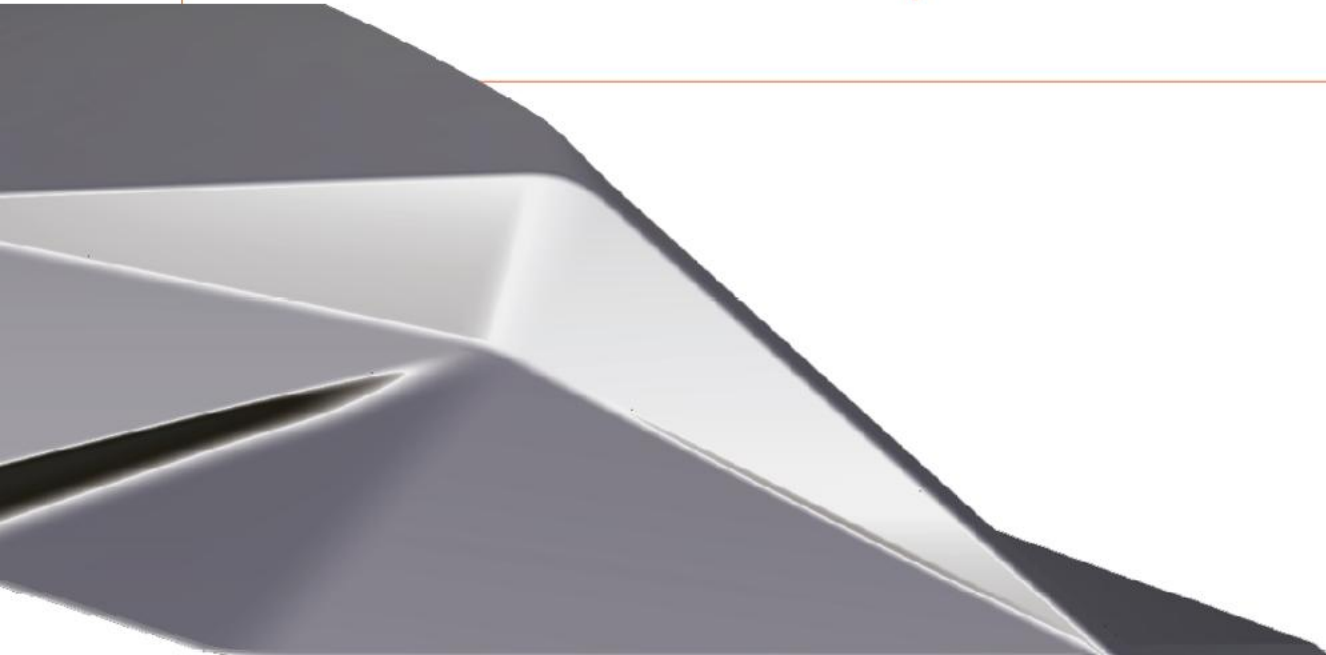
# Y FILET.



STEP 1



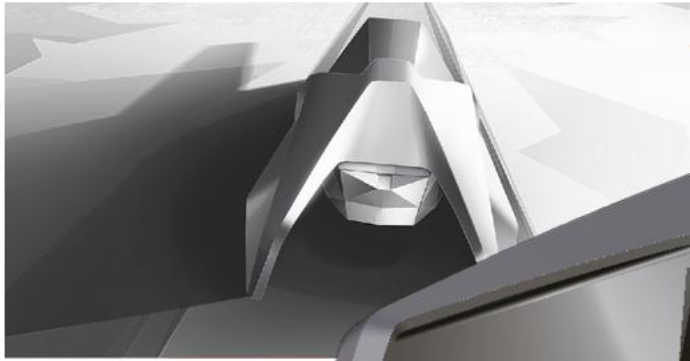
STEP 2



STEP 3

# DEBRIEF

## PROJECT



FIRST  
SKETCH



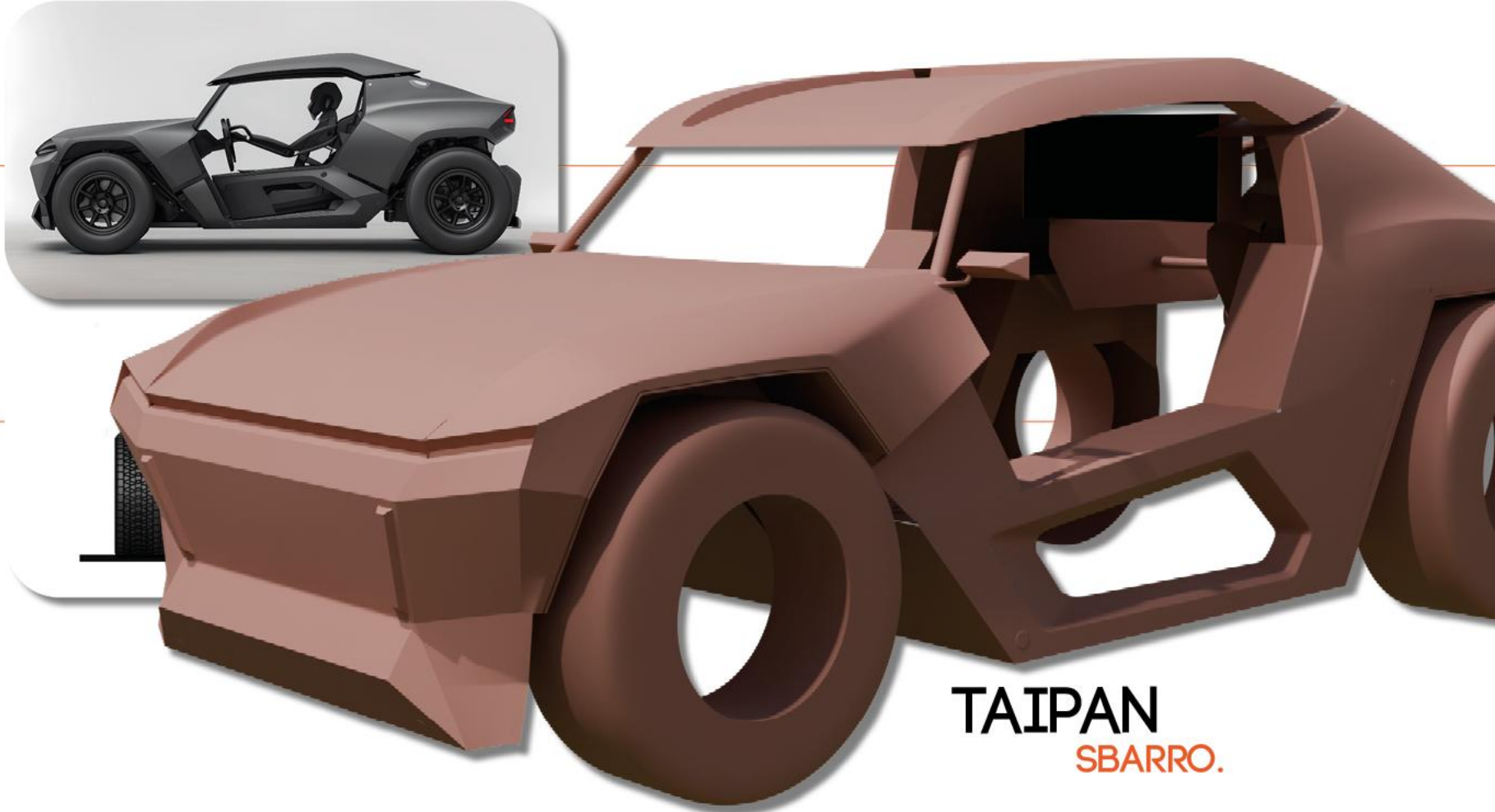
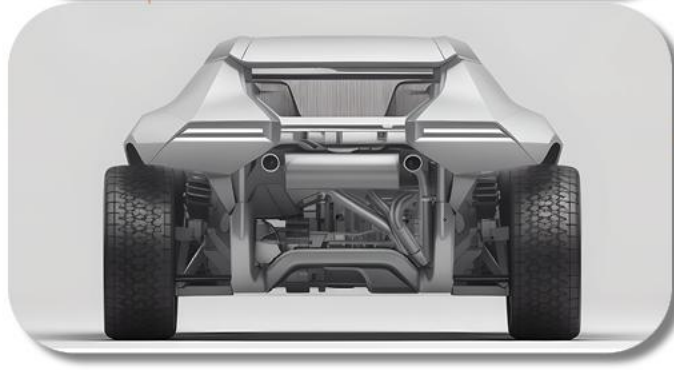
FINAL  
MODEL



ZEBRA  
PACKSHOT

# SKETCH

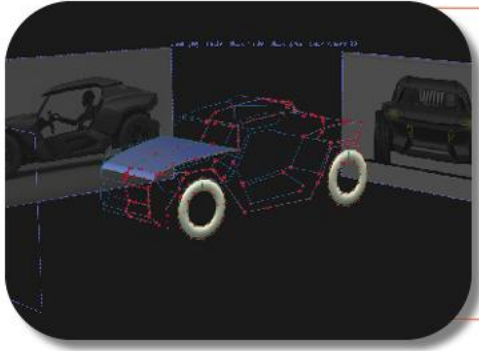
MODELING ADVANCED.



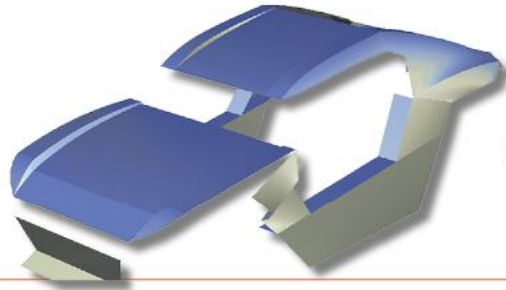
TAIPAN  
SBARRO.



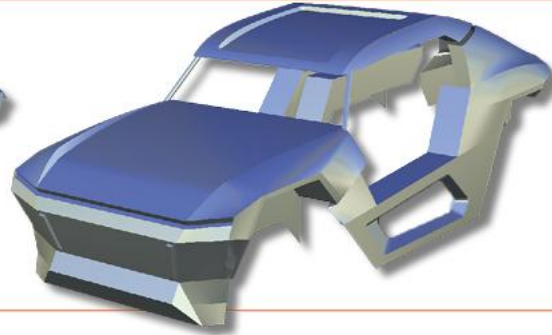
# PROCESS.



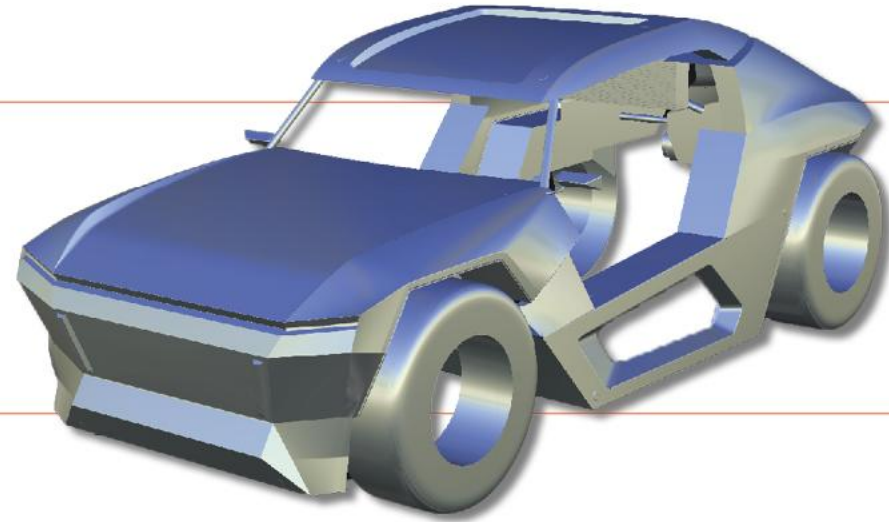
CANVAS AND  
CURVES



BIG SURFACES

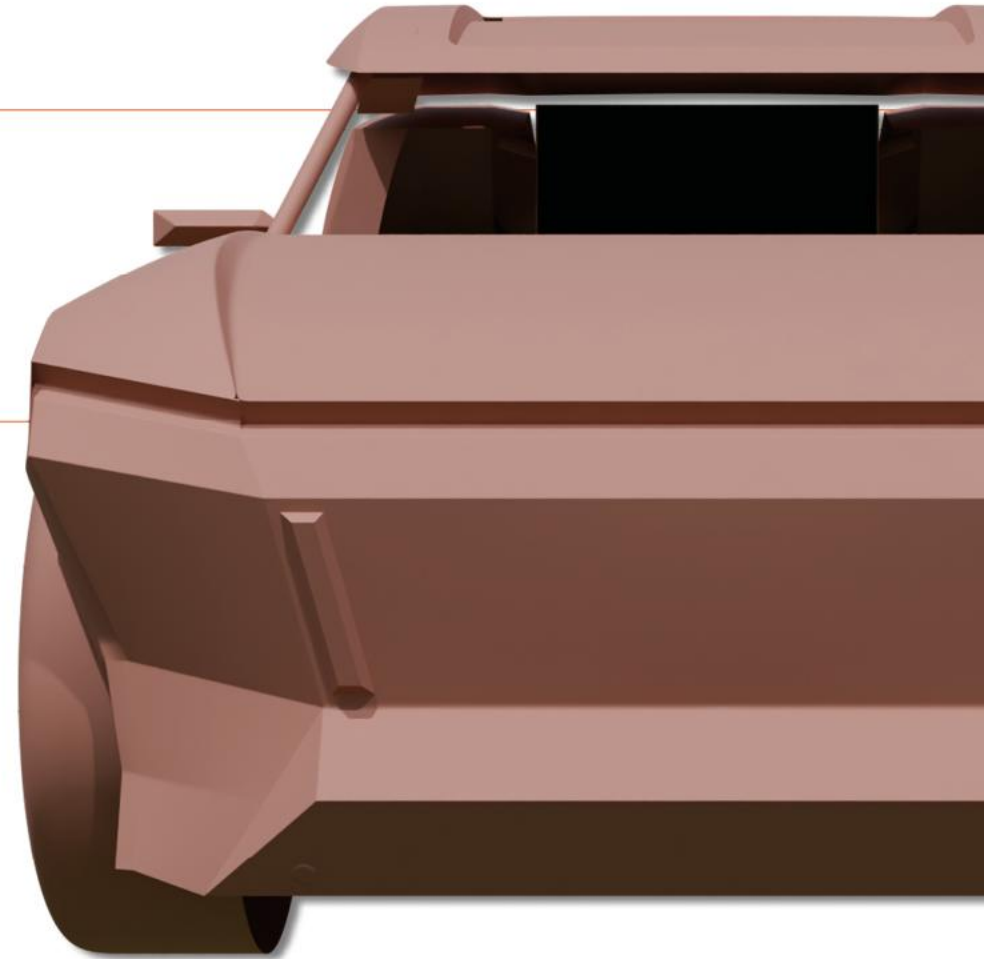
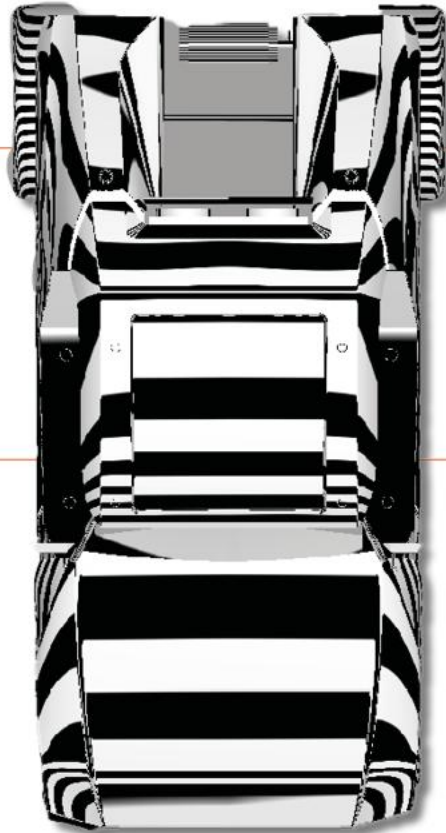


CUTS



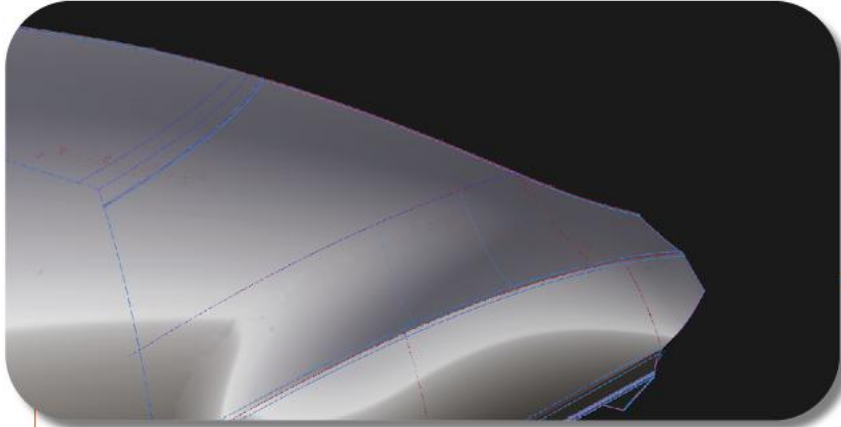
THICKNESS

# QUALITY CHECK

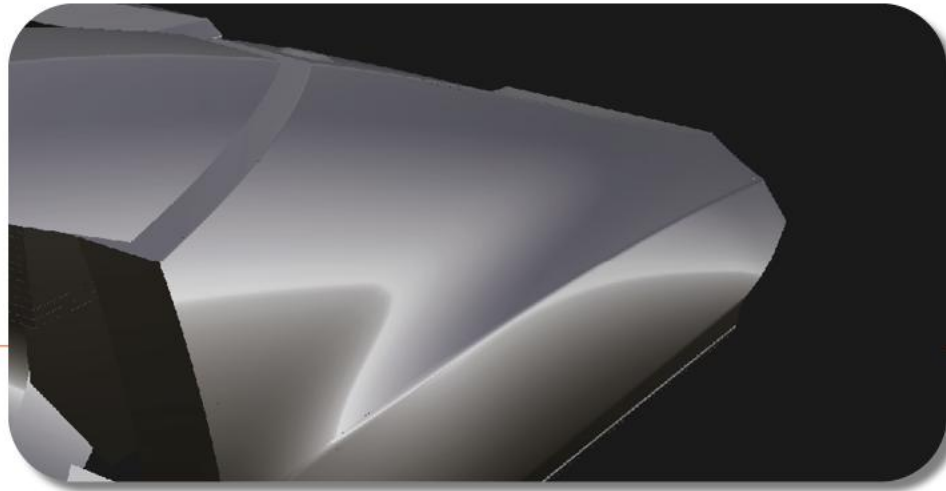


# CHALLENGE.

STEP 2



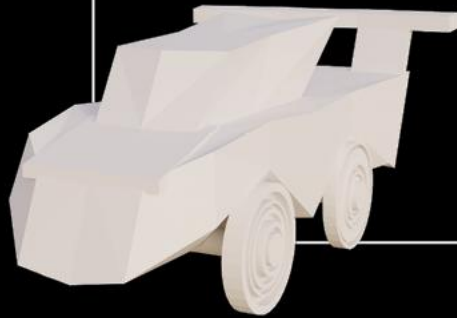
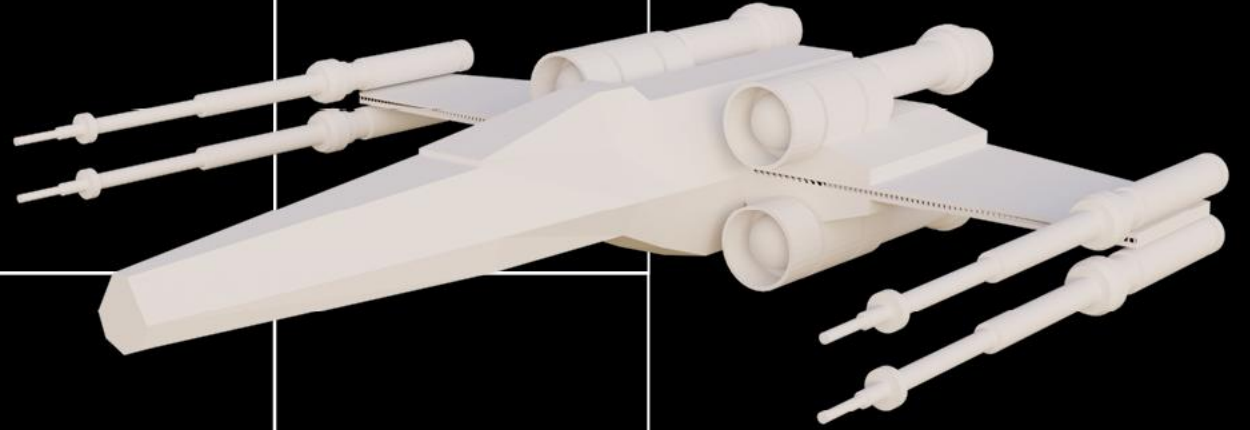
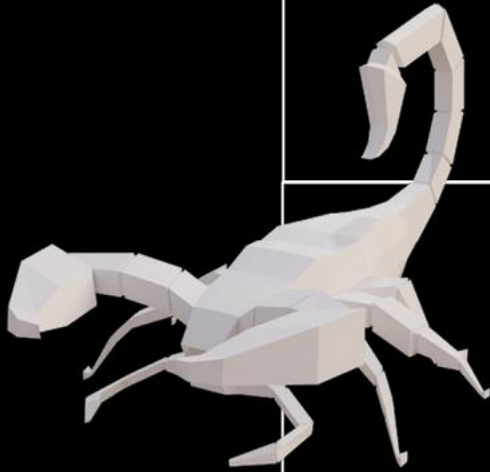
STEP 1



STEP 3

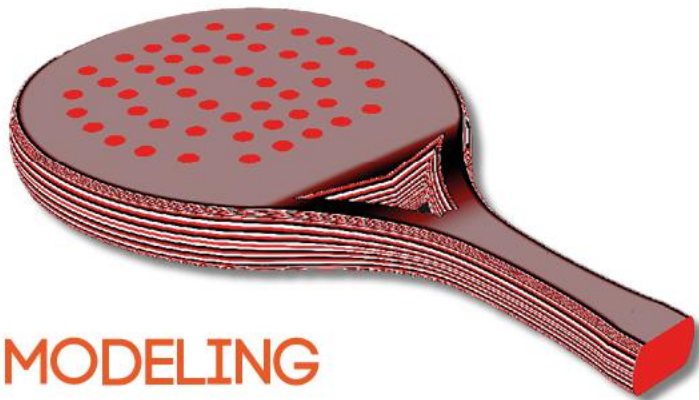
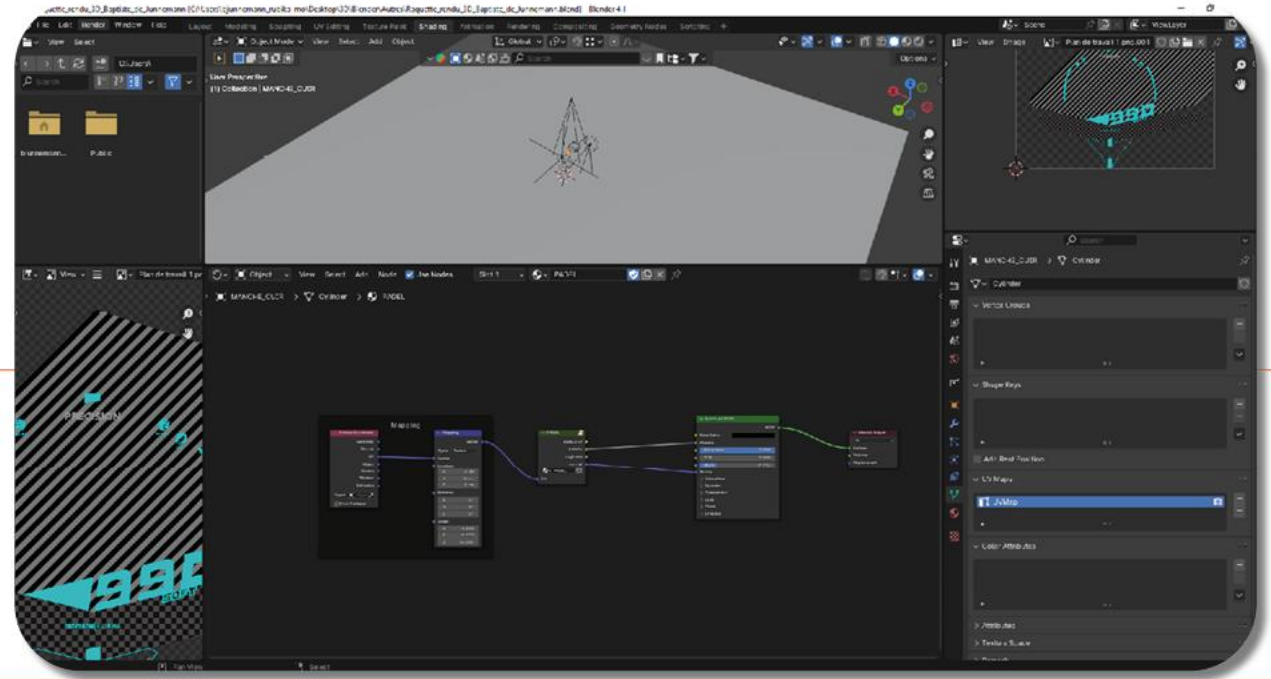
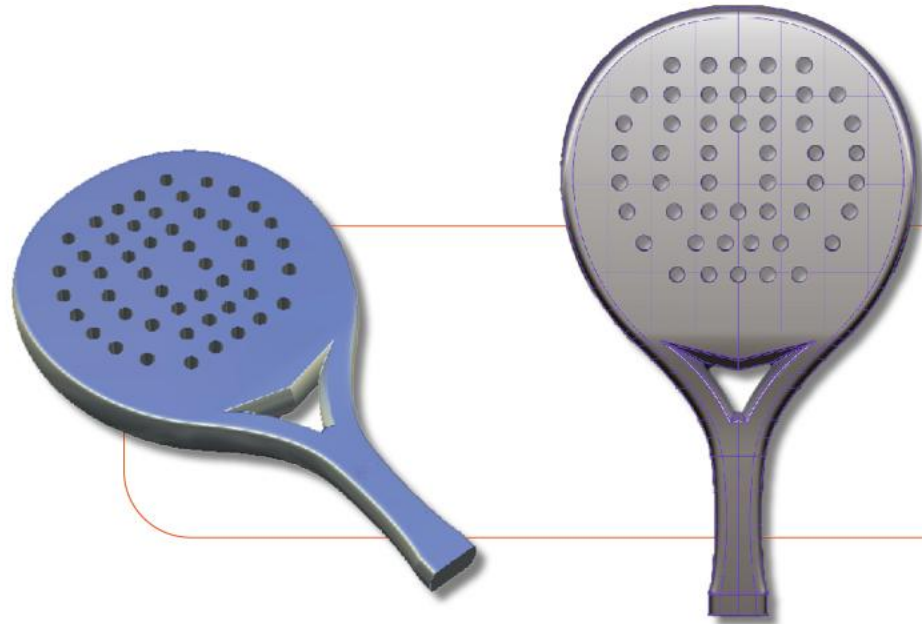


# POLYGONAL MODELING

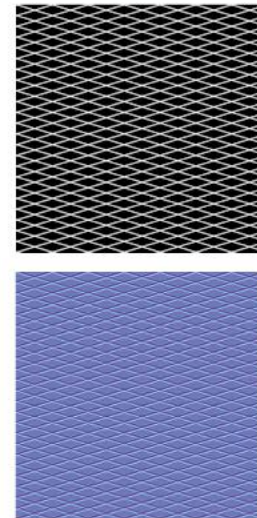




# RENDERING.

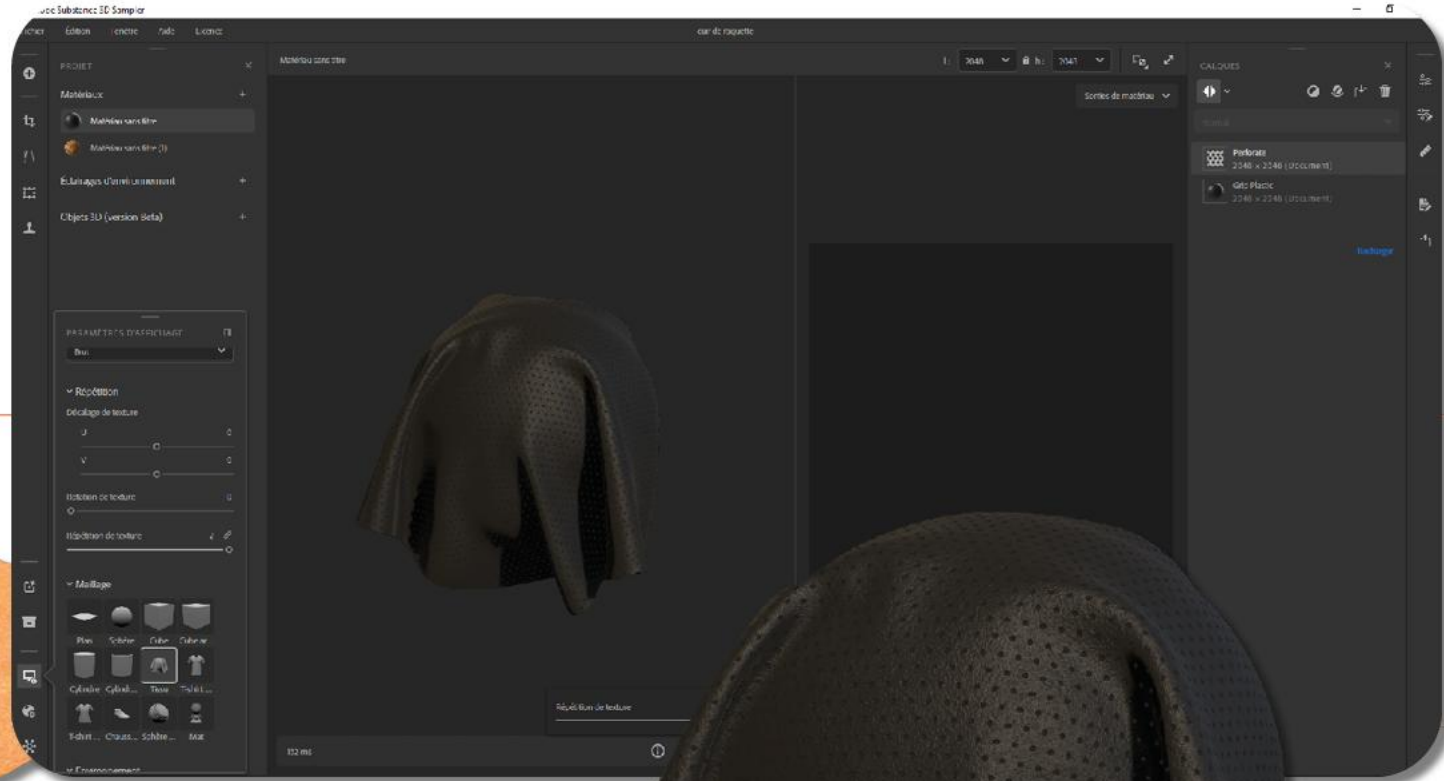
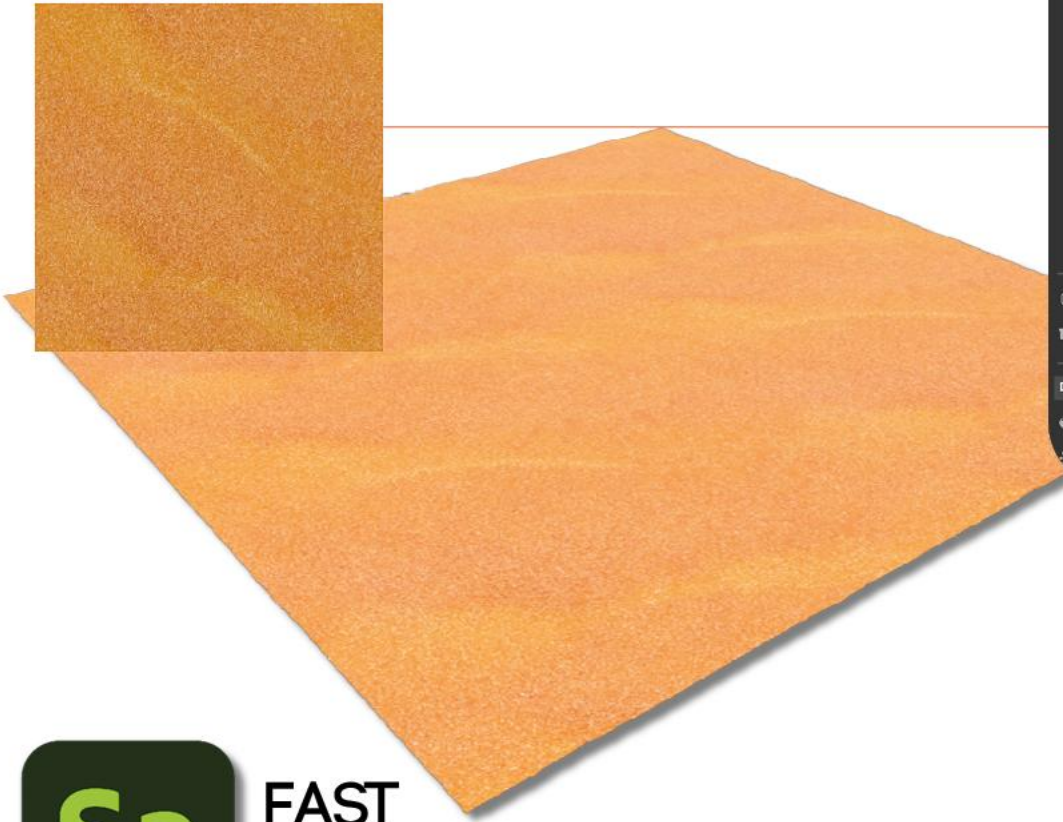


ALIAS MODELING



# TEXTURING.

ADOBE SAMPLER



FAST  
QUALITY TEXTURE







FIRST  
BLENDER  
RENDER







# TEXTILE

## MODELING.

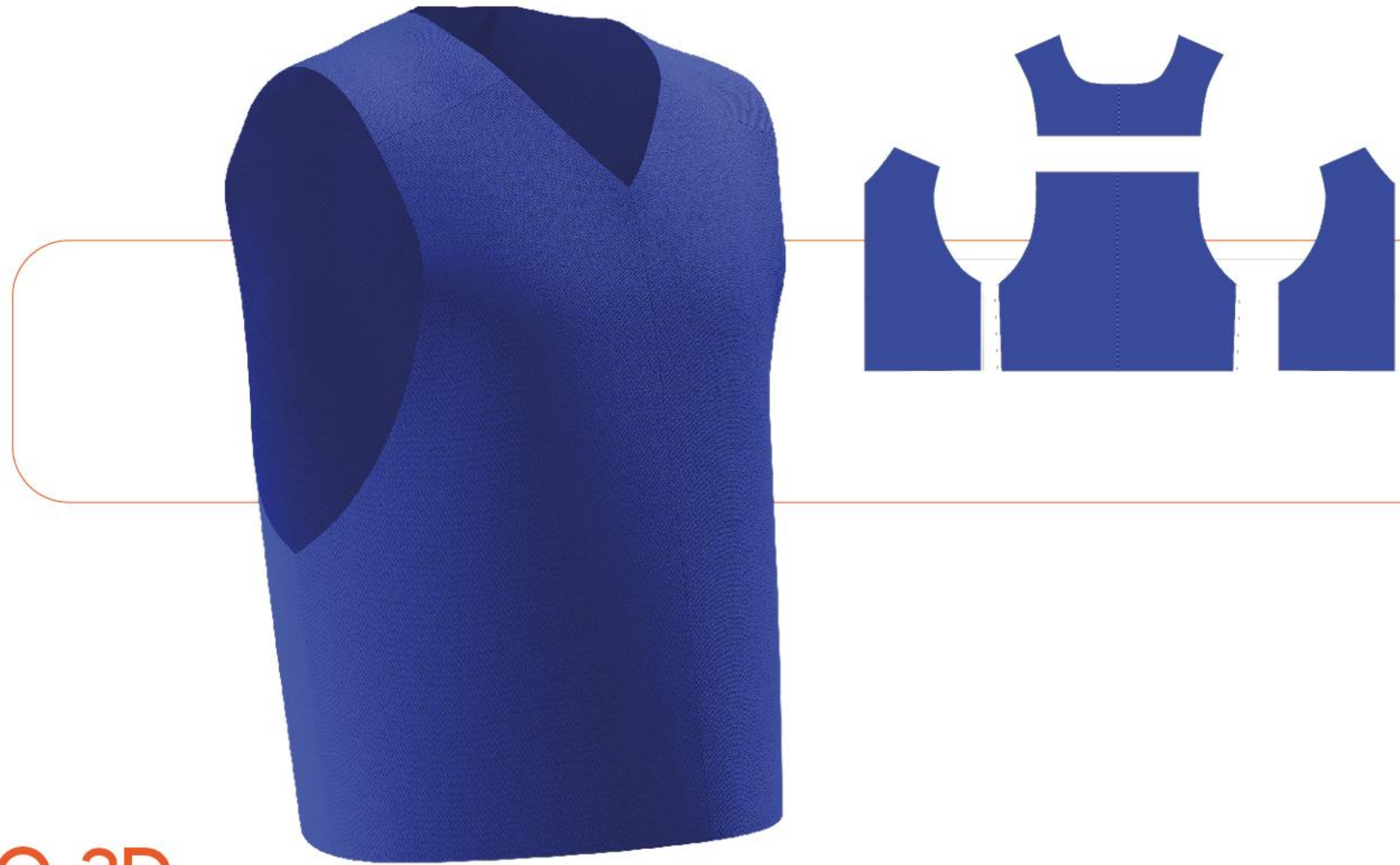
### BRIEF:

MAKE A DESIGN FROM AN  
EXISTING PATTERN

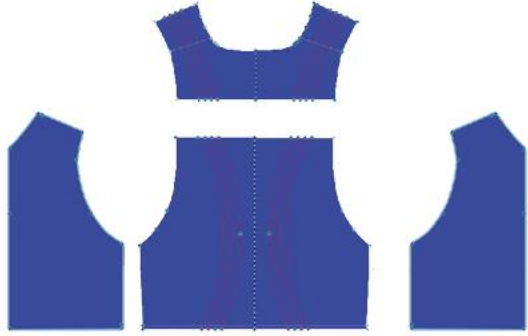
### GOAL:

MY GOAL WAS TO  
CREATE A VEST FOR A  
FASHION SHOW

MASTERCLASS CLO 3D



# PROCESS.



DRAW

INTERN LINES



CUT

AND SEW

PLACING

IN 3D ENVIRONMENT



SIMULATE

PHYSIC

# CHALLENGE.



## INFLATE PARTS

CLO HAS A VERY REALISTIC  
PHYSIC SIMULATION AND YOU  
HAVE THE POSSIBILITY TO ADD  
PRESSURE TOO IN YOUR PIECE  
OF TISSU.

THE CHALLENGE HERE WAS TO  
UNDERSTAND CORRECTLY THE  
PRESSURE SYSTEM.



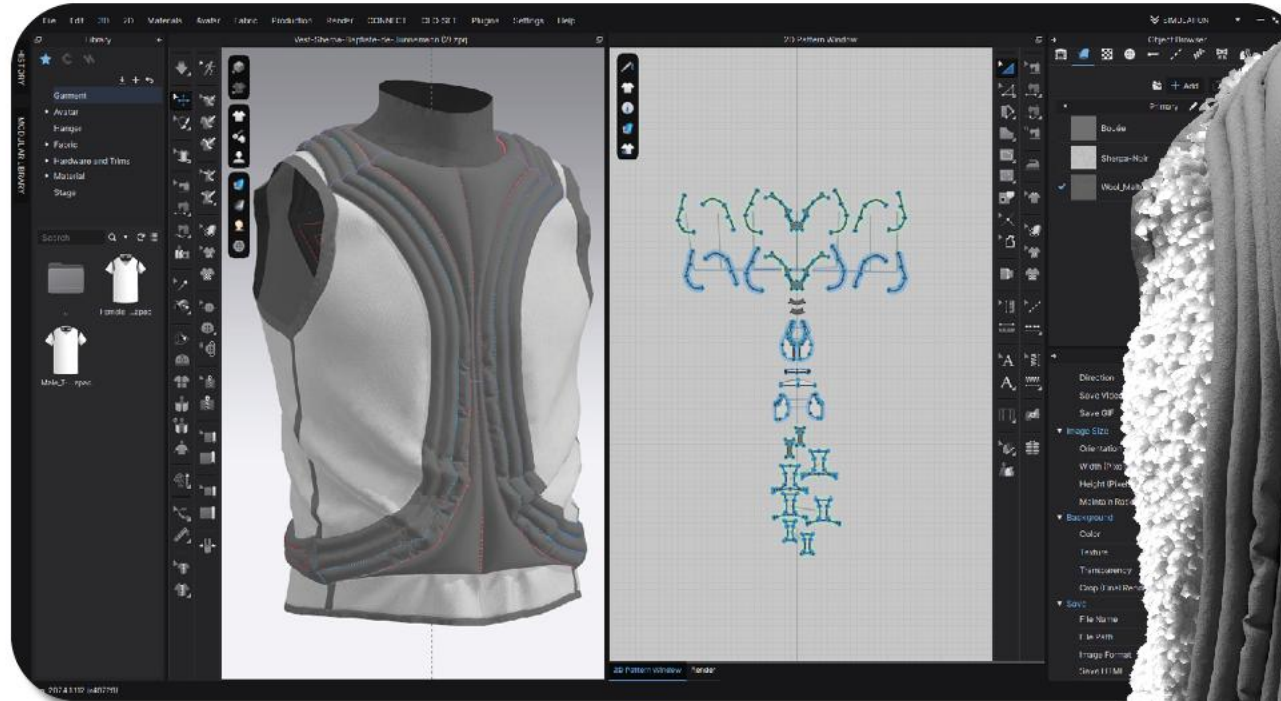
WITHOUT.



WITH.



# TEXTURING.

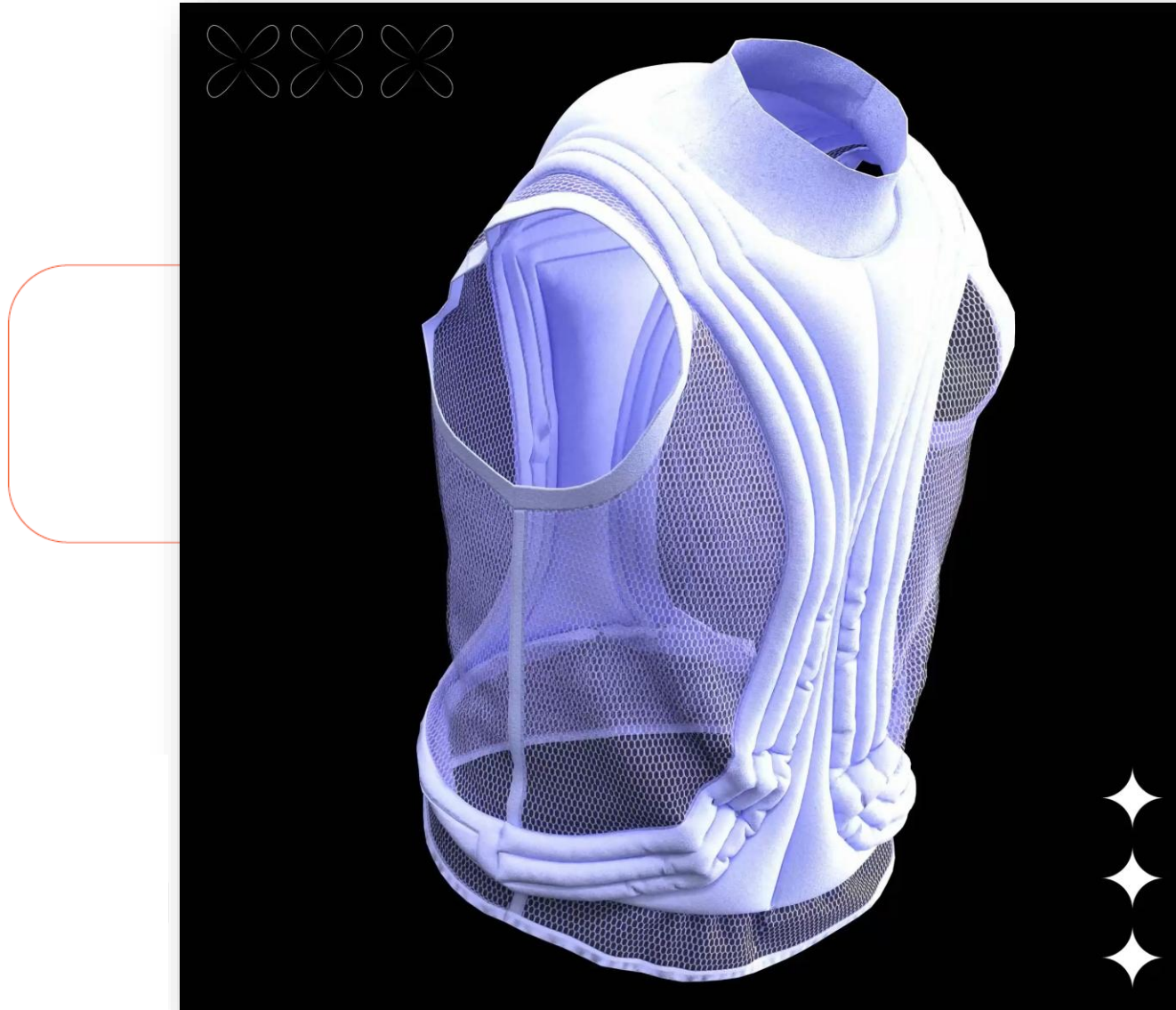


BY EXPLORING THE PROFESSION OF  
3D STYLIST, I DEVELOPED MY VEST  
WITH **OTHER MATERIALS**





# RENDERING.



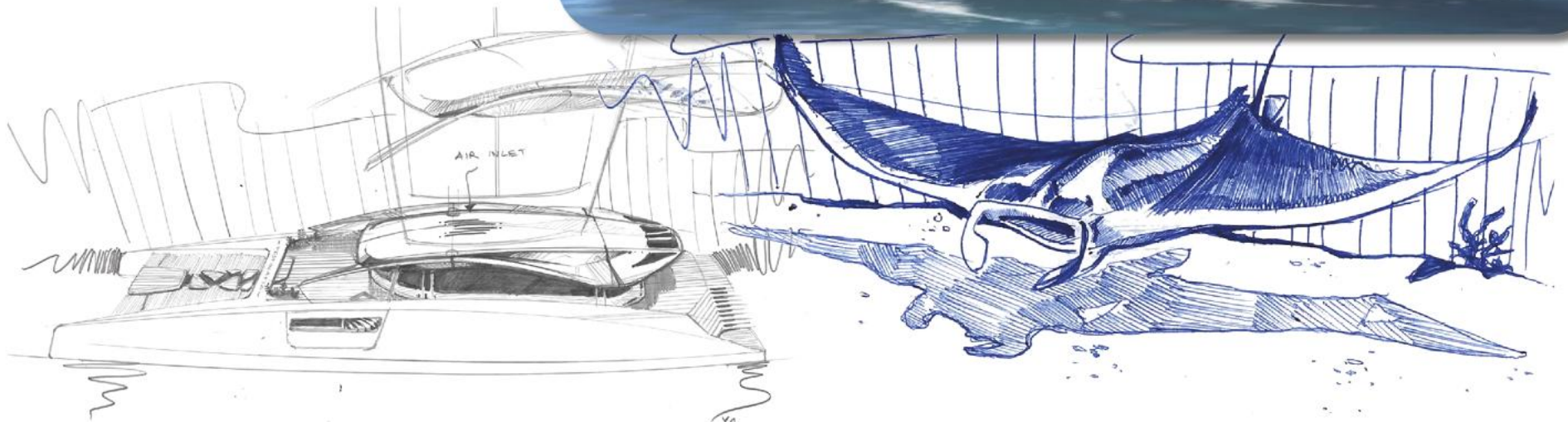
# ANIMATION PROJECT



# CONTEXT.

## BRIEF:

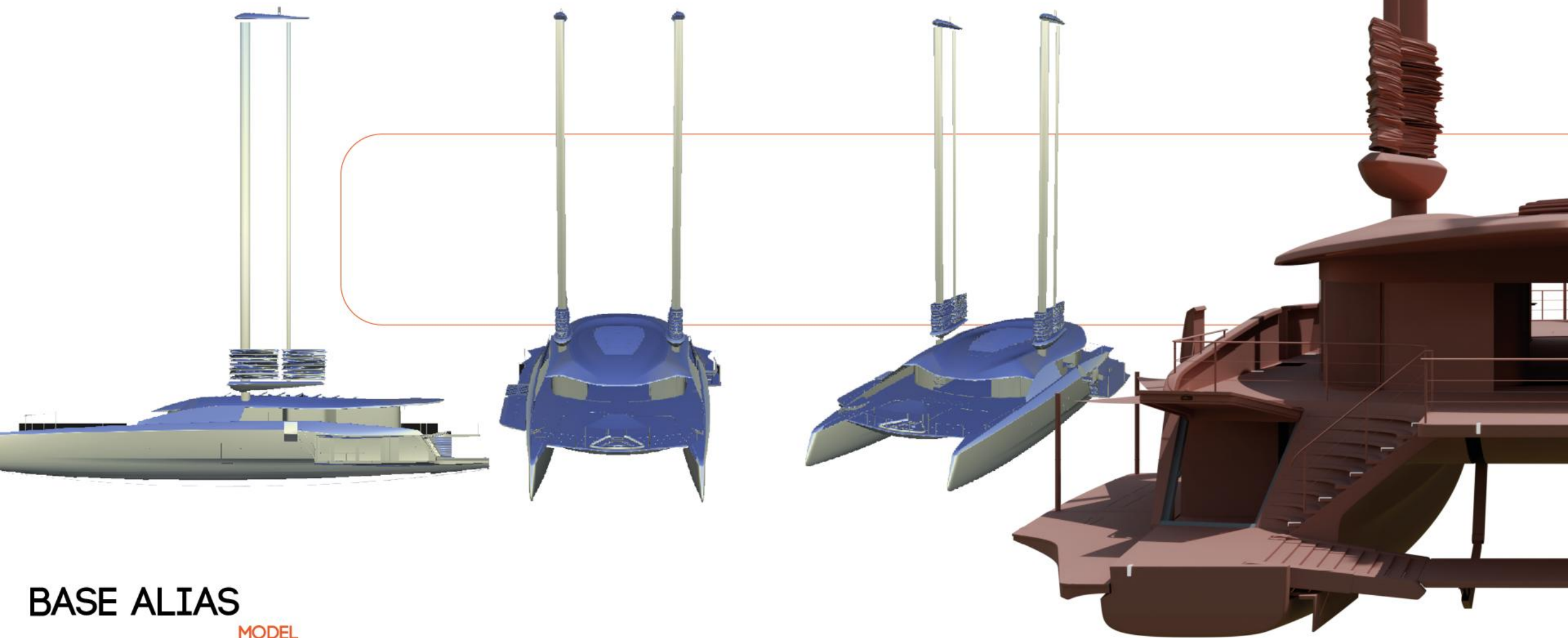
IN PARTNERSHIP WITH  
VPLP, MAKE A 90  
SECONDS MOVIE OF  
THEIR FUTUR YACHT,  
**APERIO.**





# APERIO

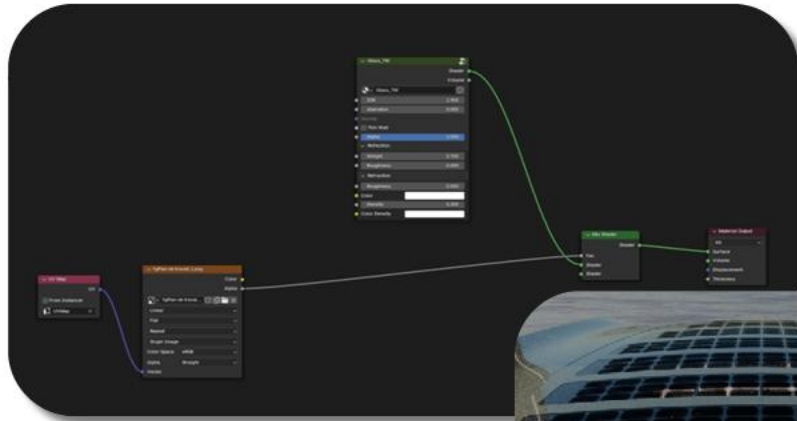
## YACHT



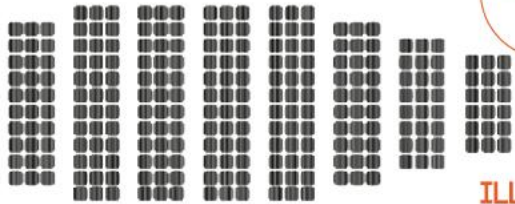
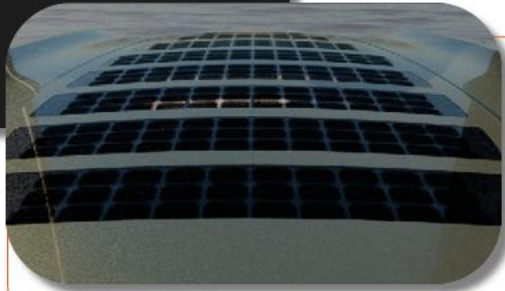
BASE ALIAS  
MODEL



# TEXTURING.

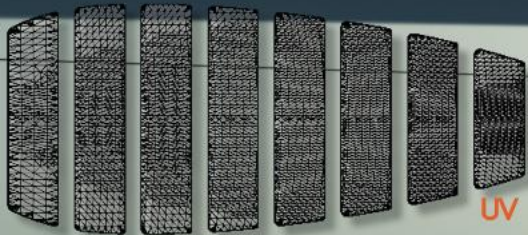
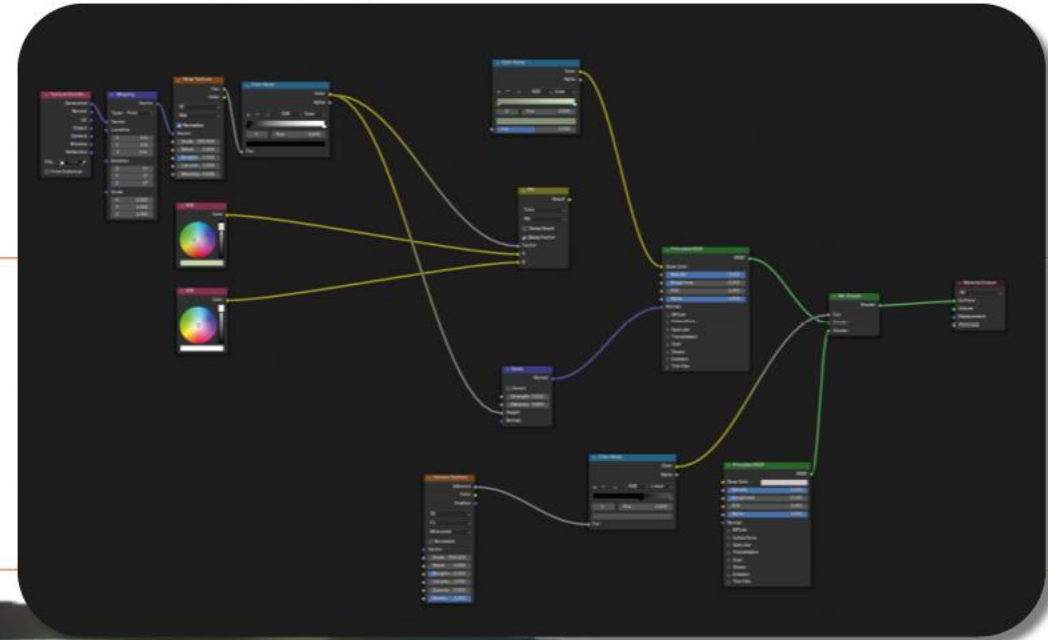


PERGOLA  
SHADER



ILLUSTRATION

HULL SHADER



UV

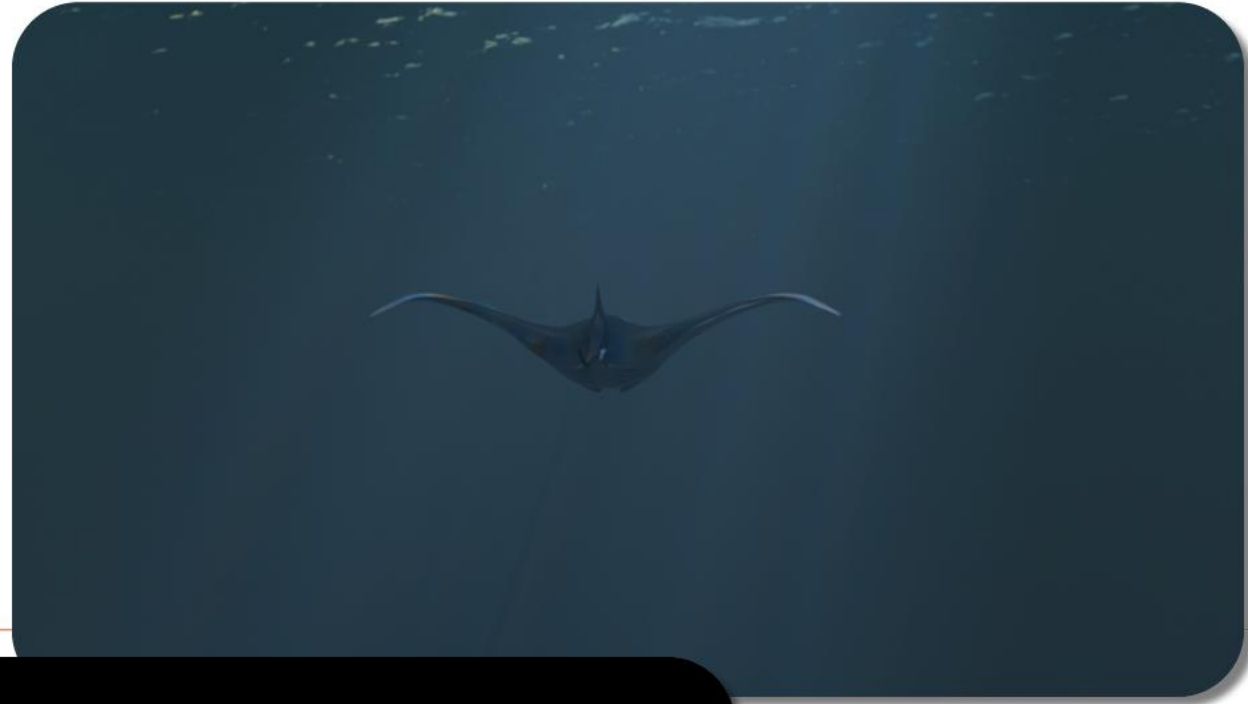
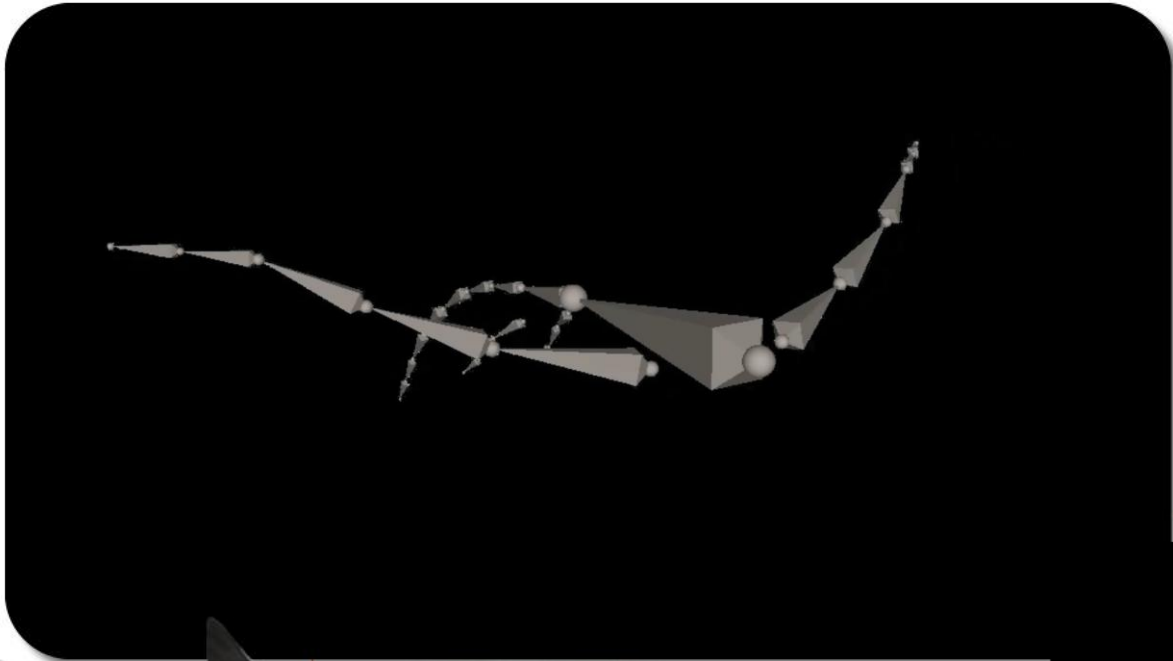






# RIGGING.

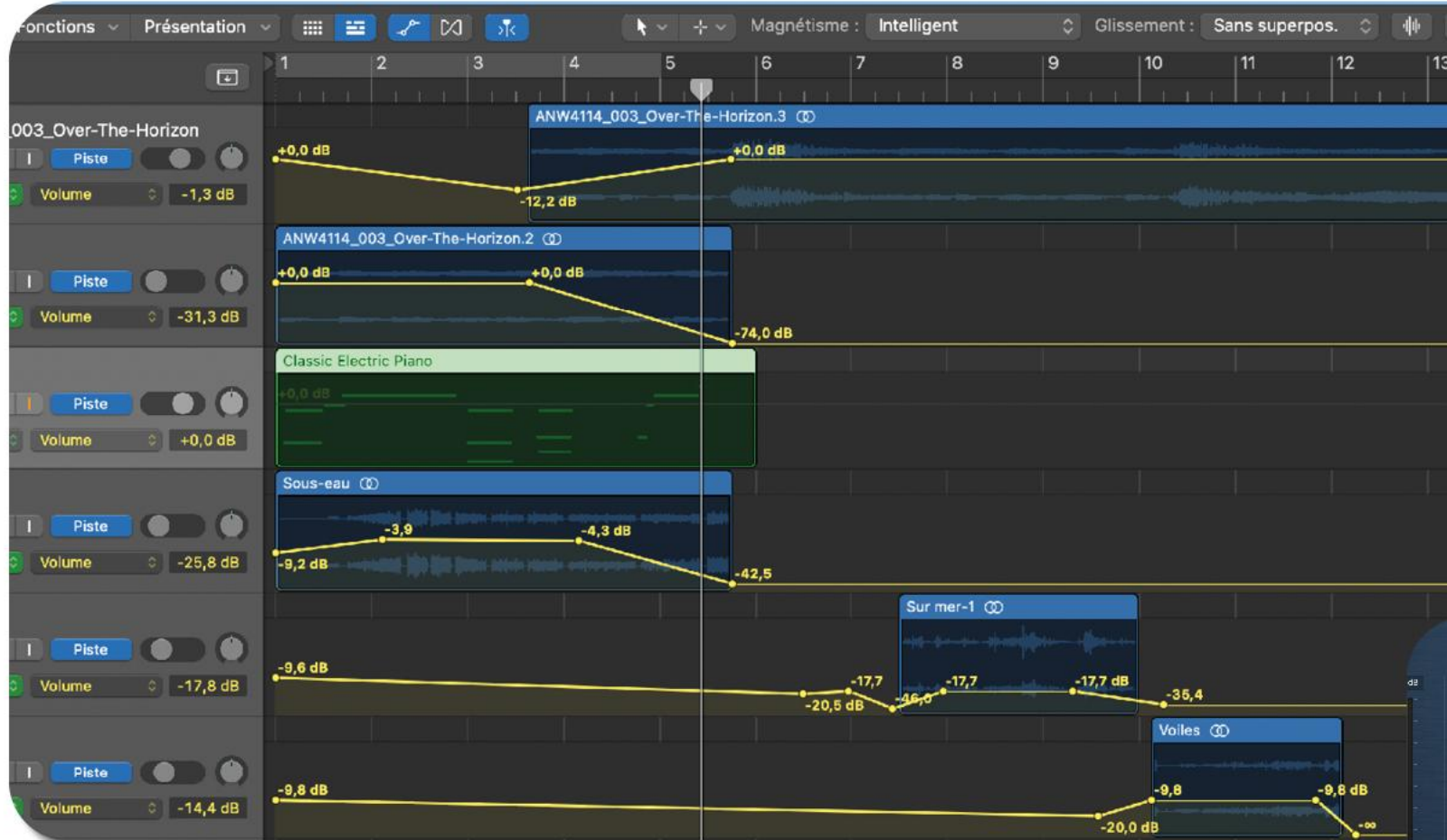
BONES.



FINAL RIG



# SOUND DESIGN.



LOGIC PRO X



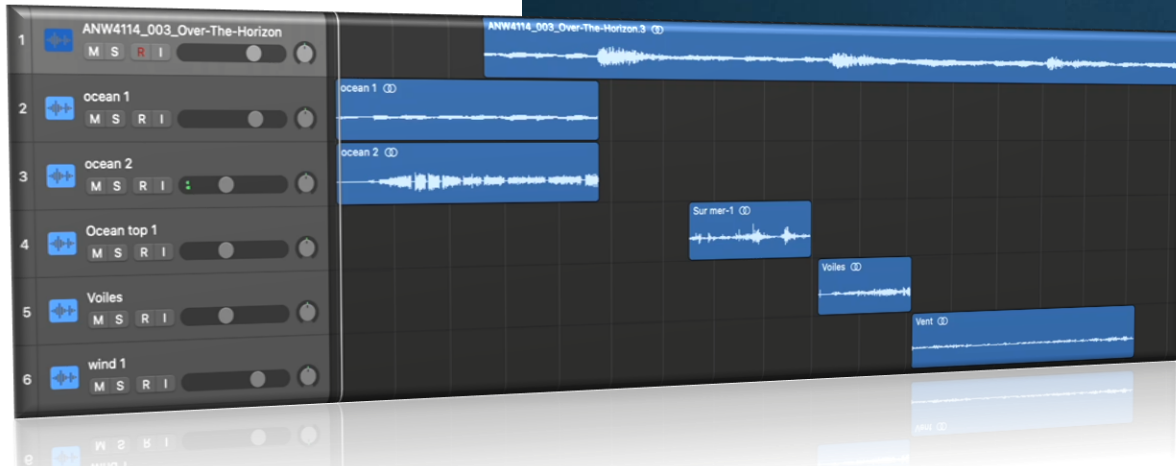
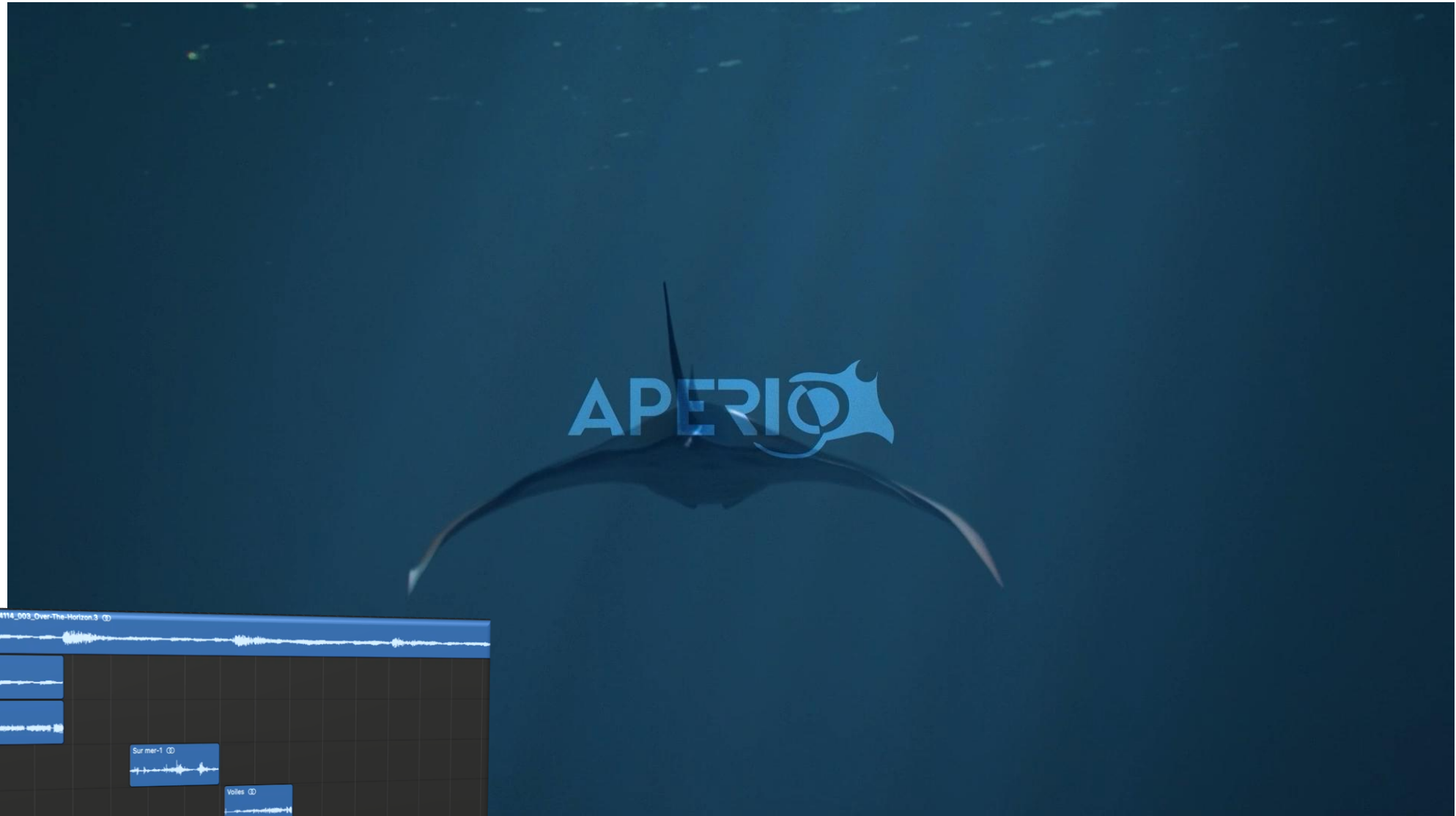
CHANEL  
EQ



AUDIO  
COMPRESSOR



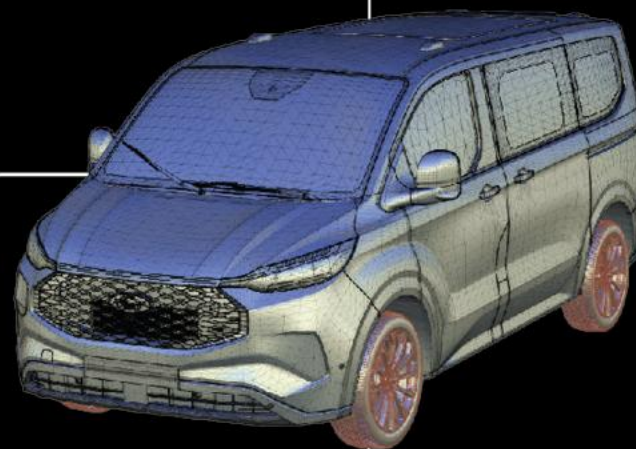
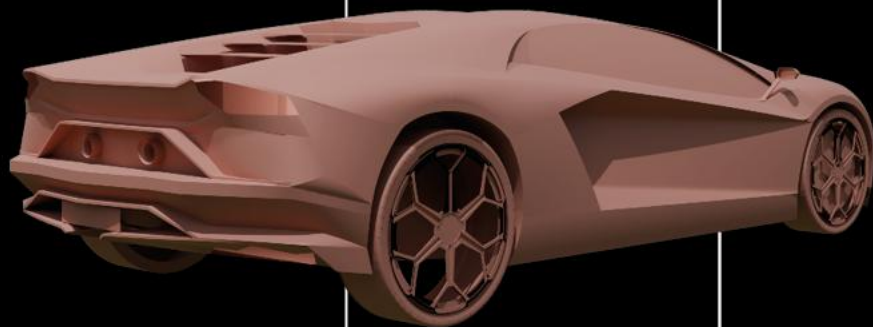
# DEMO.



# APPRENTICE

## NUMERO DESIGN

03.



SURFACIC

2 YEARS

CONCEPT  
CAR

RIMS



# APPRENTICE.

NUMERO DESIGN

FREDERIC ROBIN

MODELING POLE

WORKSHOP

STUDY OFFICE

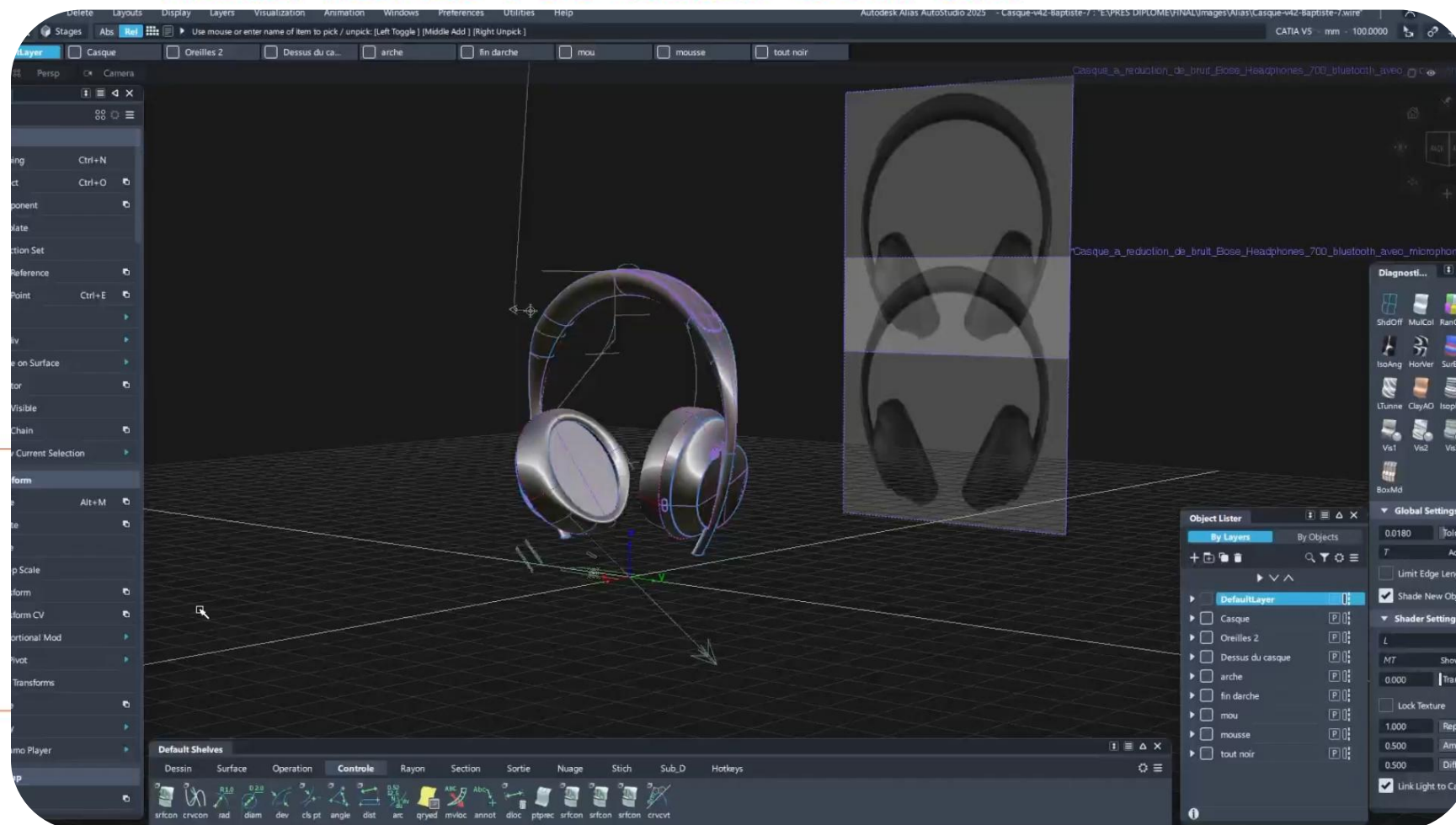
LOCATION: GUYANCOURT

78286



# BOSE®

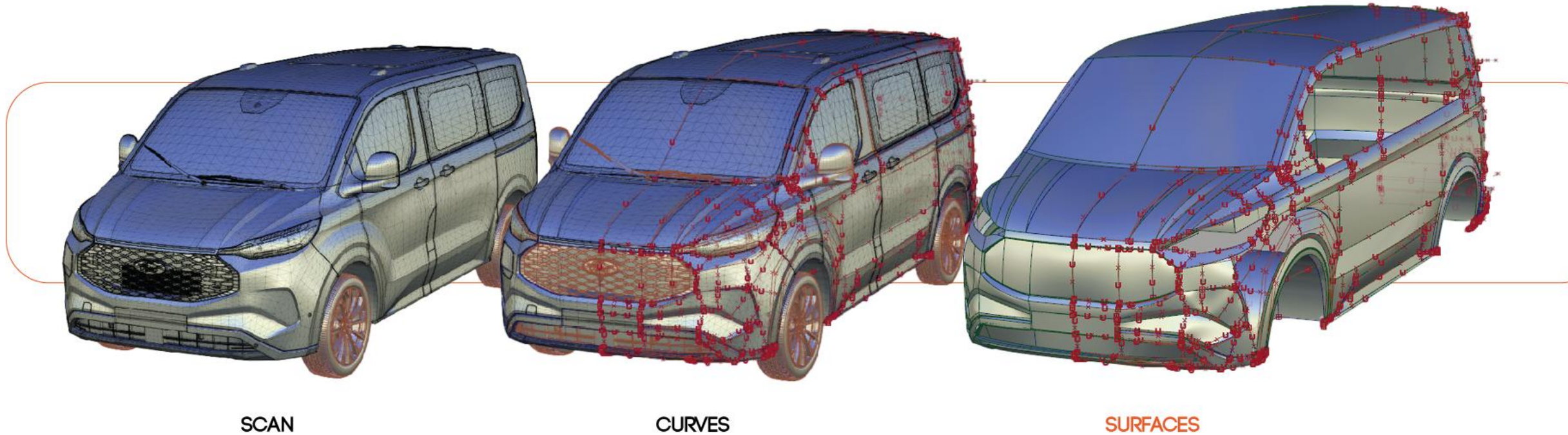
## HEADPHONES 700 QUIET CONFORT



FIRST EXERCICE AT NUMERO DESIGN



# 3D SCAN TO SURFACIC



FIRST AUTOMOBILE MODELING



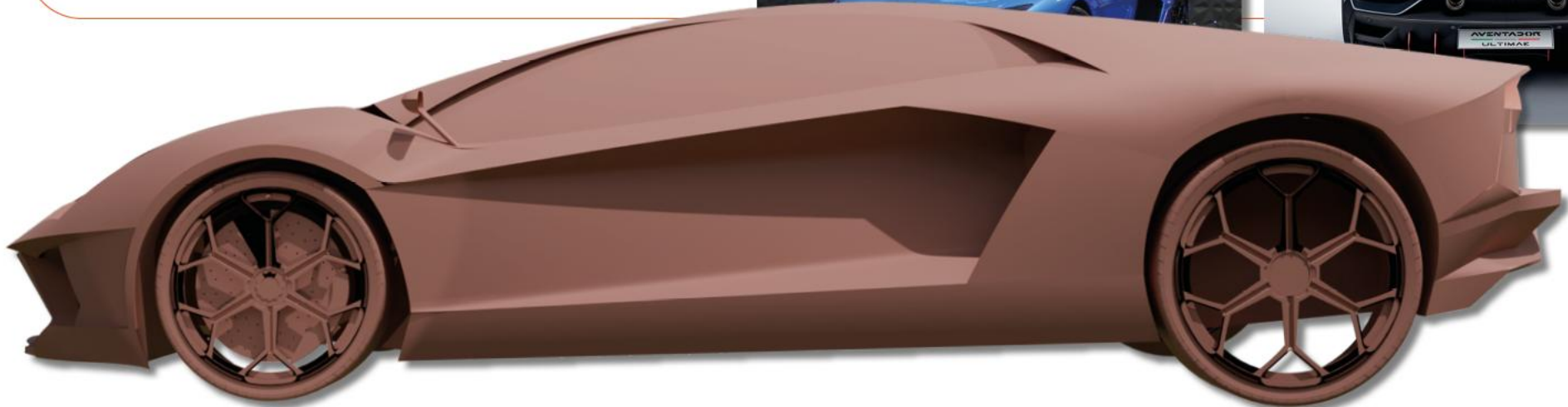


# LAMBORGHINI

## AVENTADOR ULTIMAE

### ANALYSIS

SEARCHING PICTURES FROM  
NETCARSHOW.COM TO  
UNDERSTAND THE DESIGN.

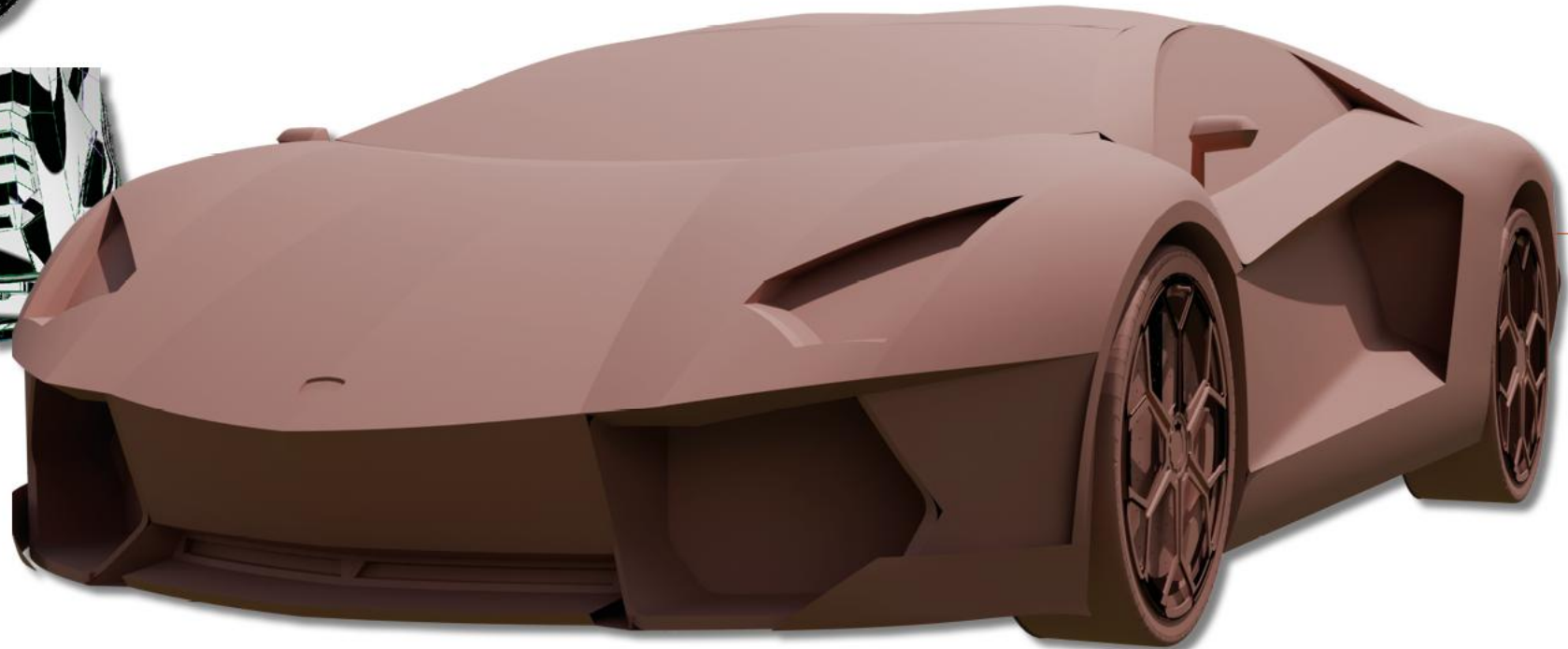


# QUALITY CHECK



## ZEBRA

SEARCHING TO GET CLEAN SURFACES  
ON THE EXTERIOR.

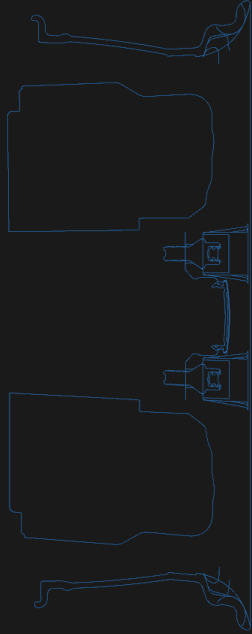


# RIM

## WORKFLOW

STEP

1



STEP

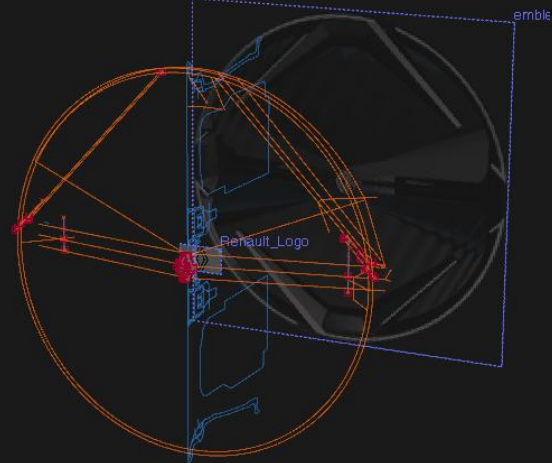
2



STEP

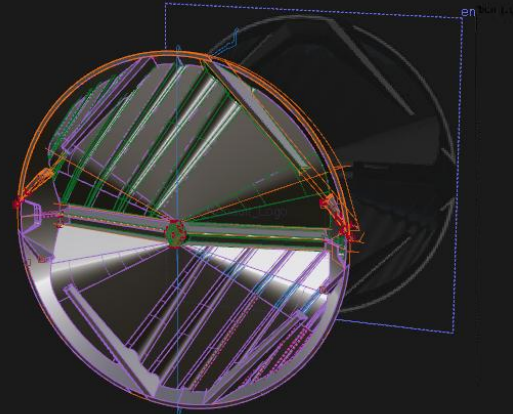
3

emblemante \_ante



STEP

4



STEP

5

en

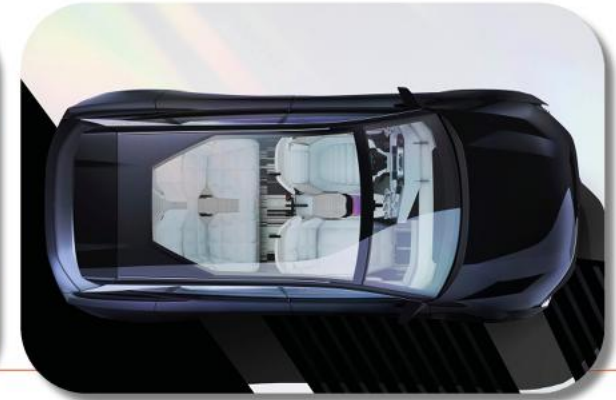
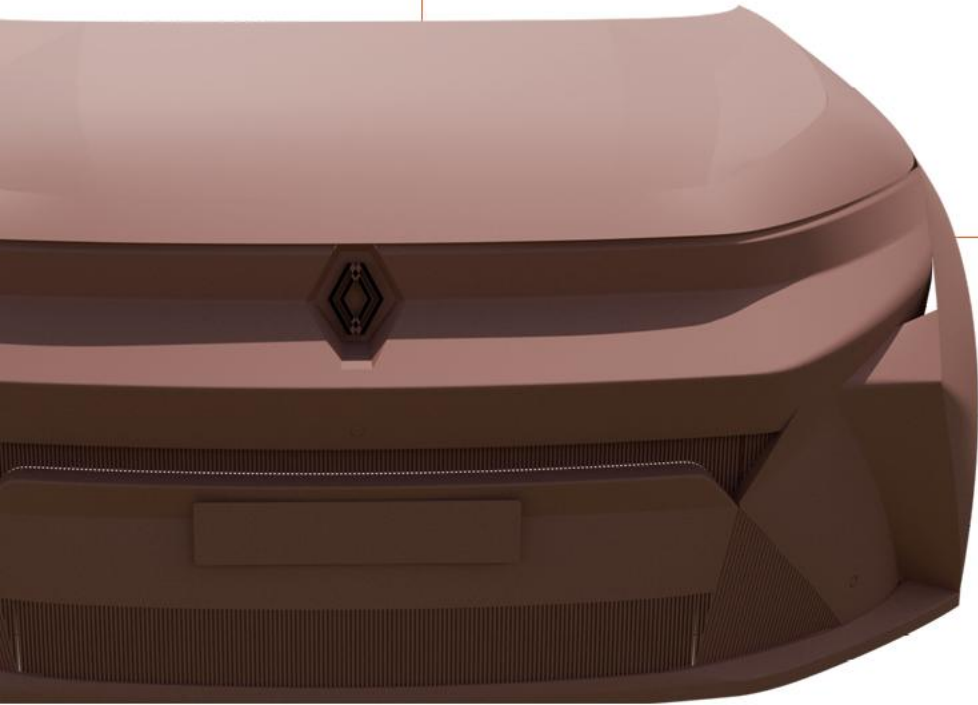


# RENAULT SCENIC

## VISION CONCEPT

### BRIEF

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



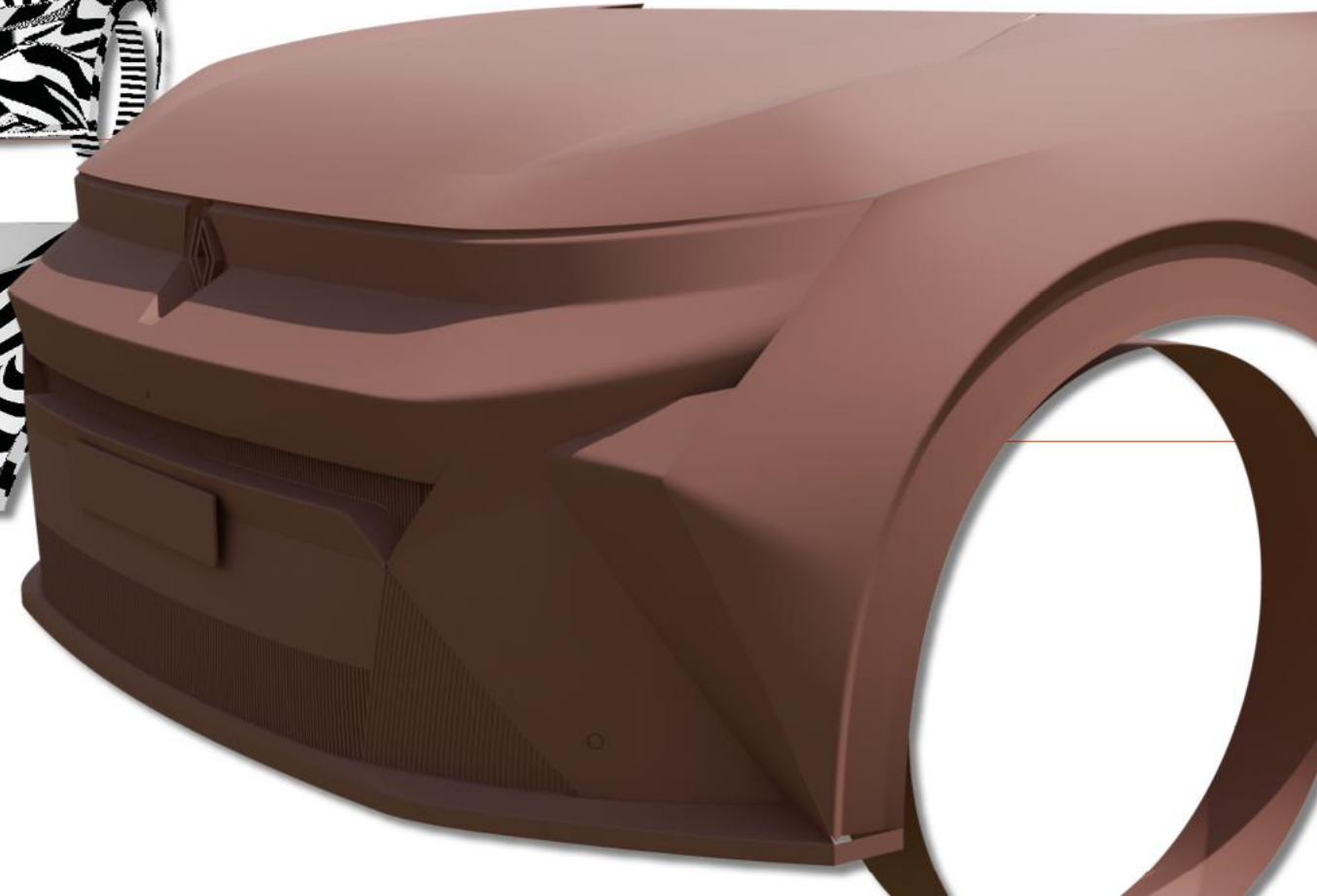
NETCARSHOW.COM

# QUALITY CHECK



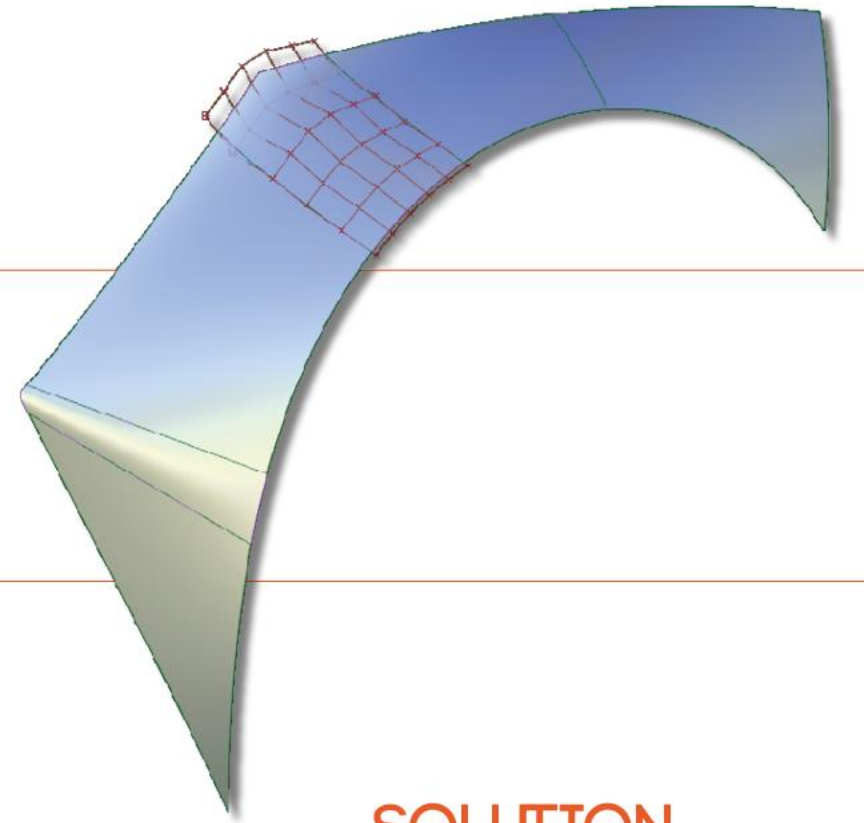
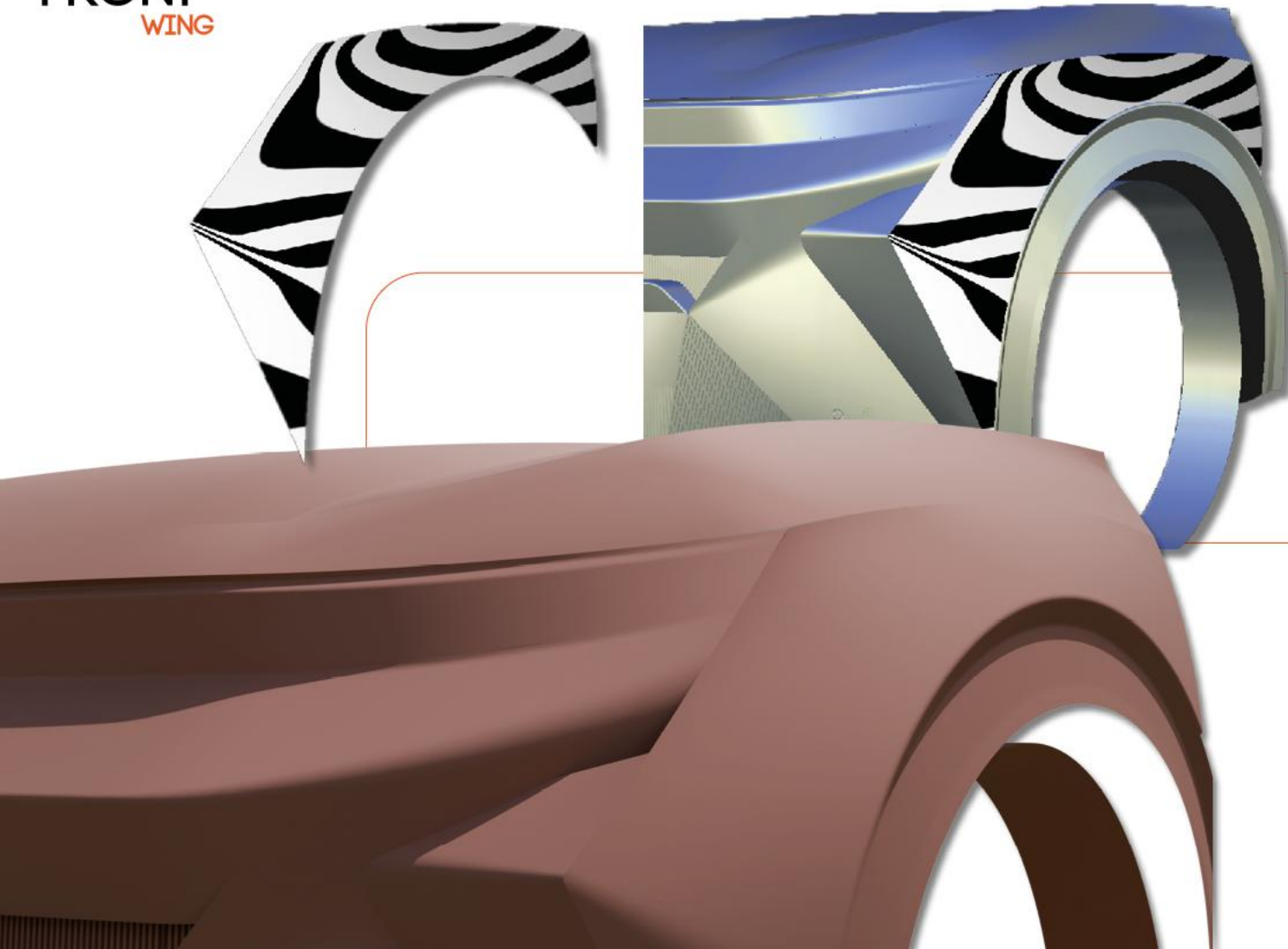
## ZEBRA

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.





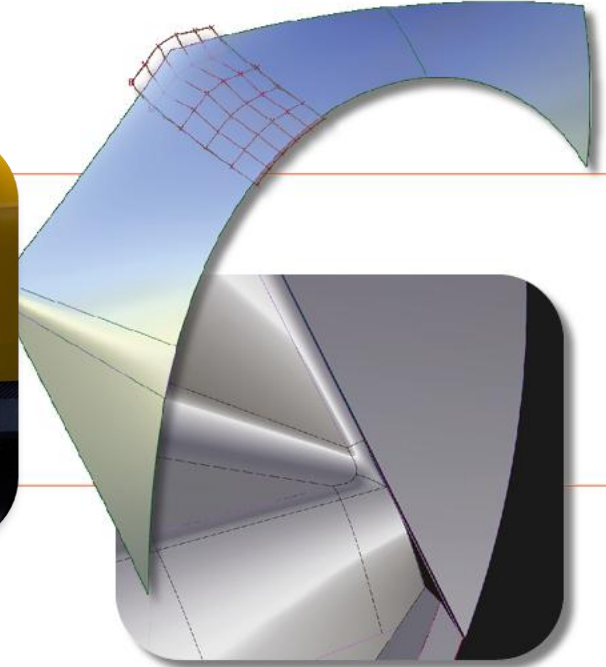
# DEBRIEF.



CAR  
MODELING



RIM  
SKETCHMODELING



RESOLVE  
PROBLEMS



# PERSONAL PROJECTS.

03.



TEXTILE  
MODELISATION

RENDERING

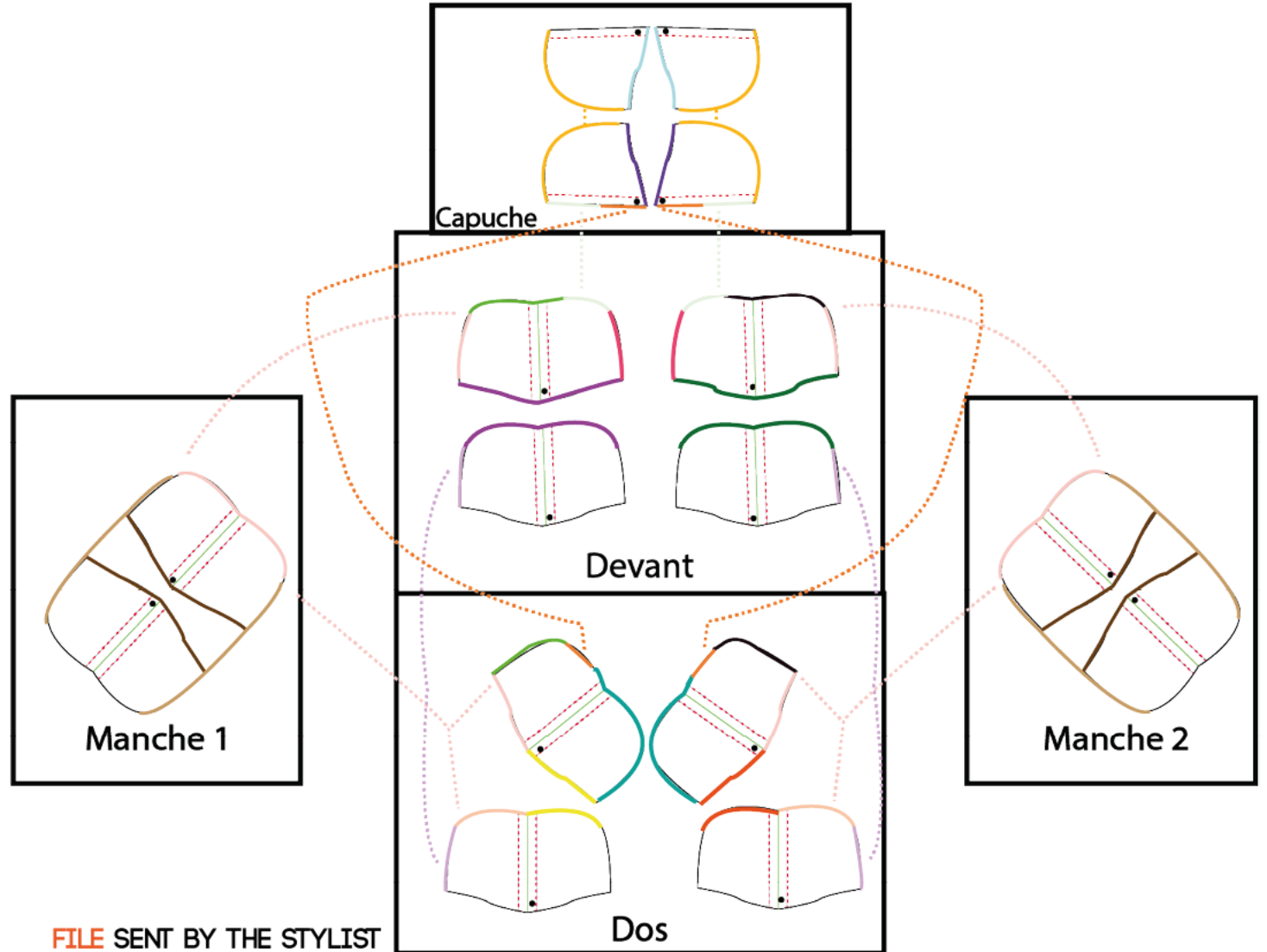
MY  
WORKFLOW



# POP THE SWEAT.

## BRIEF:

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



# CHALLENGE.

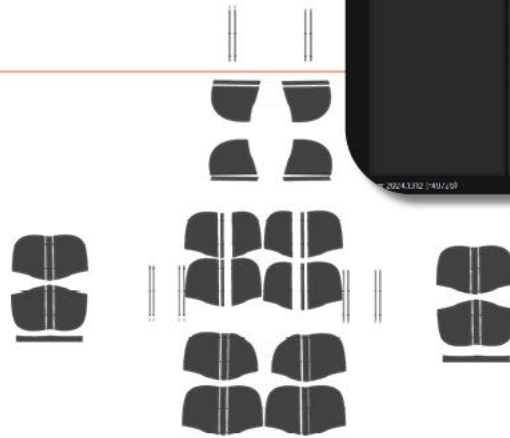
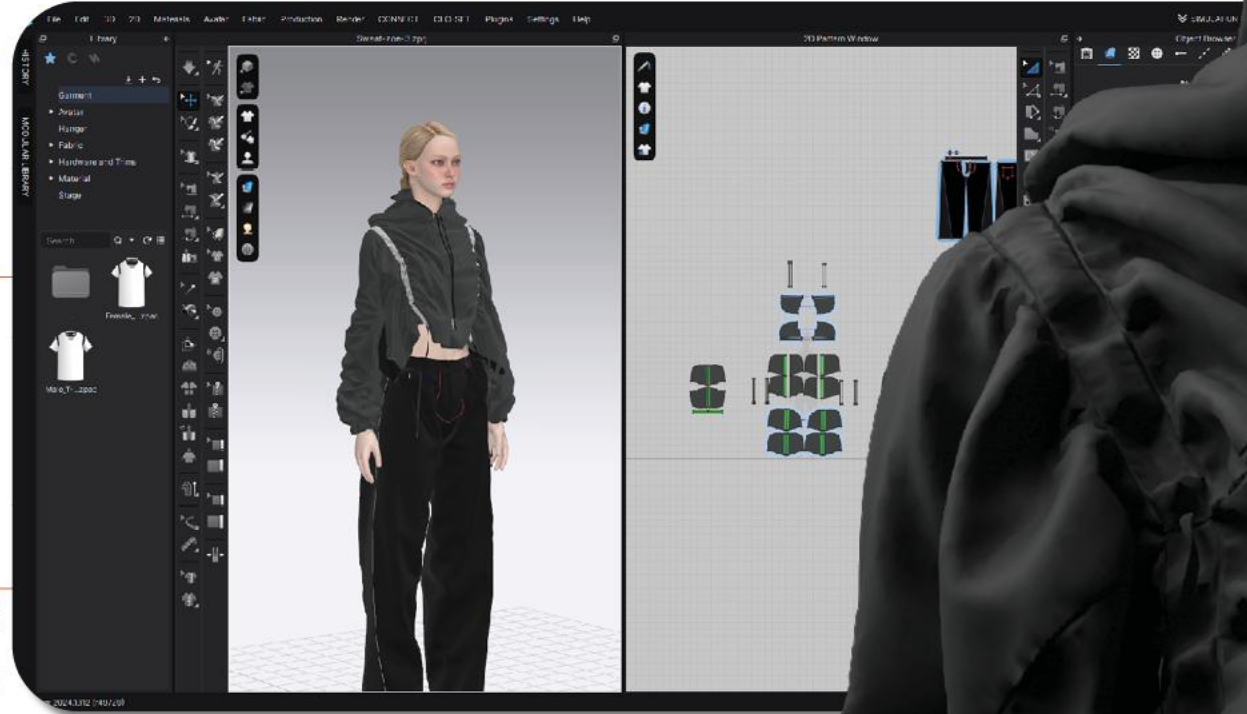


## SEWING PARTS

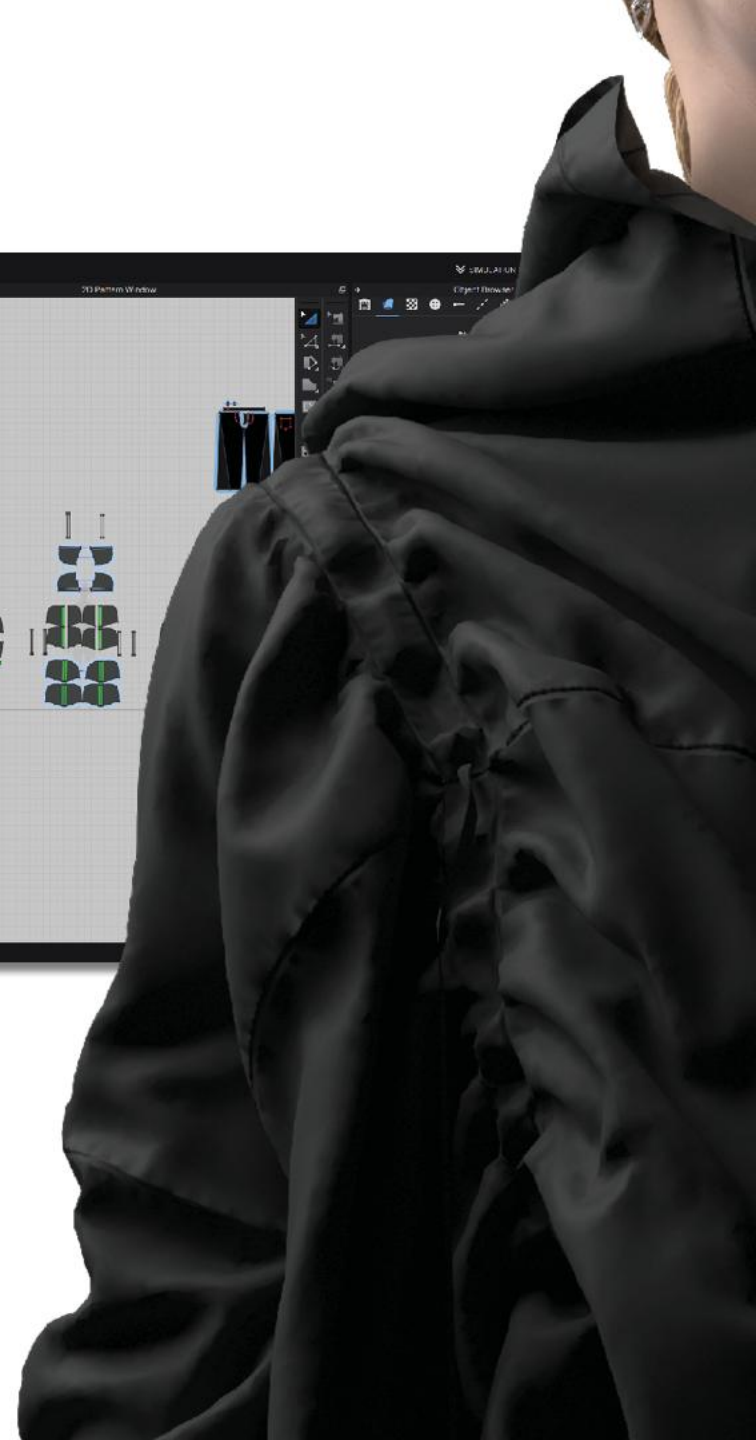
THANKS TO THE GUIDE VIEW  
BEFORE, IT WAS EASIER TO SEW  
WITHOUT PROBLEMS.

IT PERMITTED TO QUICKLY  
UNDERSTAND THE **INTENTION**  
OF ZOE.

VIEWPORT CLO

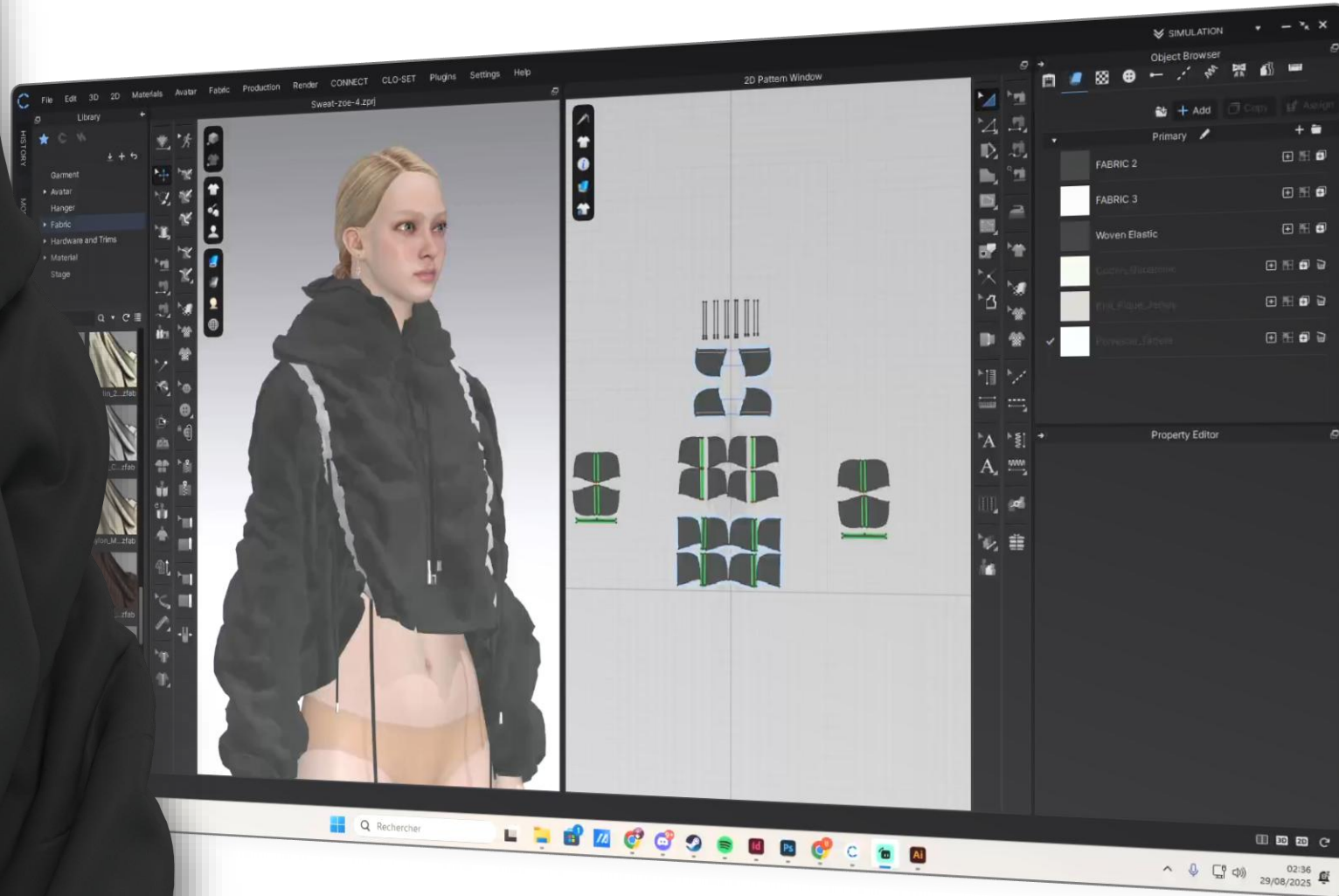


## PATTERNS





# 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.



# AI PROCESS



RAW



AI WORK



AFTER  
PHOTOSHOP











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  
BJJ, the emerging  
designer

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



# 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 analysing 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.



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Redefining the Limits of a Sweatshirt's Identity



16





24hxx





# 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

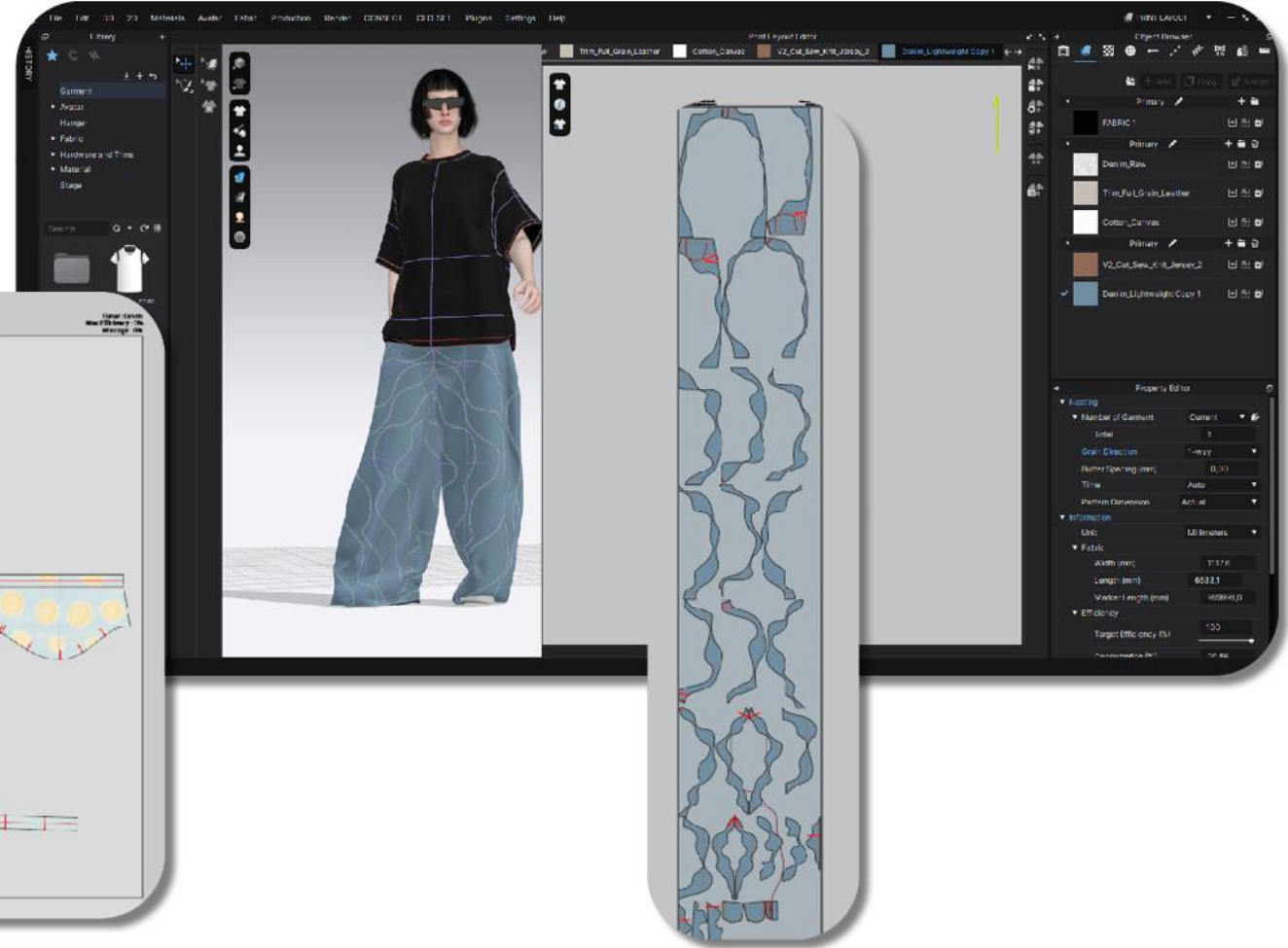
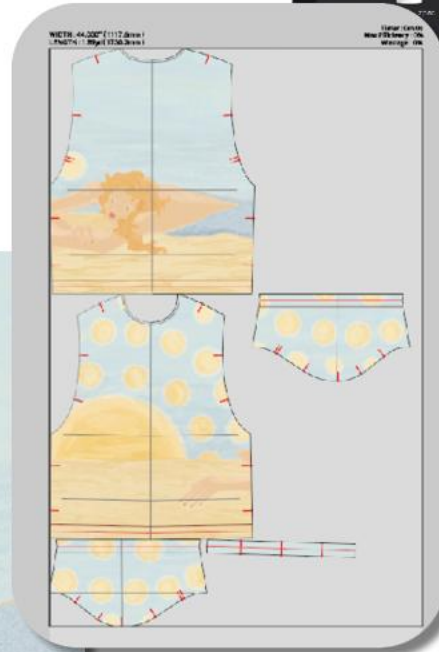
GRAPHIST





# PRODUCTION.

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





# MAKING PATTERNS







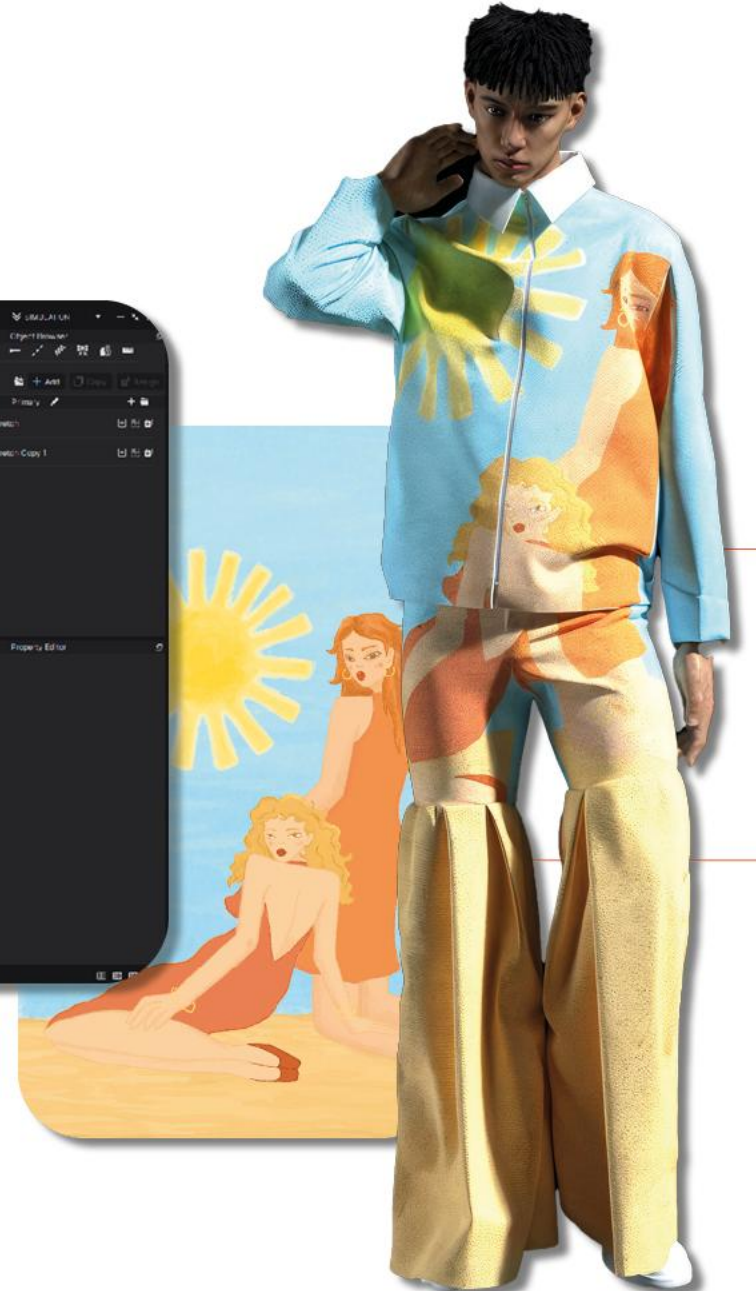
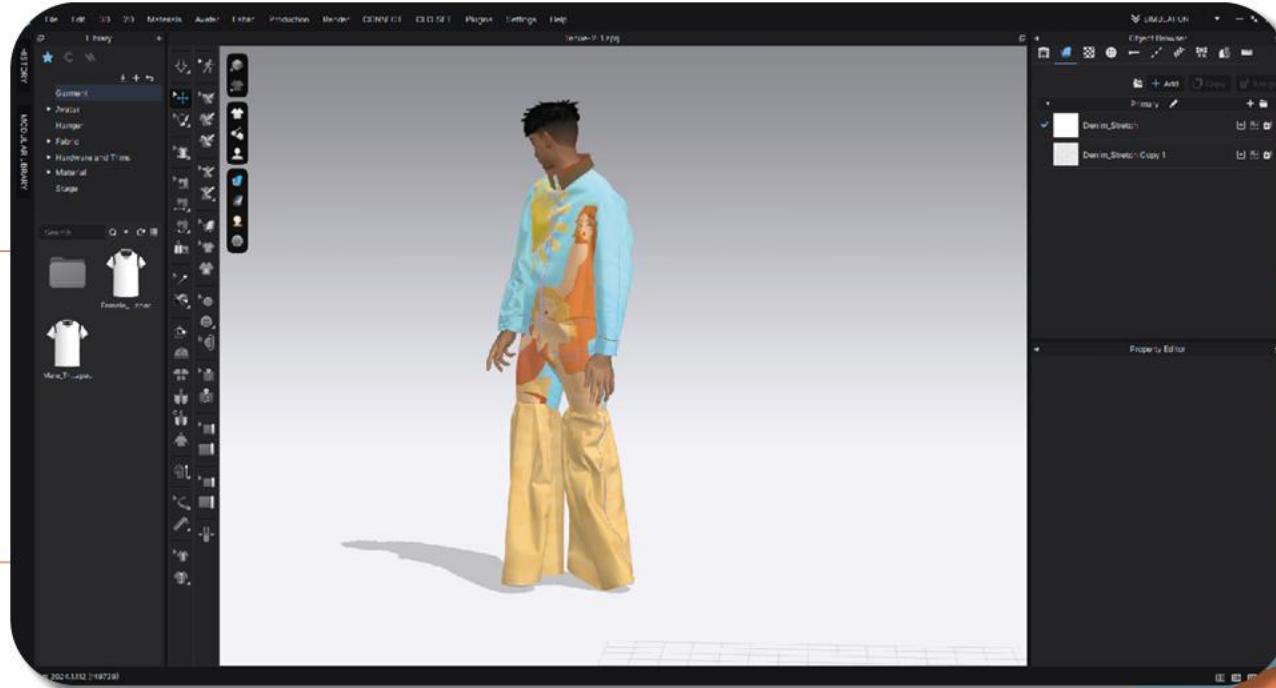




# CHALLENGE.

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  $\text{G/M}^2$

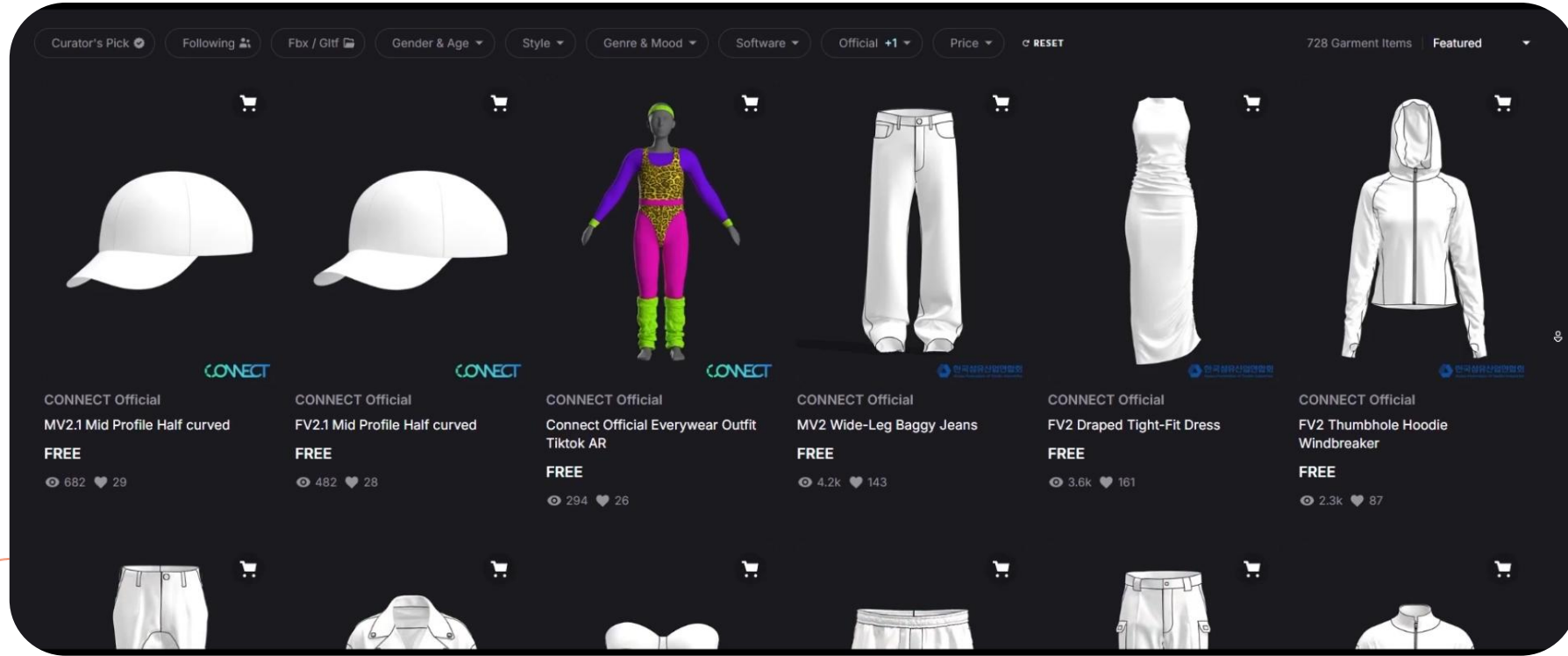
500  $\text{G/M}^2$



NIGHT.



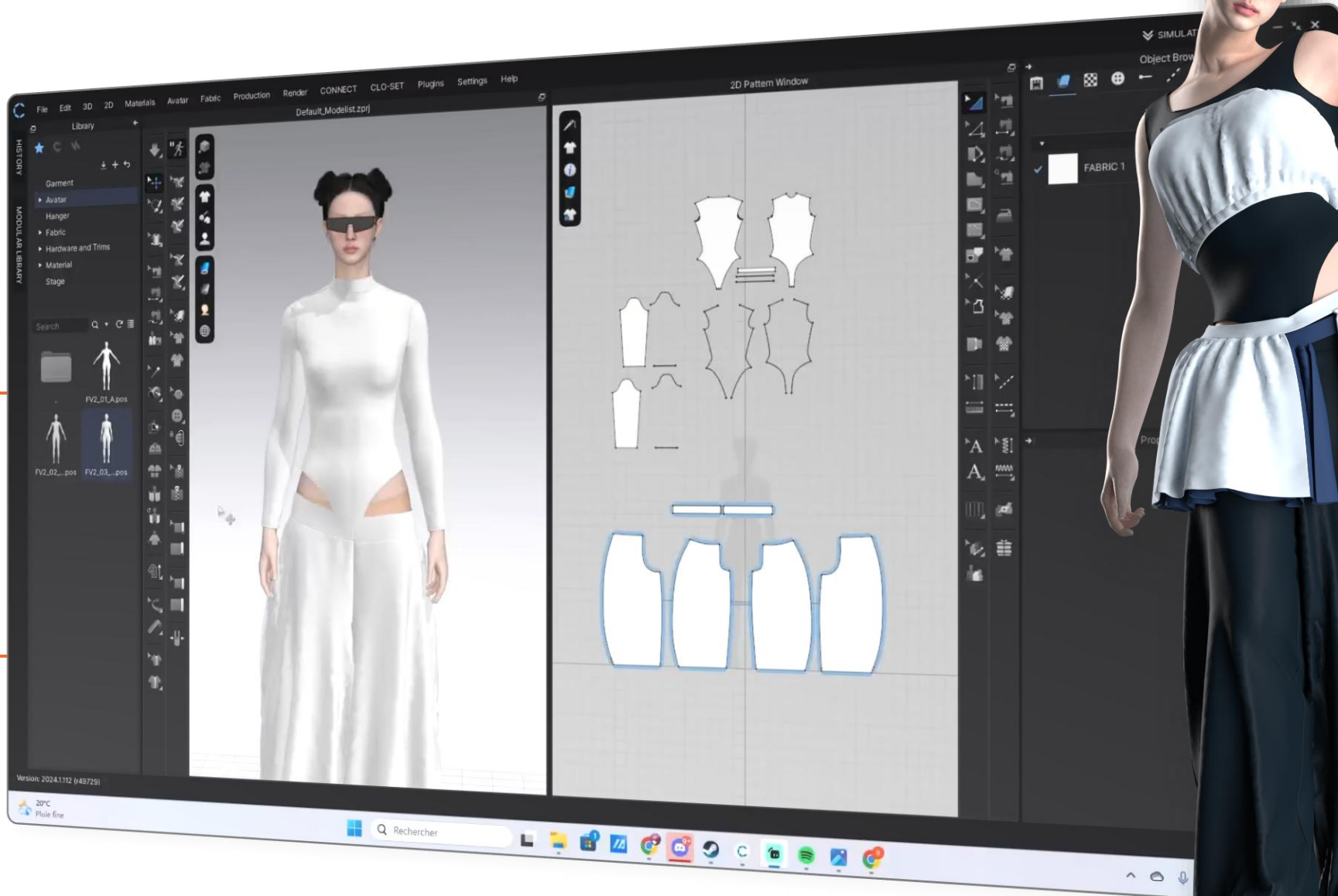
# CLO CONNECT



IT ENABLED  
ME TO START  
A PROJCT  
FASTER

# SPEED MODELING

\*Minty

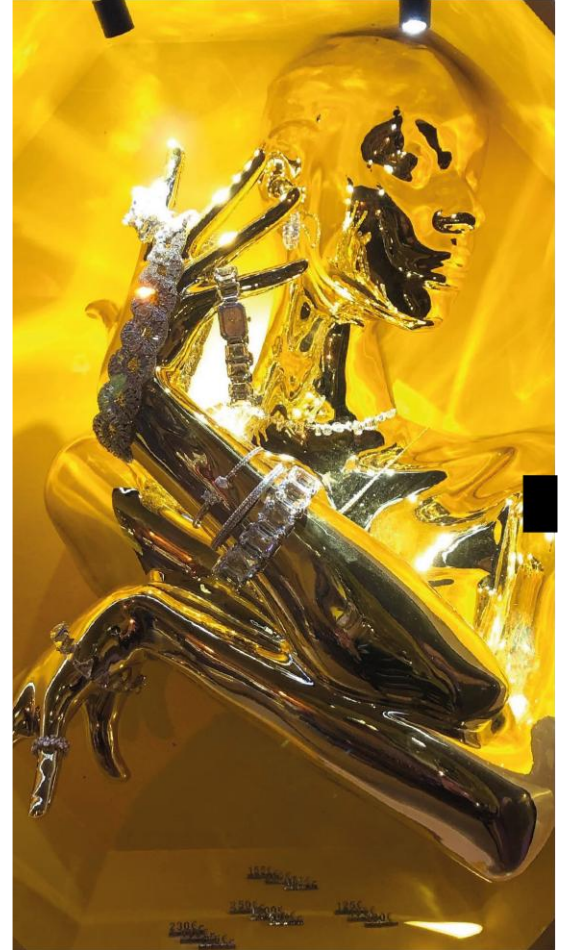


# PROFESSIONAL PROJECT.

WITH SWAROVSKI

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

# SWAROVSKI













# THANK YOU

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