(WE BELIEVE IN STYLE) (WE BELIEVE IN EXPRESSION) (WE BELIEVE IN INNOVATION)

PORTFOLIO

BAPTISTE DE JUNNEMANN

.SUMMARY/

ABOUT ME — PRESENTING MYSELF

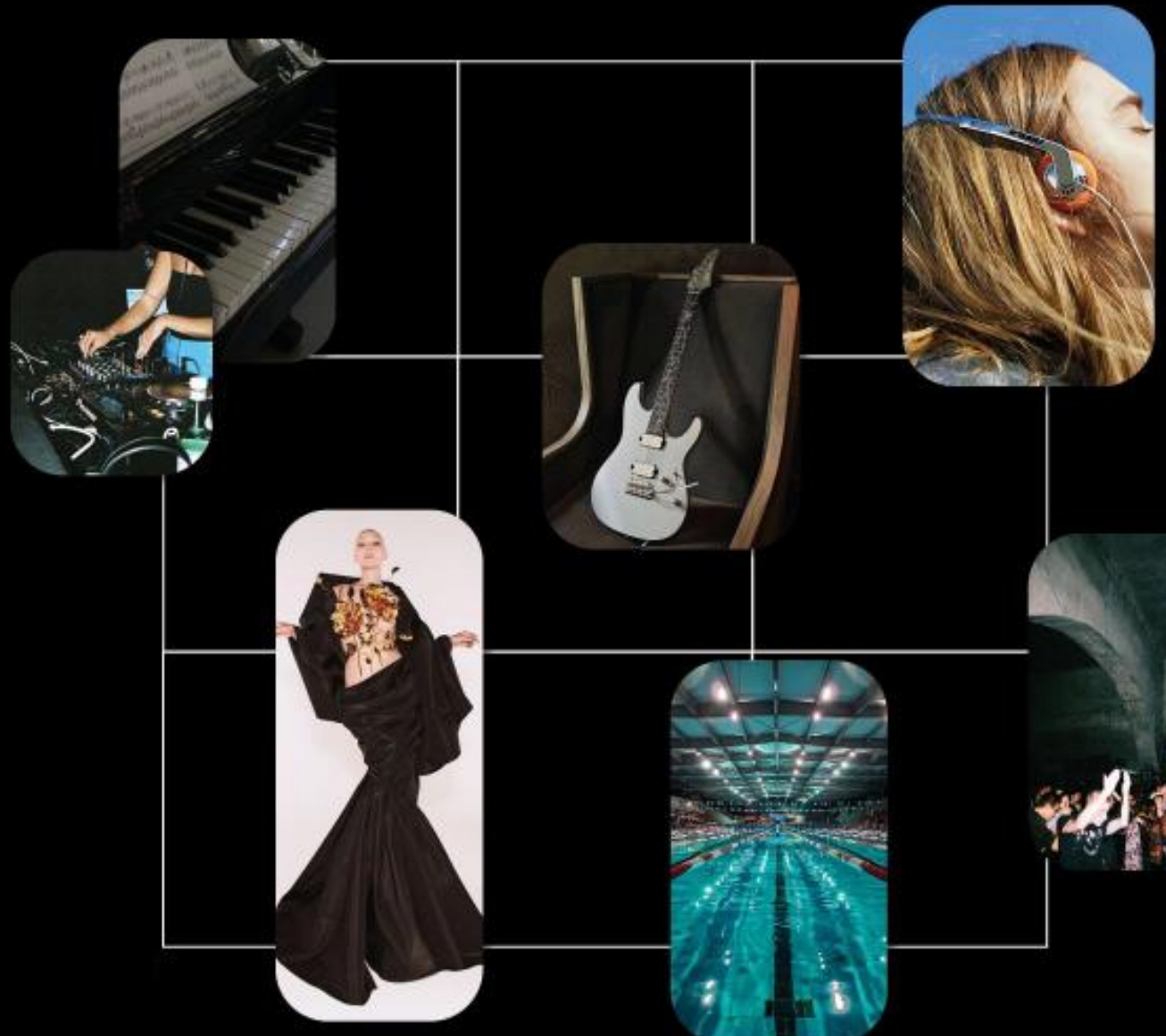
PROFESSIONAL PROJECT — SWAROVSKI POP UP STORE

SCHOOL — BEGINING IN SURFACIC, POLYGONAL AND TEXTILE MODELING AND ANIMATION

APPRENTICE — SURFACIC MODELING

PERSONAL PROJECT — TEXTILE MODELING PROJECT

ABOUT ME



PRODUCT DESIGN

INTEREST FOR LUXURY BRANDS

FASHION

INTEREST FOR TODAY'S FASHION

TEKNO FESTIVAL

FAN OF TEKNO MUSIC

MUSIC

SELF-TAUGHT MUSICIAN

SWIMMING

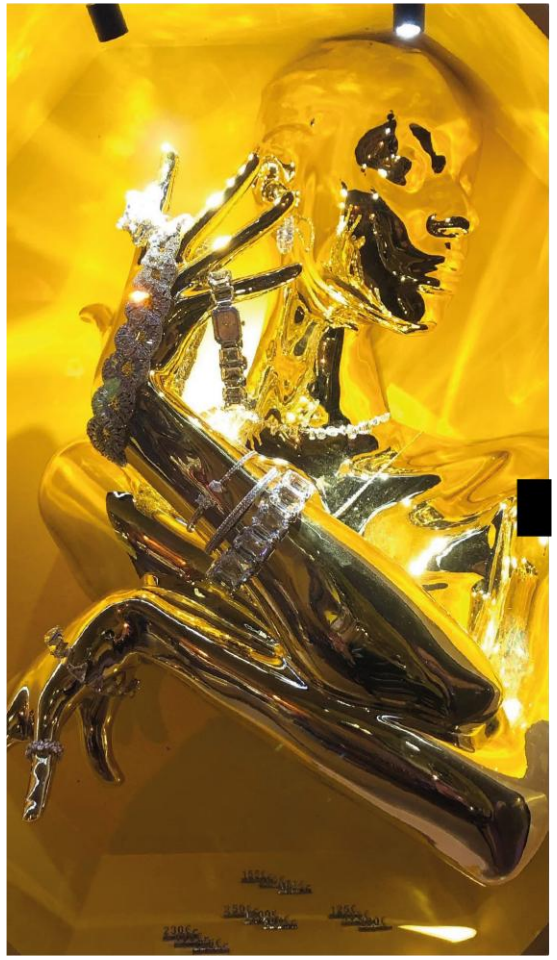
2-TIMES REGIONAL CHAMPION

PROFESSIONAL PROJECT.

WITH SWAROVSKI

The objective was to develop a strategic and creative concept for a pop-up store in Paris, positioning the brand within a highly competitive luxury landscape while delivering a distinctive, immersive and commercially effective retail experience.

SWAROVSKI



SWAROVSKI

STUDIES.

ECOLE
DE CONDÉ

PRODUCT DESIGN

2019 - 2023

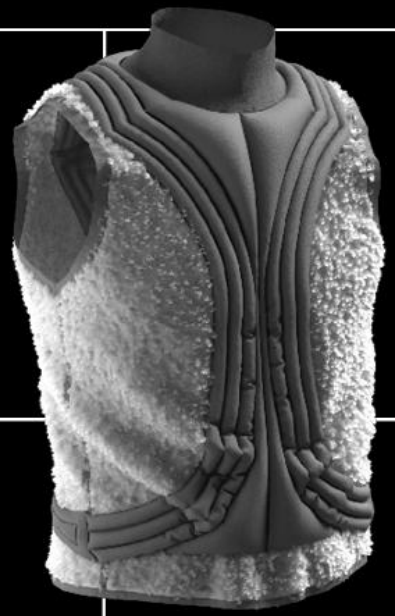
RUBIKA
MONTBELIARD

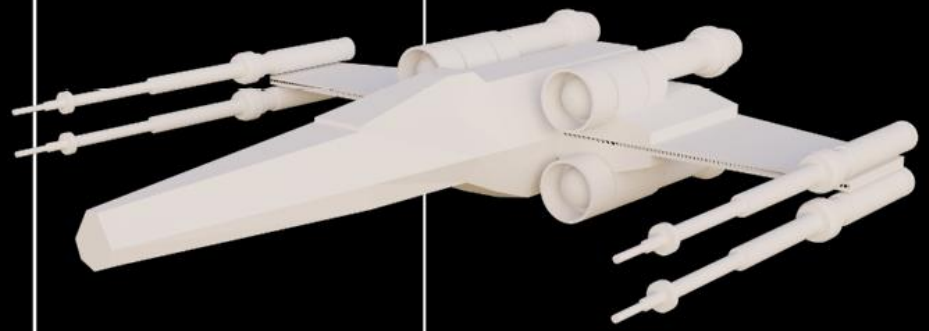
DIGITAL DESIGN

2023 - 2025

SCHOOL PROJECTS.

02.





SURFACIC

POLYGONAL

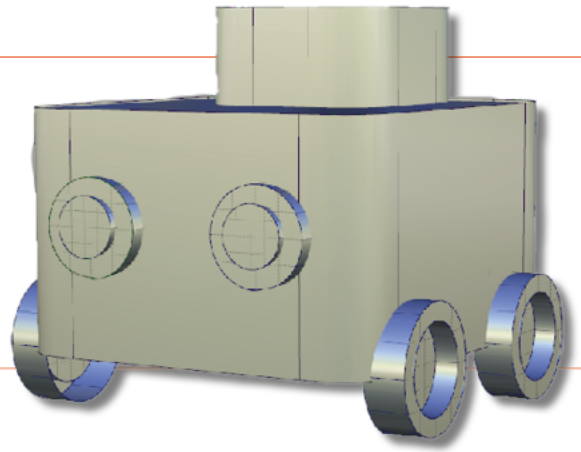
TEXTILE

ANIMATION

Rubika
Montbéliard

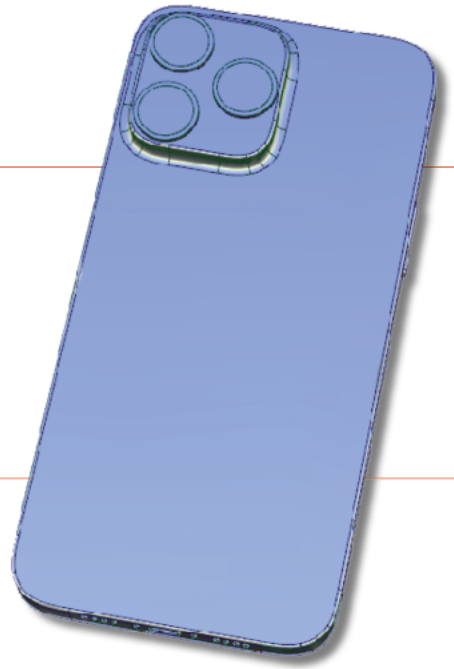
DISCOVERY

SURFACIC MODELING



TOY

OCTOBER 2023



IPHONE 14

OCTOBER 2023

GAMEBOY

NOVEMBER 2023

LEARING BASICS

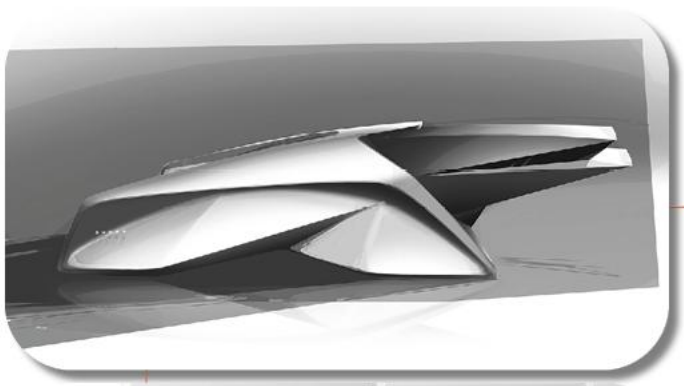
CURVES

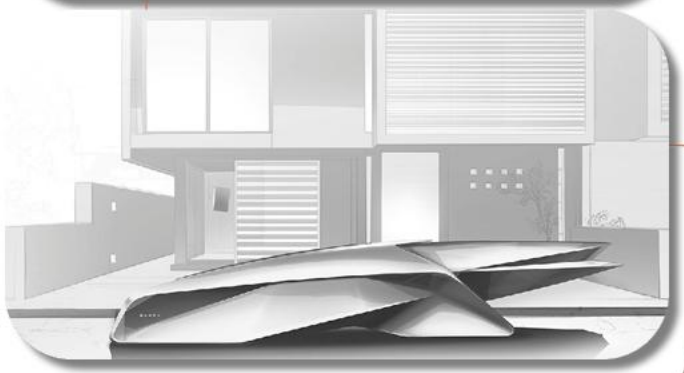
SQUARE

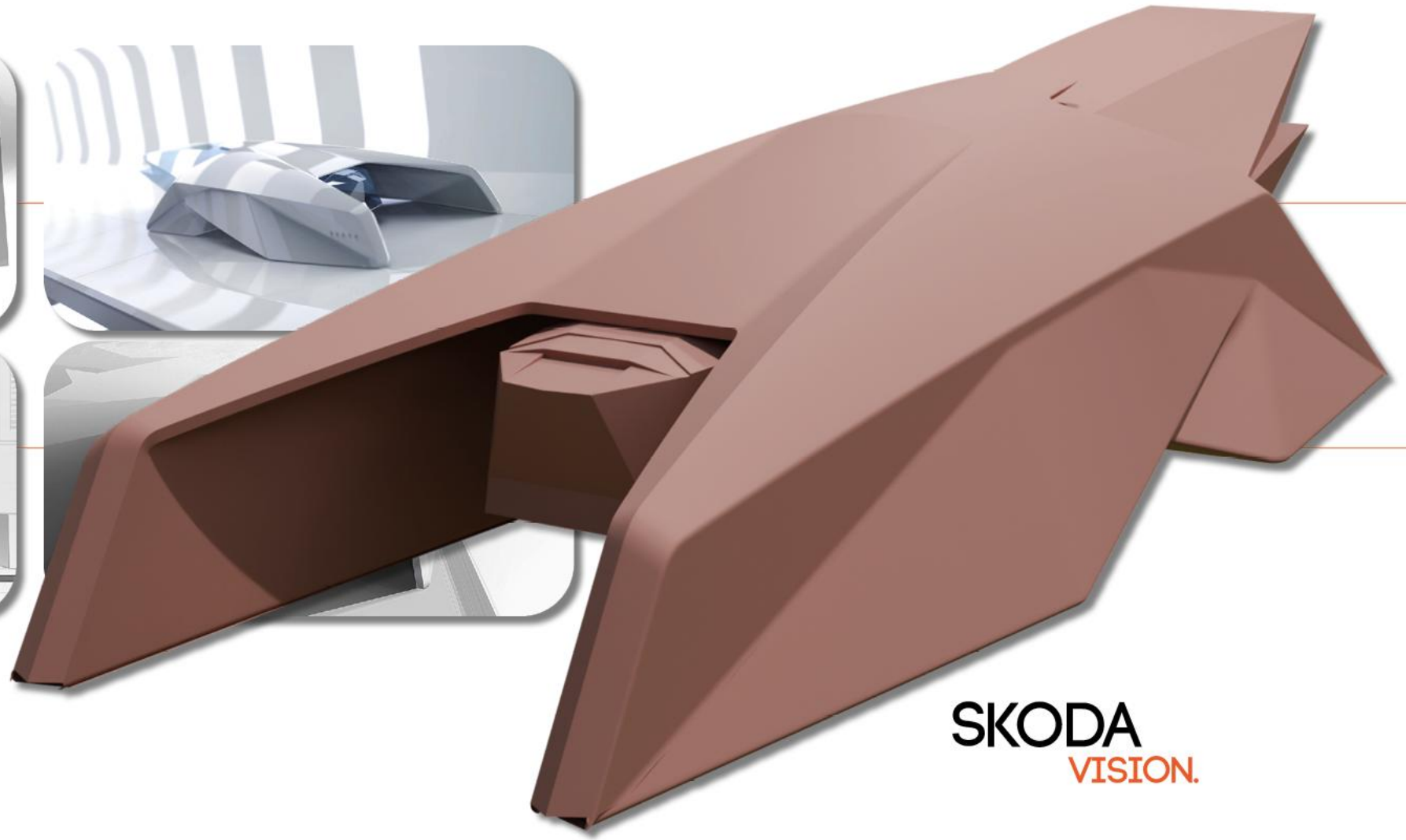
FILETS

AST

SKETCH
MODELING.



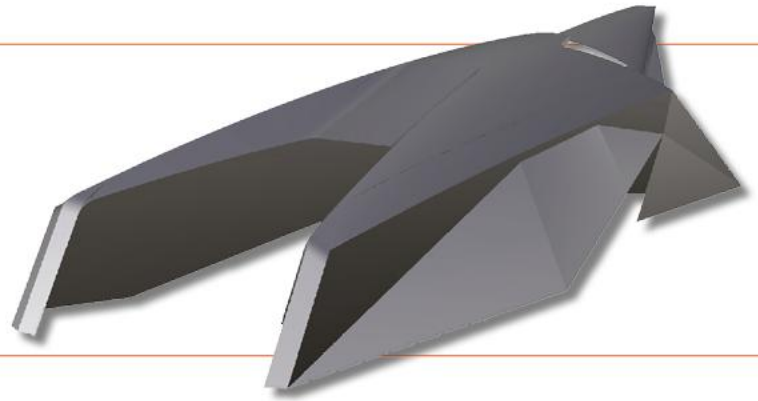




SKODA
VISION.

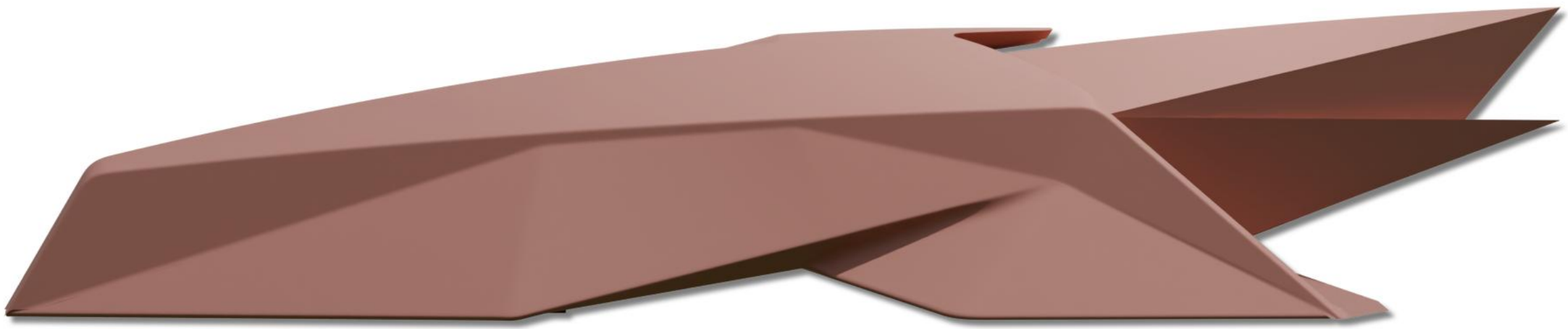
PROCESS.

BIG SURFACES

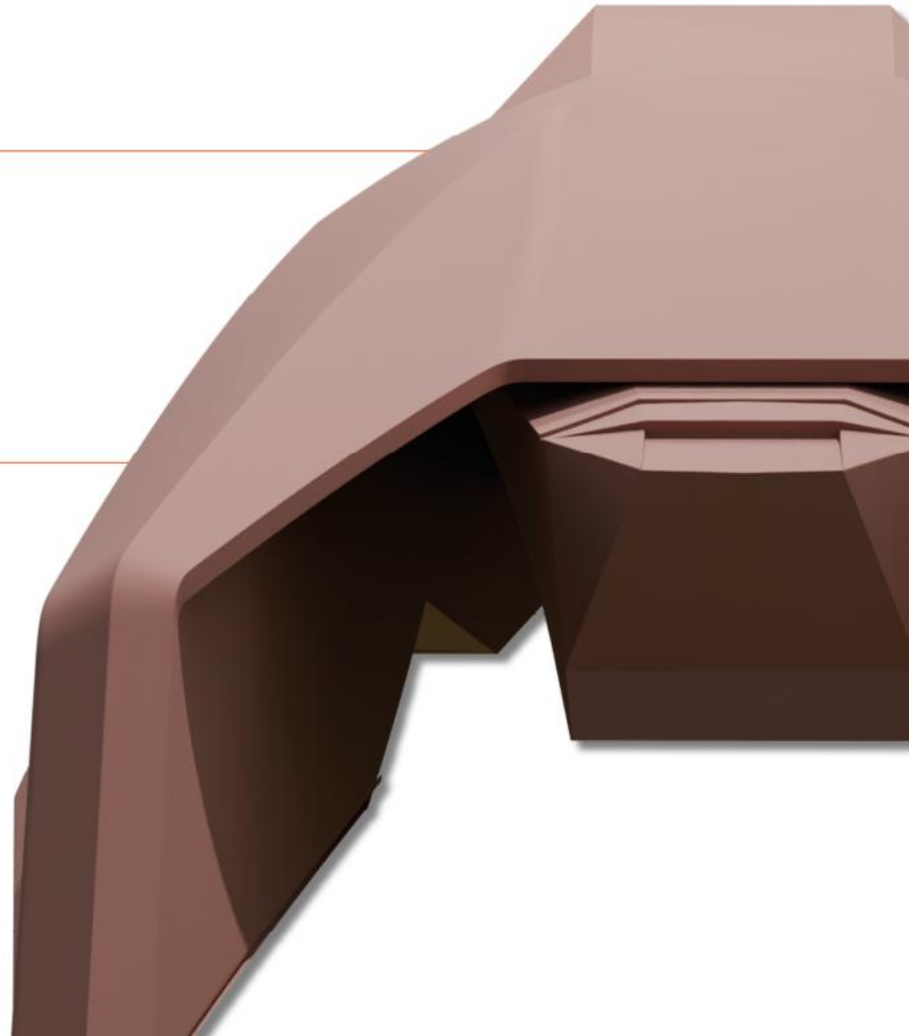


CUTS

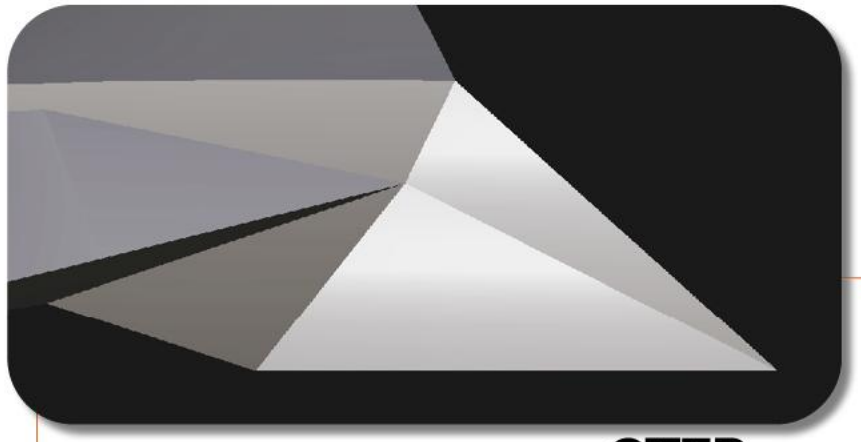
THICKNESS



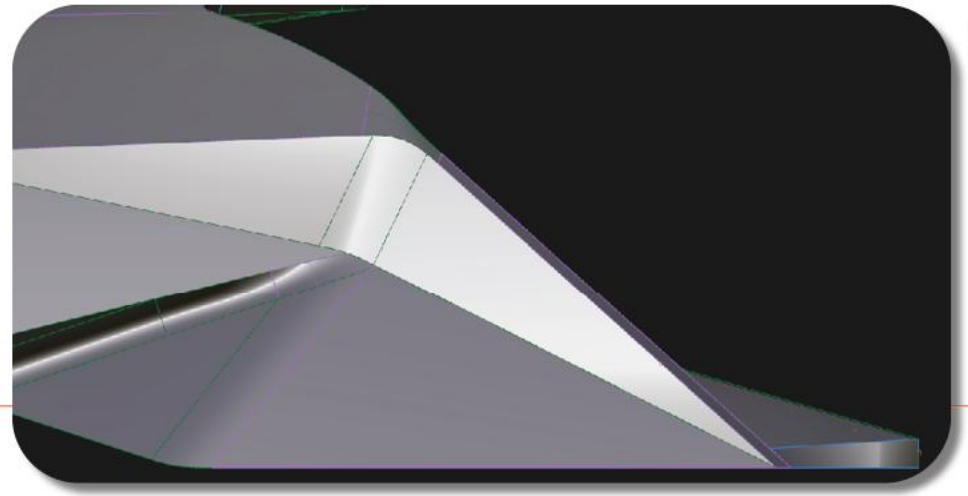
QUALITY CHECK



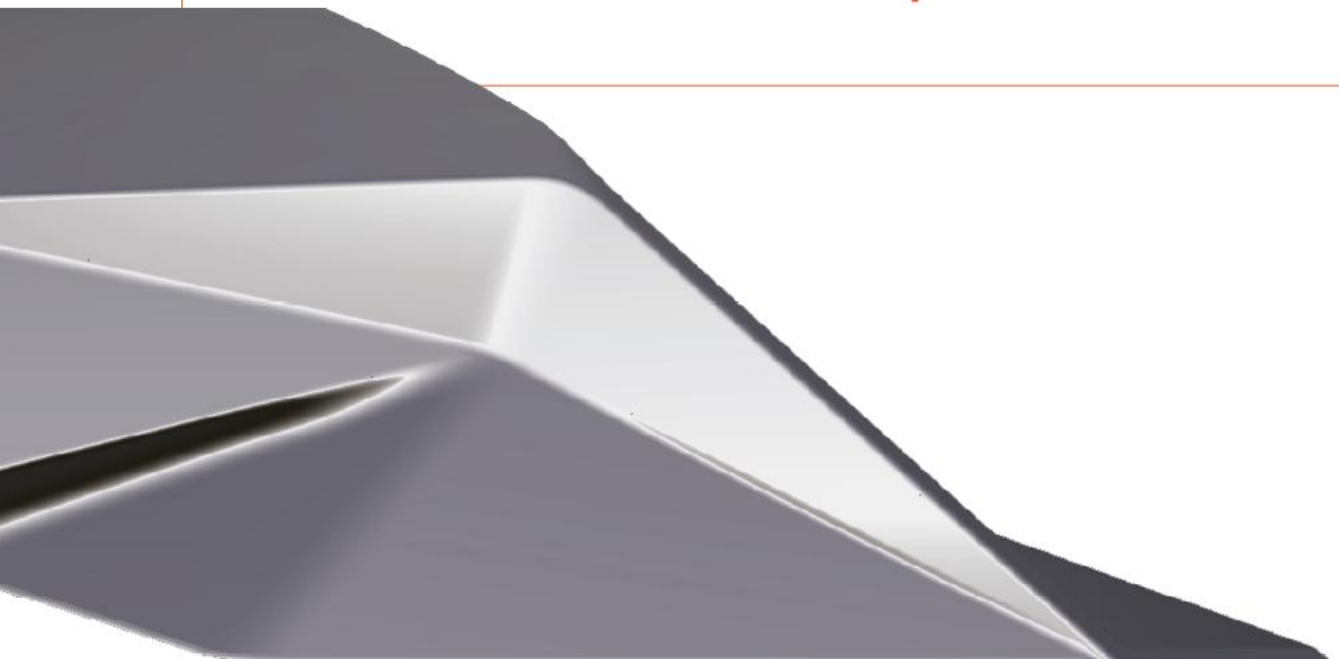
Y FILET.

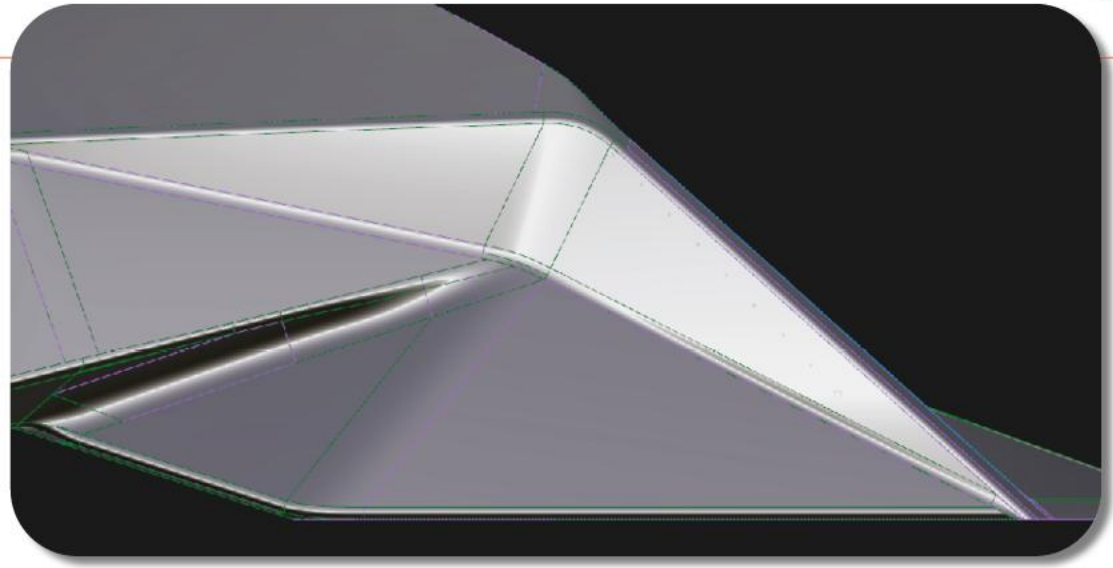


STEP 1



STEP 2

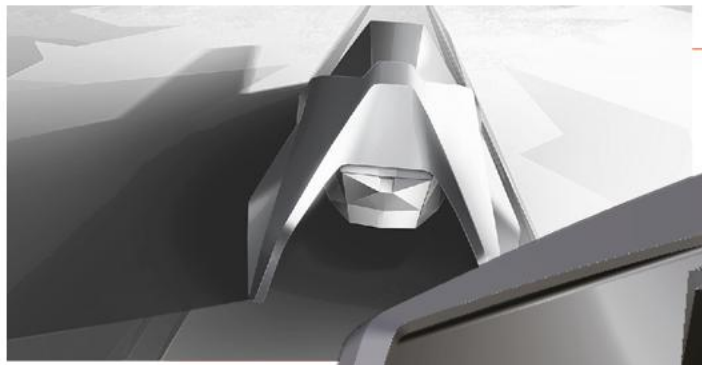




STEP 3

DEBRIEF

PROJECT



FIRST

SKETCH

FINAL

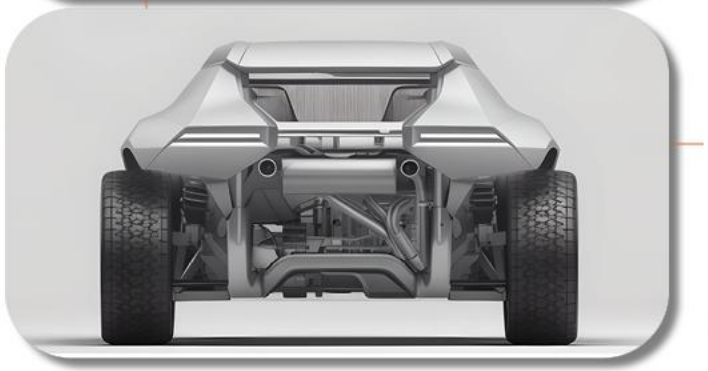
MODEL

ZEBRA

PACKSHOT

SKETCH

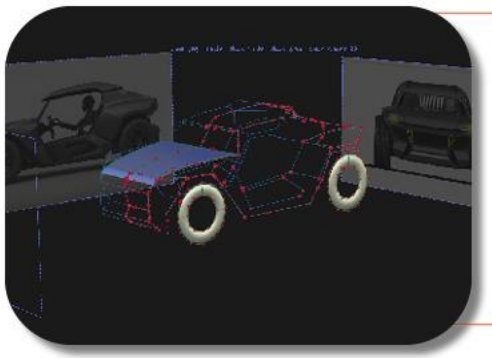
MODELING ADVANCED.



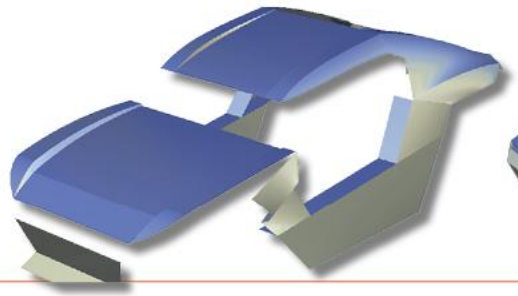
TAIPAN

SBARRO.

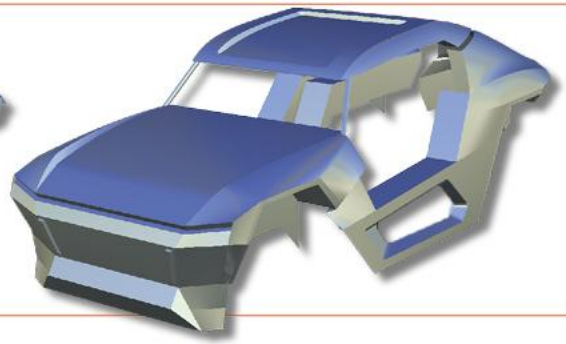
PROCESS.



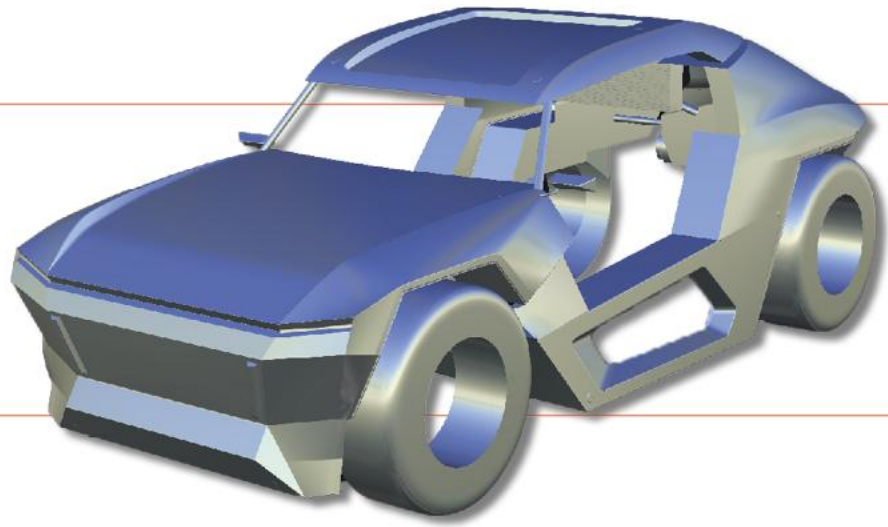
CANVAS AND
CURVES



BIG SURFACES

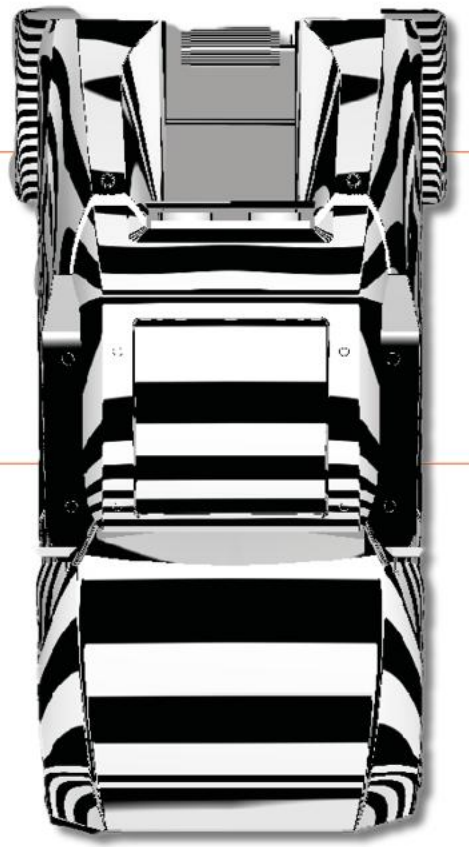


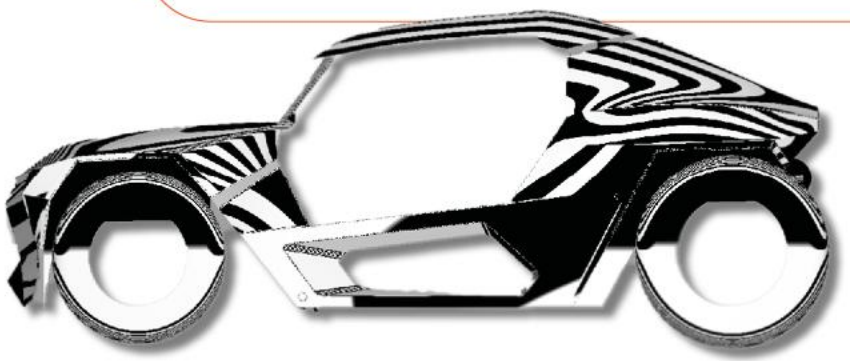
CUTS

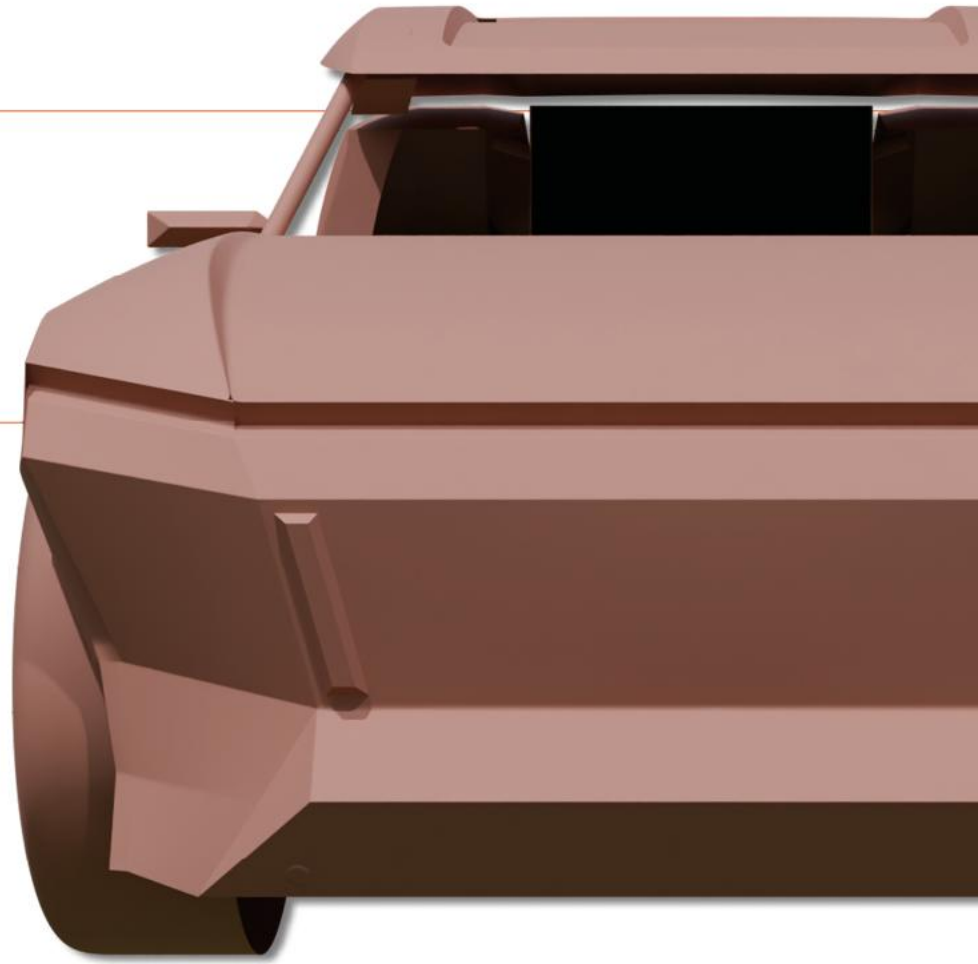


THICKNESS

QUALITY CHECK

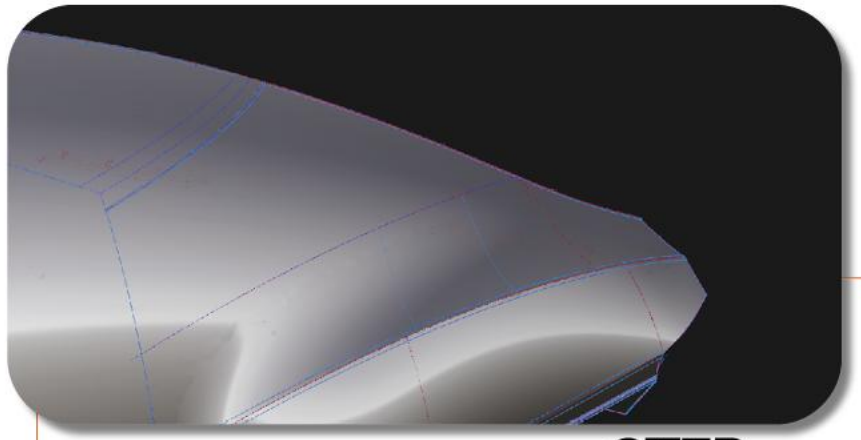




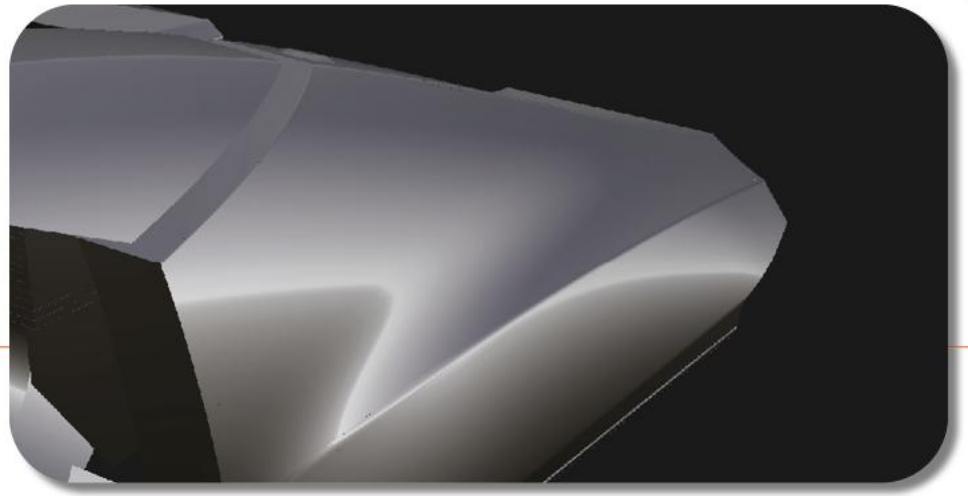


CHALLENGE.

STEP 1

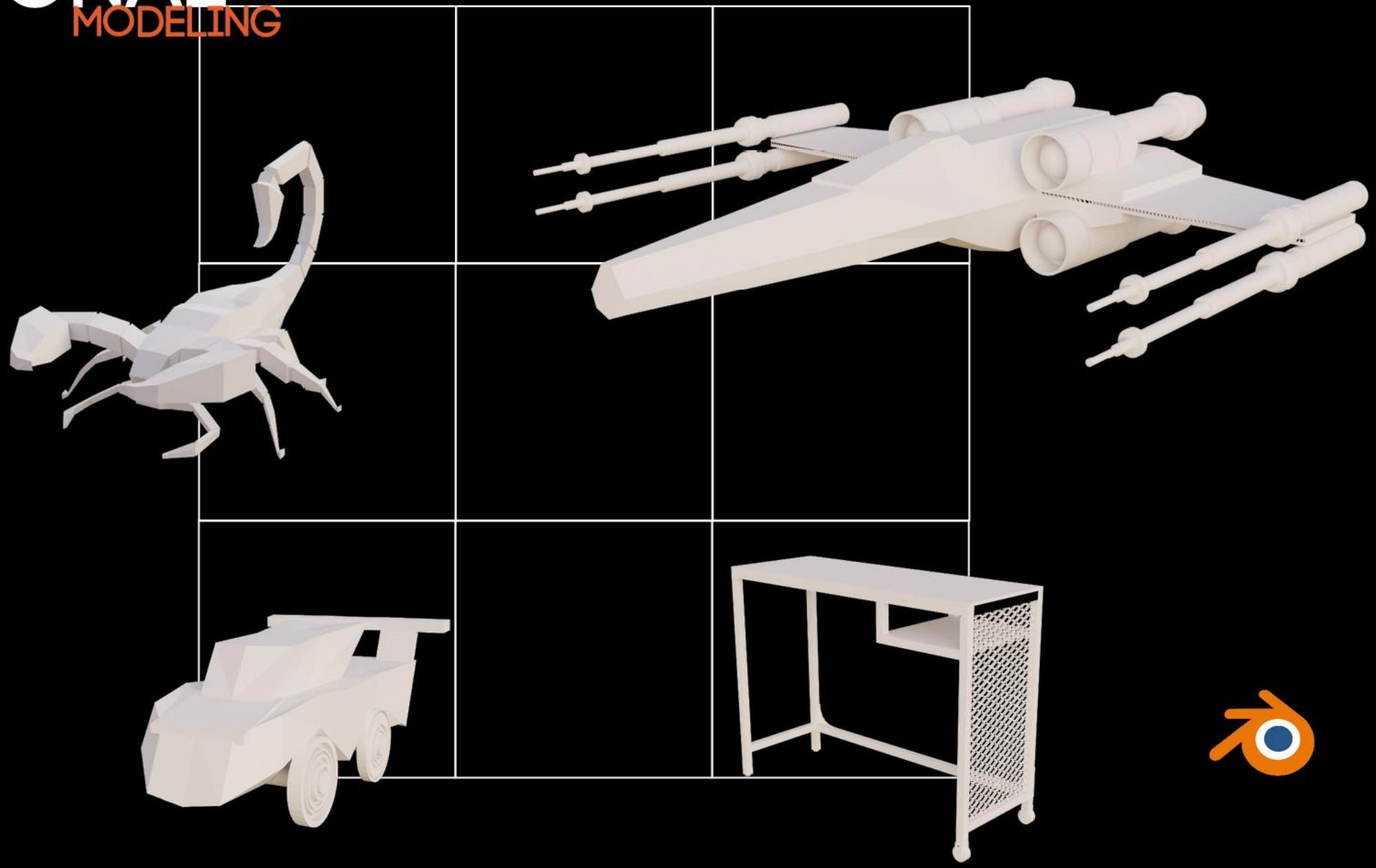


STEP 2

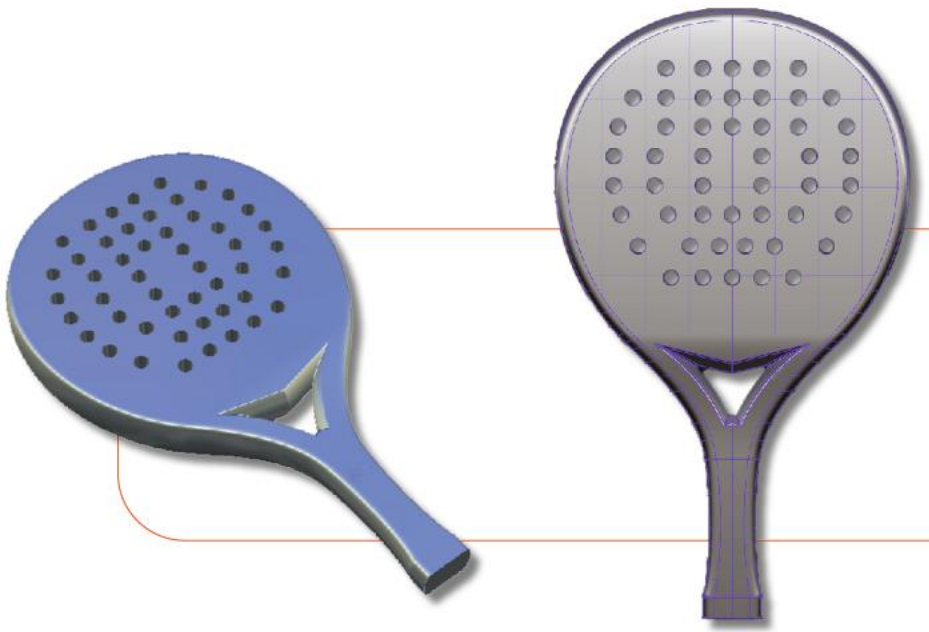


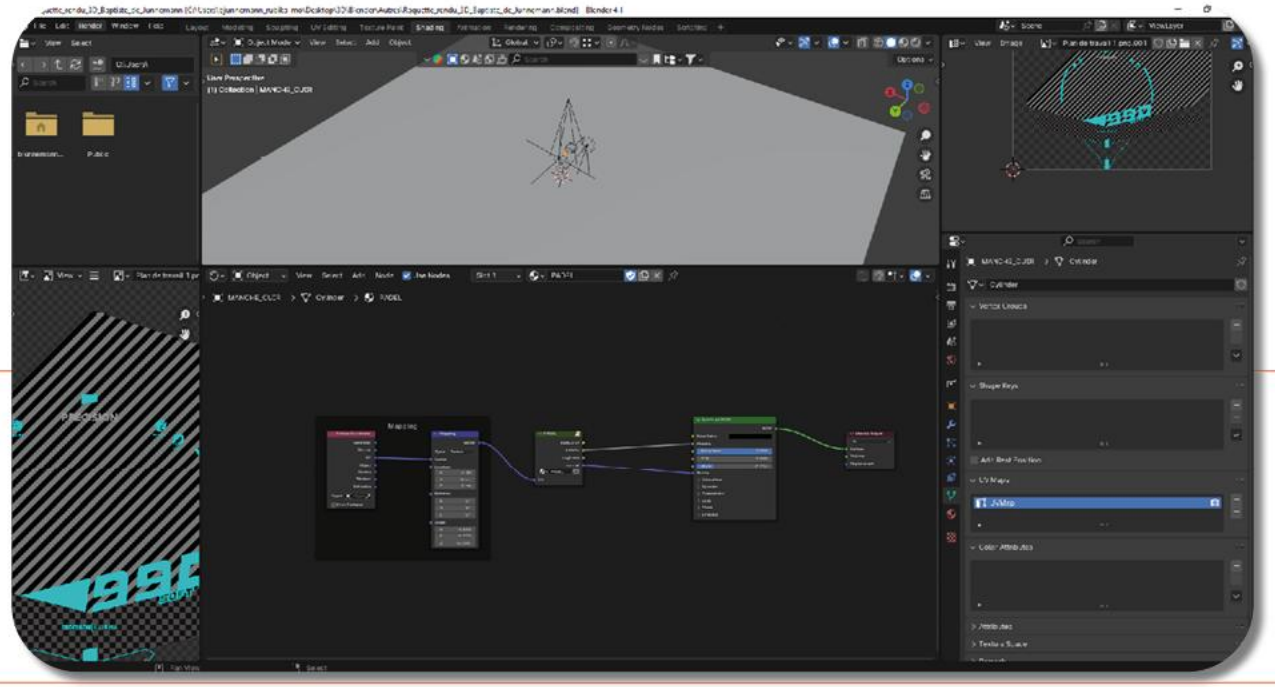
STEP 3

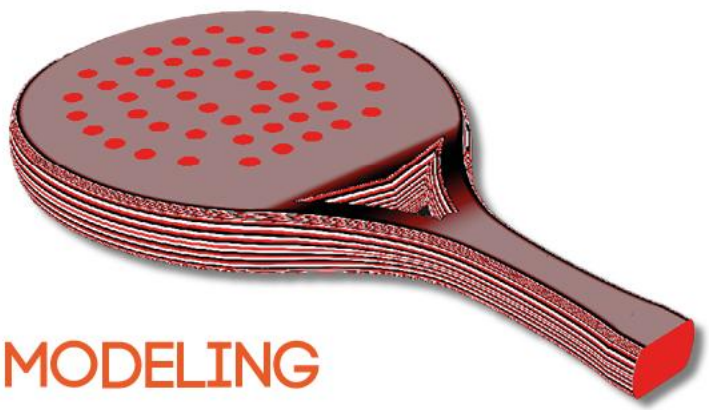
POLYGONAL
MODELING



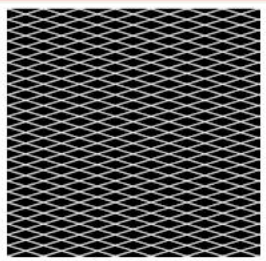
RENDERING.

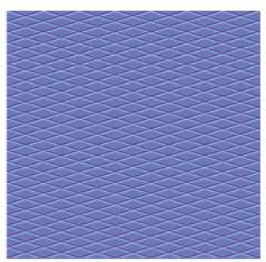


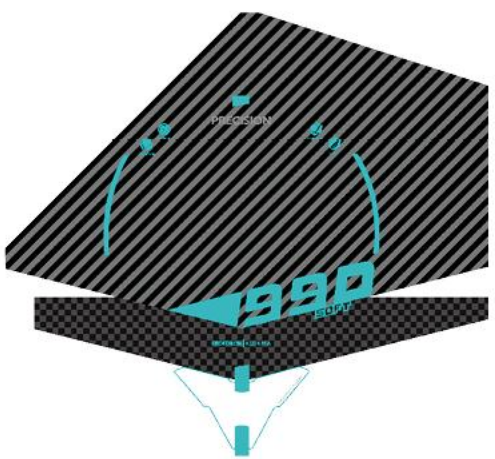




ALIAS MODELING

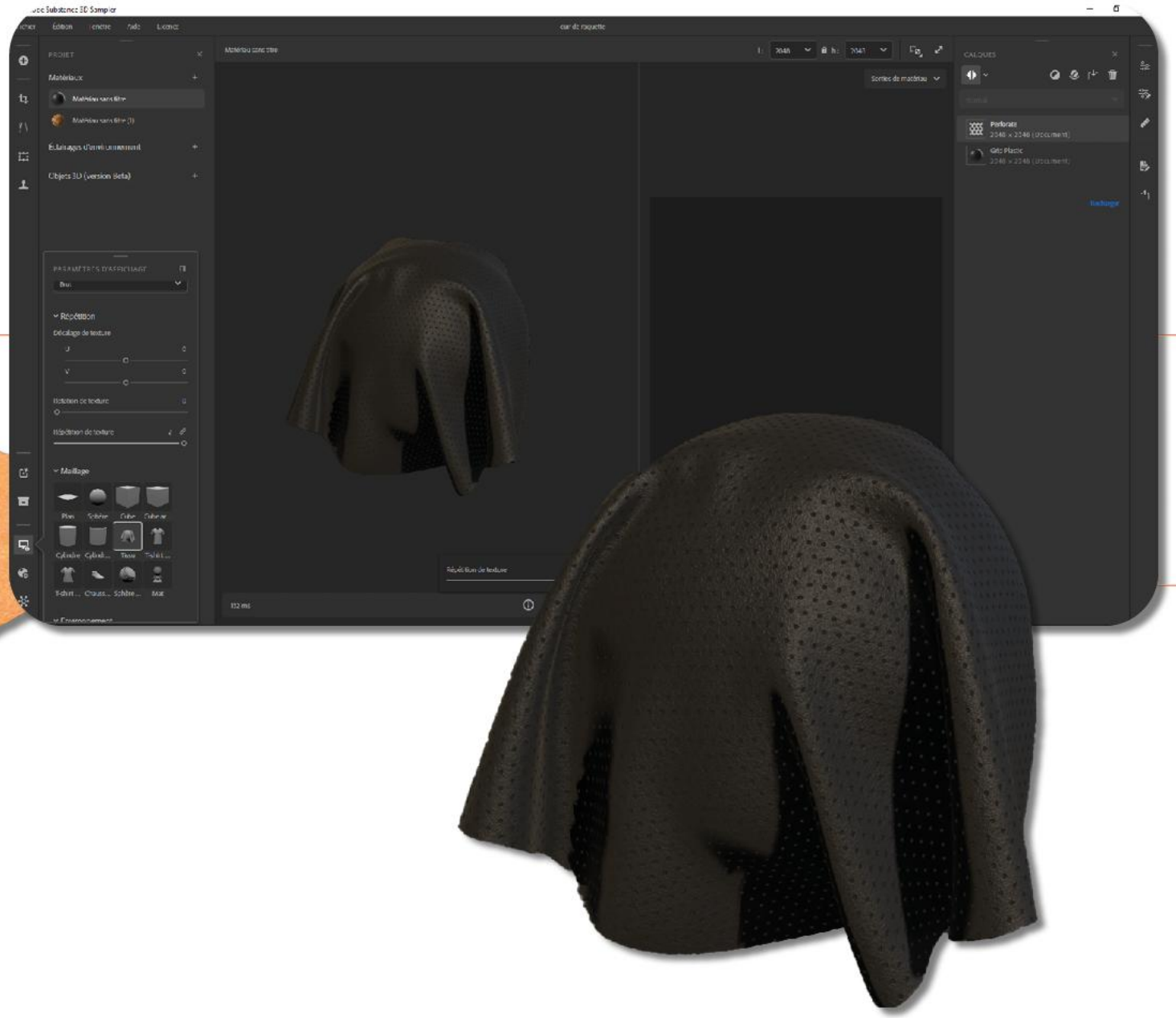






TEXTURING.

ADOBE SAMPLER



FAST

QUALITY TEXTURE

FIRST
BLENDER
RENDER

PRECISION

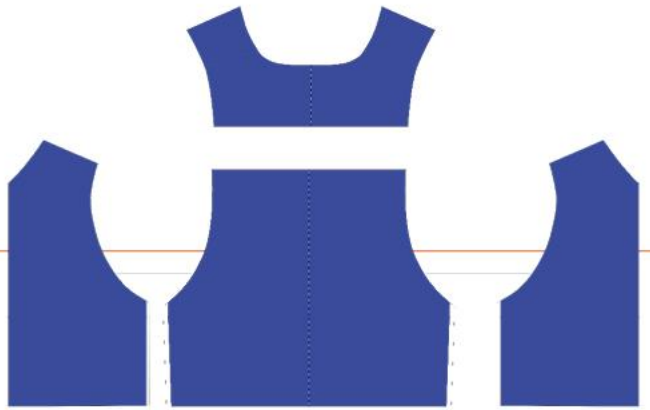
TEXTILE
MODELING.

BRIEF:

MAKE A DESIGN FROM AN EXISTING PATTERN

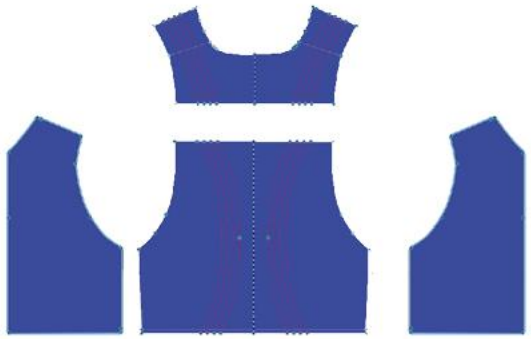
GOAL:

MY GOAL WAS TO CREATE A VEST FOR A FASHION SHOW



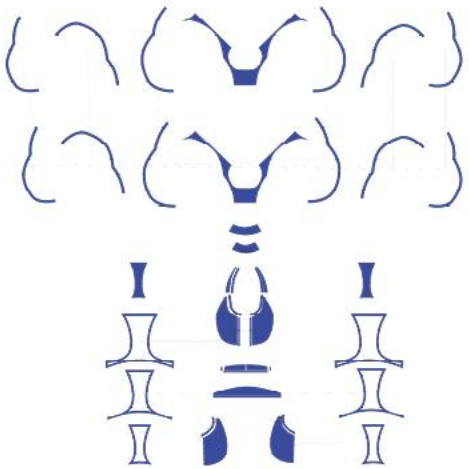
MASTERCLASS CLO 3D

PROCESS.



DRAW

INTERN LINES



CUT

AND SEW

PLACING

IN 3D ENVIRONMENT

SIMULATE

PHYSIC

CHALLENGE.

INFLATE
PARTS

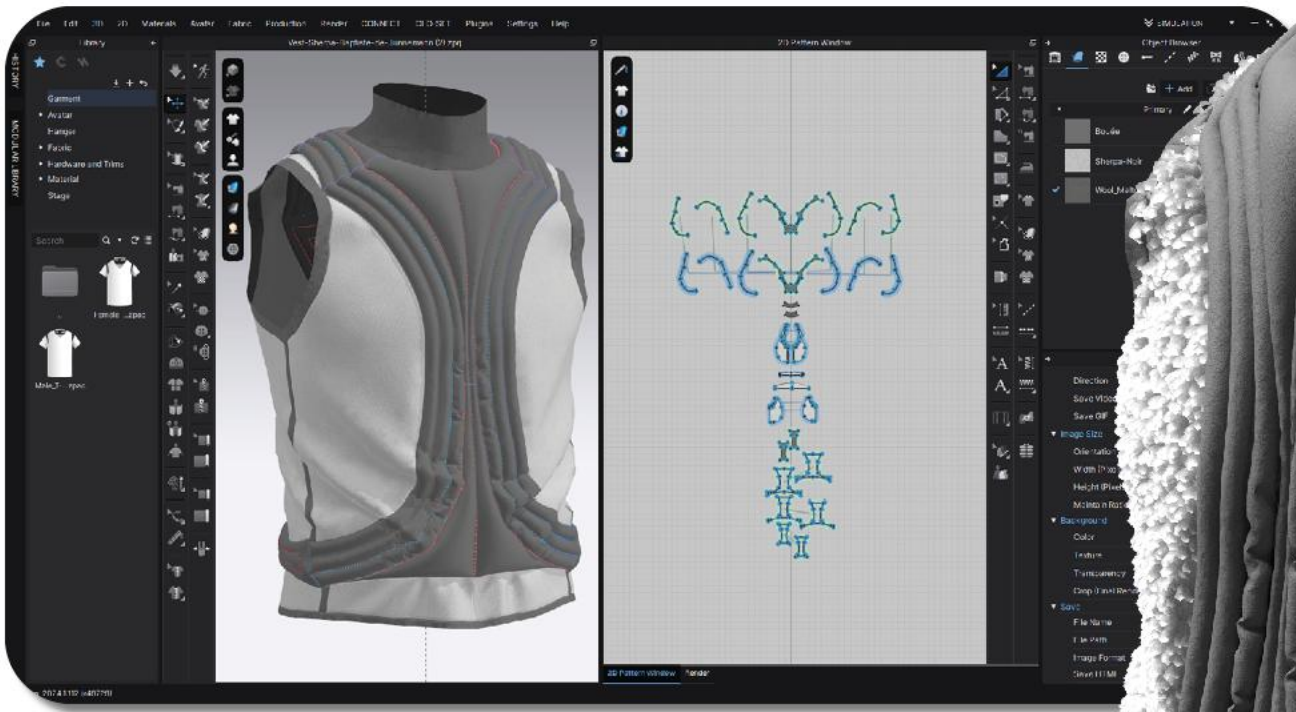
CLO HAS A VERY REALISTIC PHYSIC SIMULATION AND YOU HAVE THE POSSIBILITY TO ADD PRESSURE TOO IN YOUR PIECE OF TISSU.

THE CHALLENGE HERE WAS TO UNDERTAND CORRECTLY THE PRESSURE SYSTEM.

WITHOUT.

WITH.

TEXTURING.



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

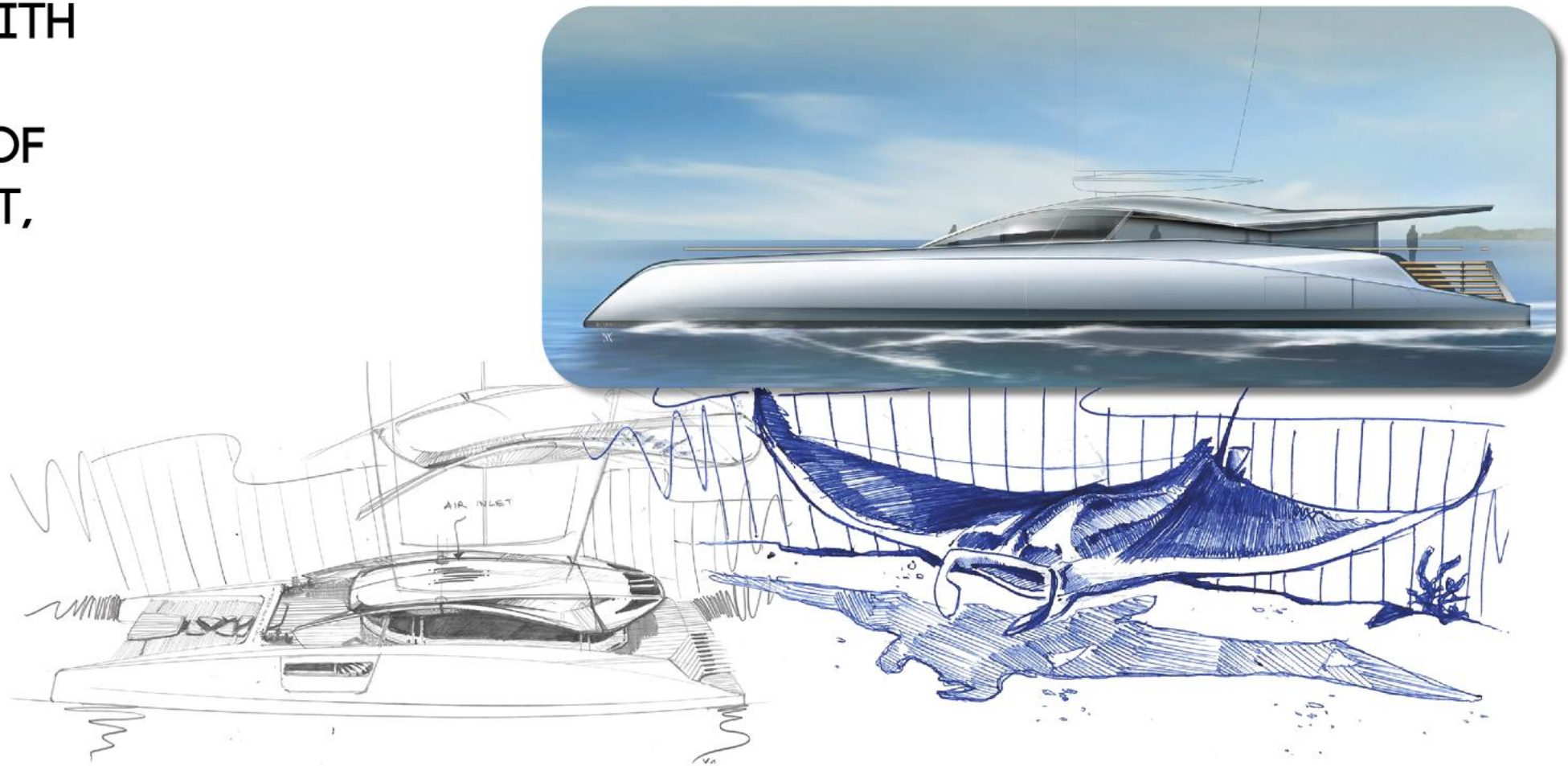
RENDERING.

ANIMATION PROJECT

CONTEXT.

BRIEF:

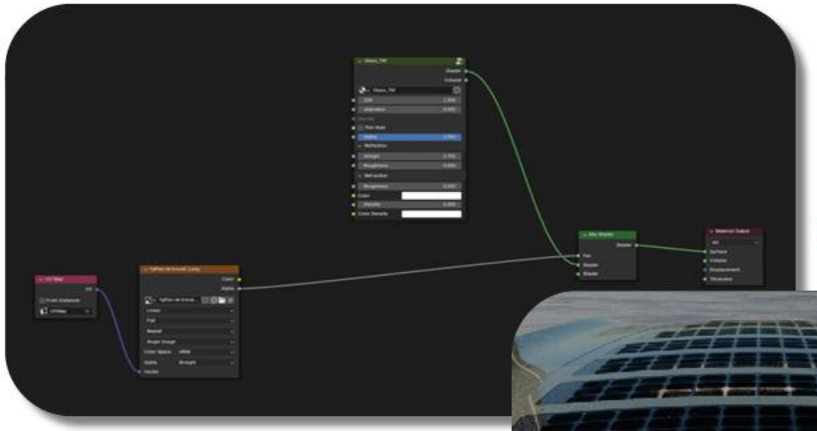
IN PARTNERSHIP WITH VPLP, MAKE A 90 SECONDS MOVIE OF THEIR FUTUR YACHT, APERIO.



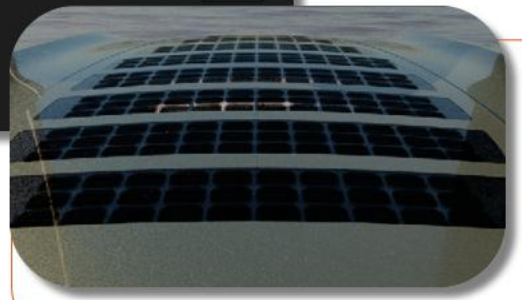
APERIO
YACHT

BASE ALIAS
MODEL

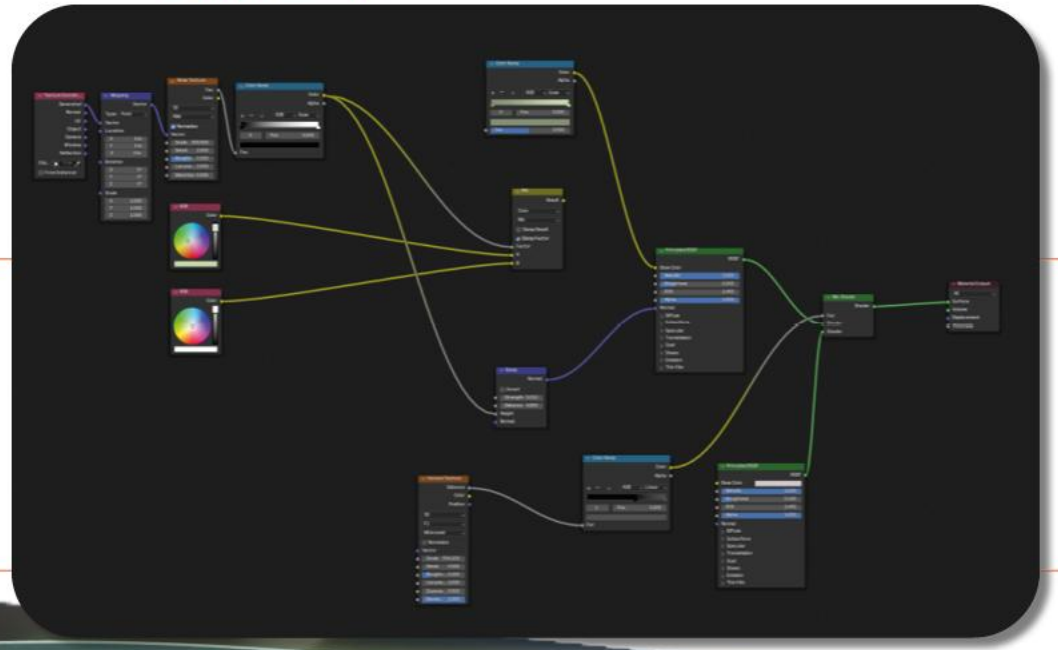
TEXTURING.

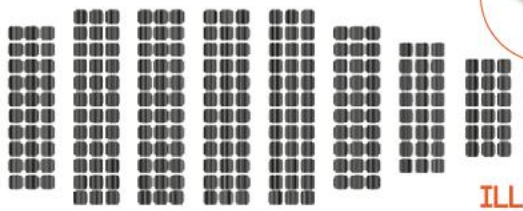


PERGOLA
SHADER

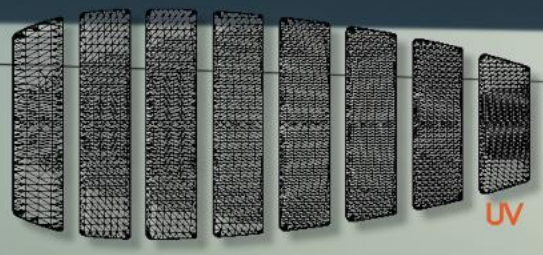


HULL SHADER





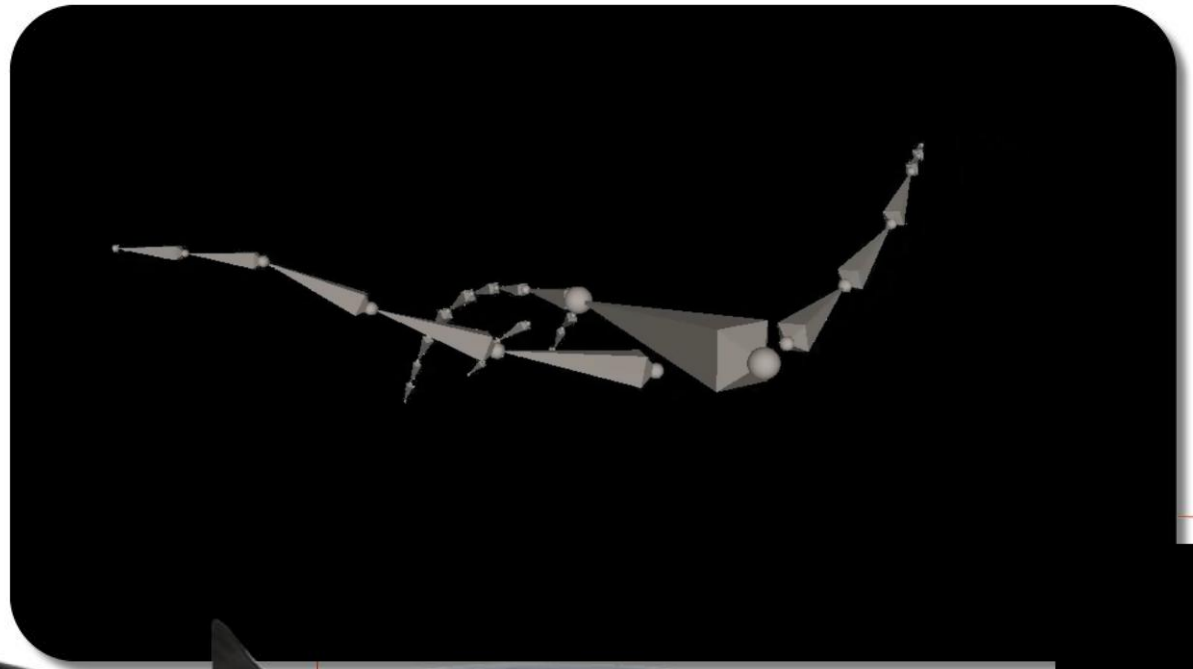
ILLUSTRATION

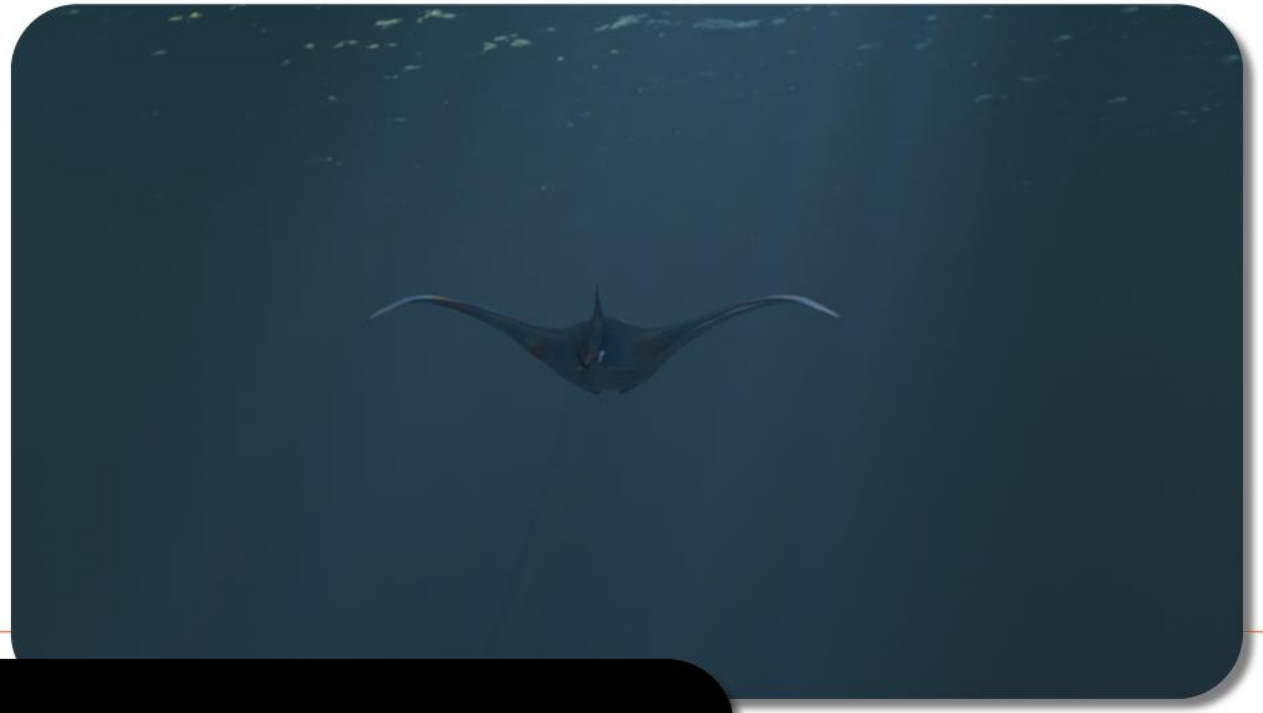


UV

RIGGING.

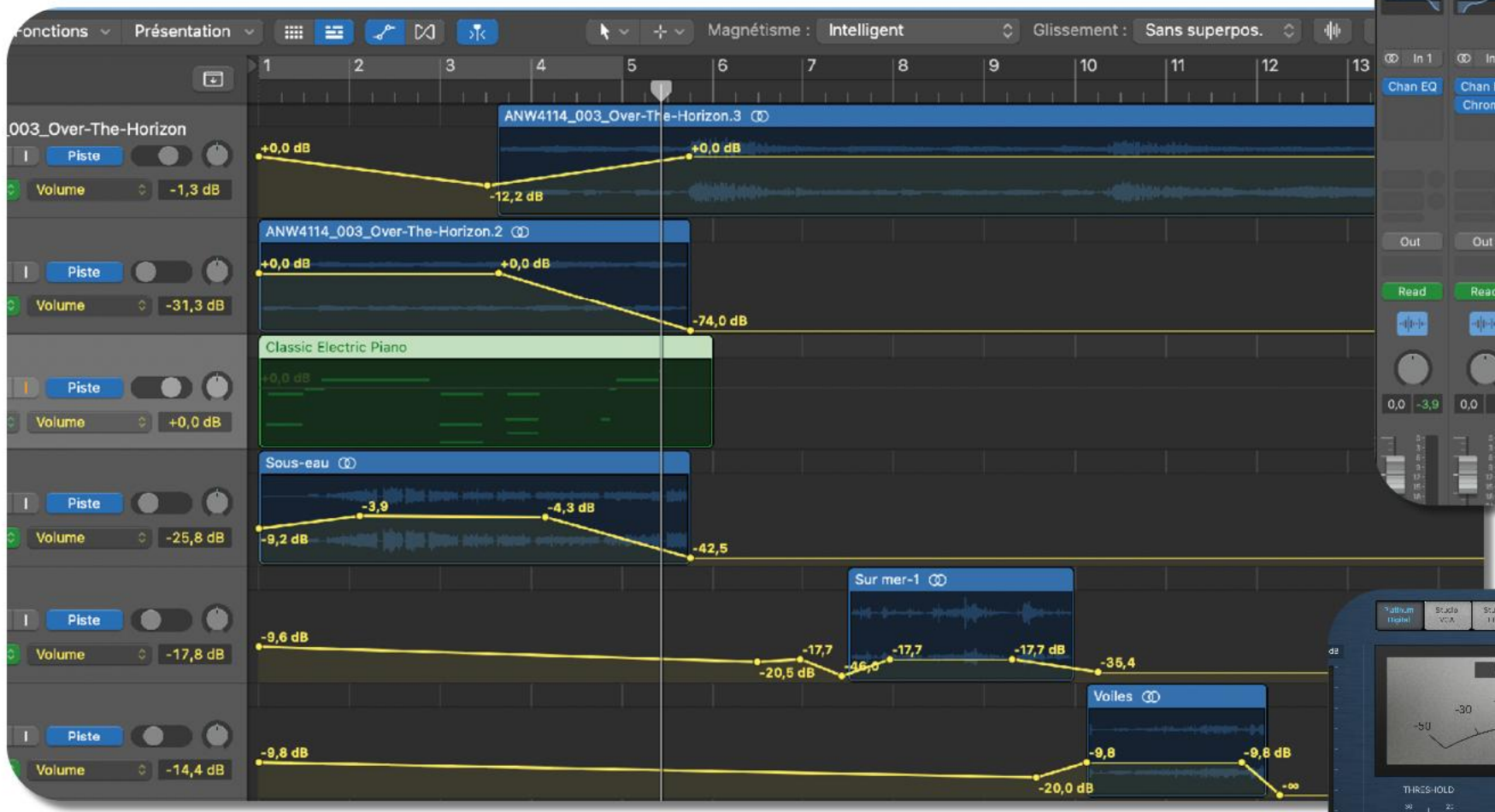
BONES.





FINAL RIG

SOUND DESIGN.

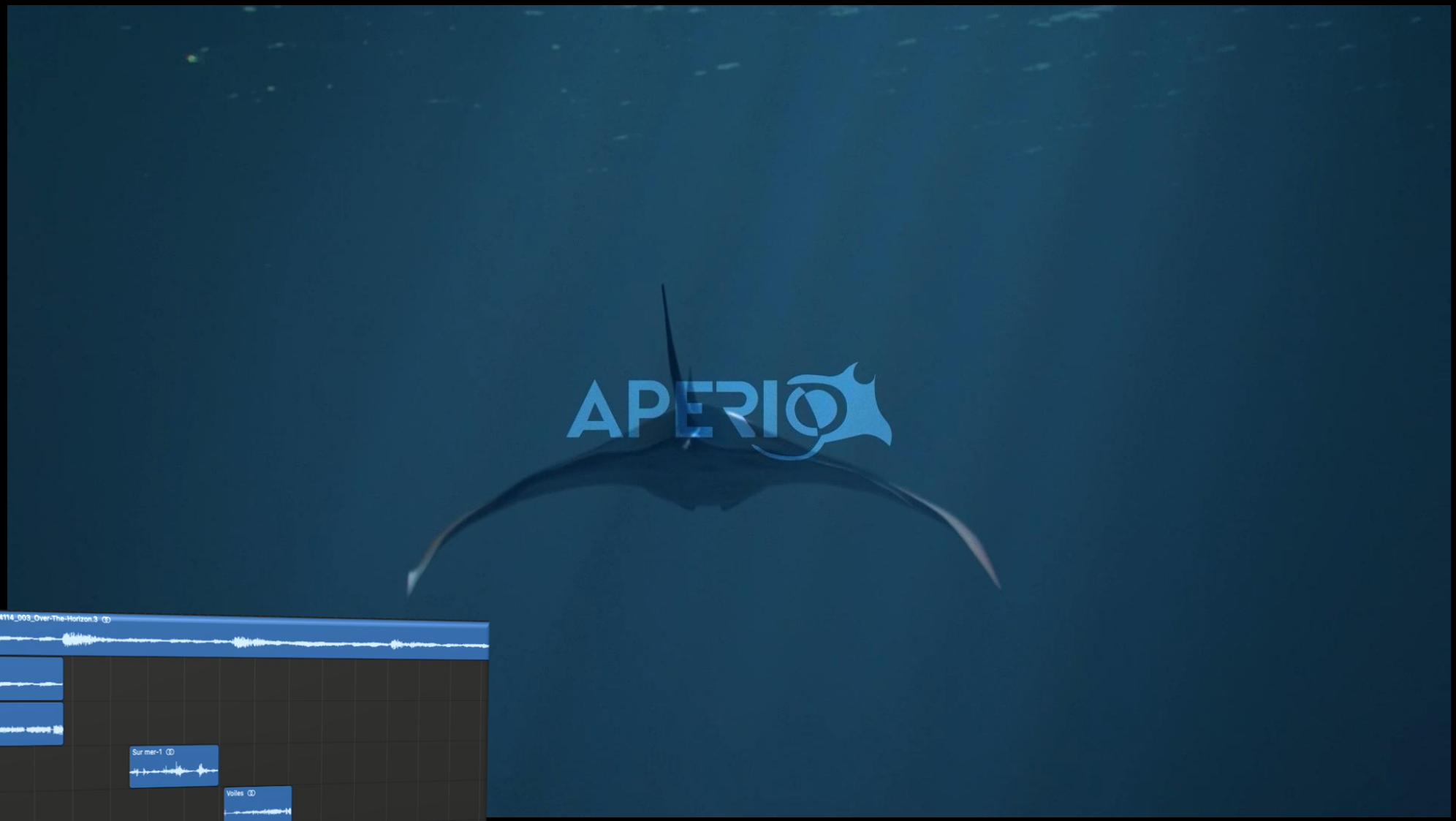


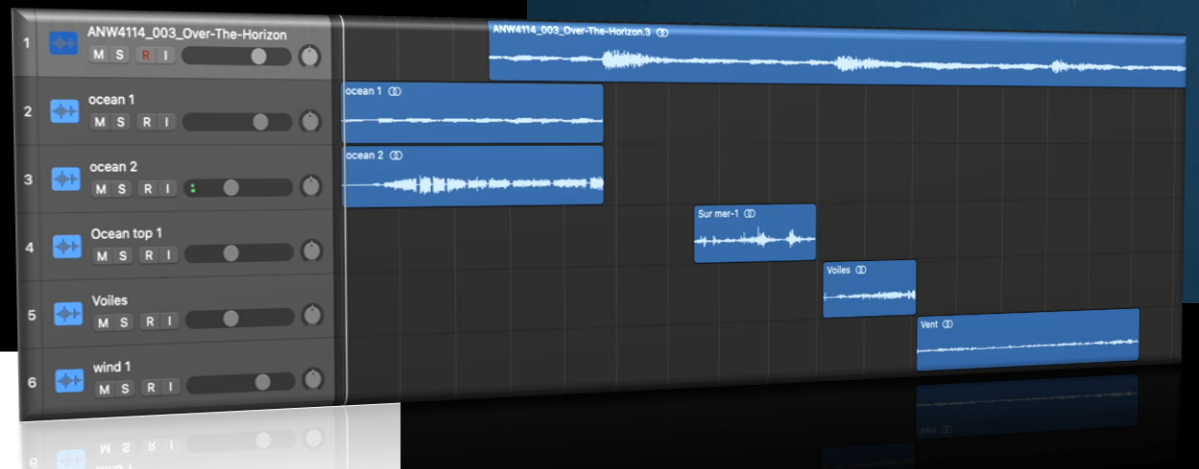
LOGIC PRO X

CHANEL
EQ

AUDIO
COMPRESSOR

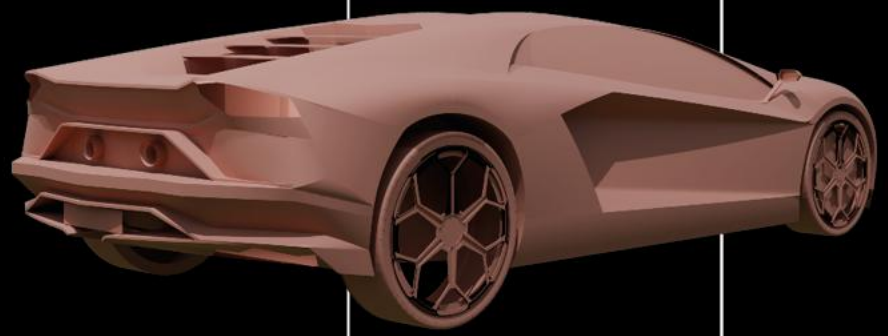
DEMO.

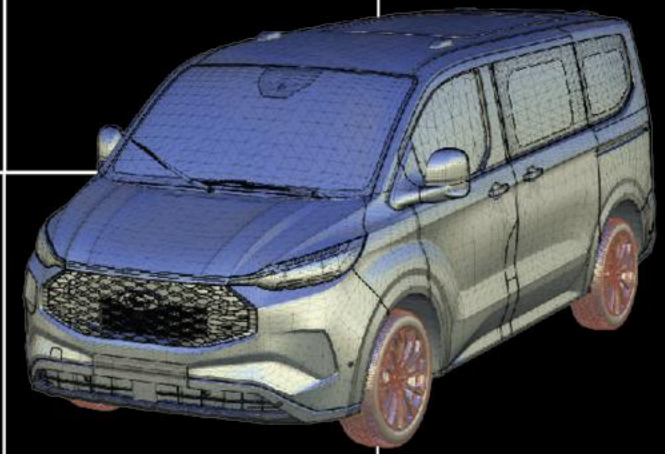

APERIO


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
Voiles
M S R I
6
wind 1
M S R I
ANW4114_003_Over-The-Horizon.3
ocean 1
ocean 2
Sur mer-1
Voiles
Vent

APPRENTICE
NUMERO DESIGN

03.





SURFACIC

2 YEARS

CONCEPT
CAR

RIMS

APPRENTICE.

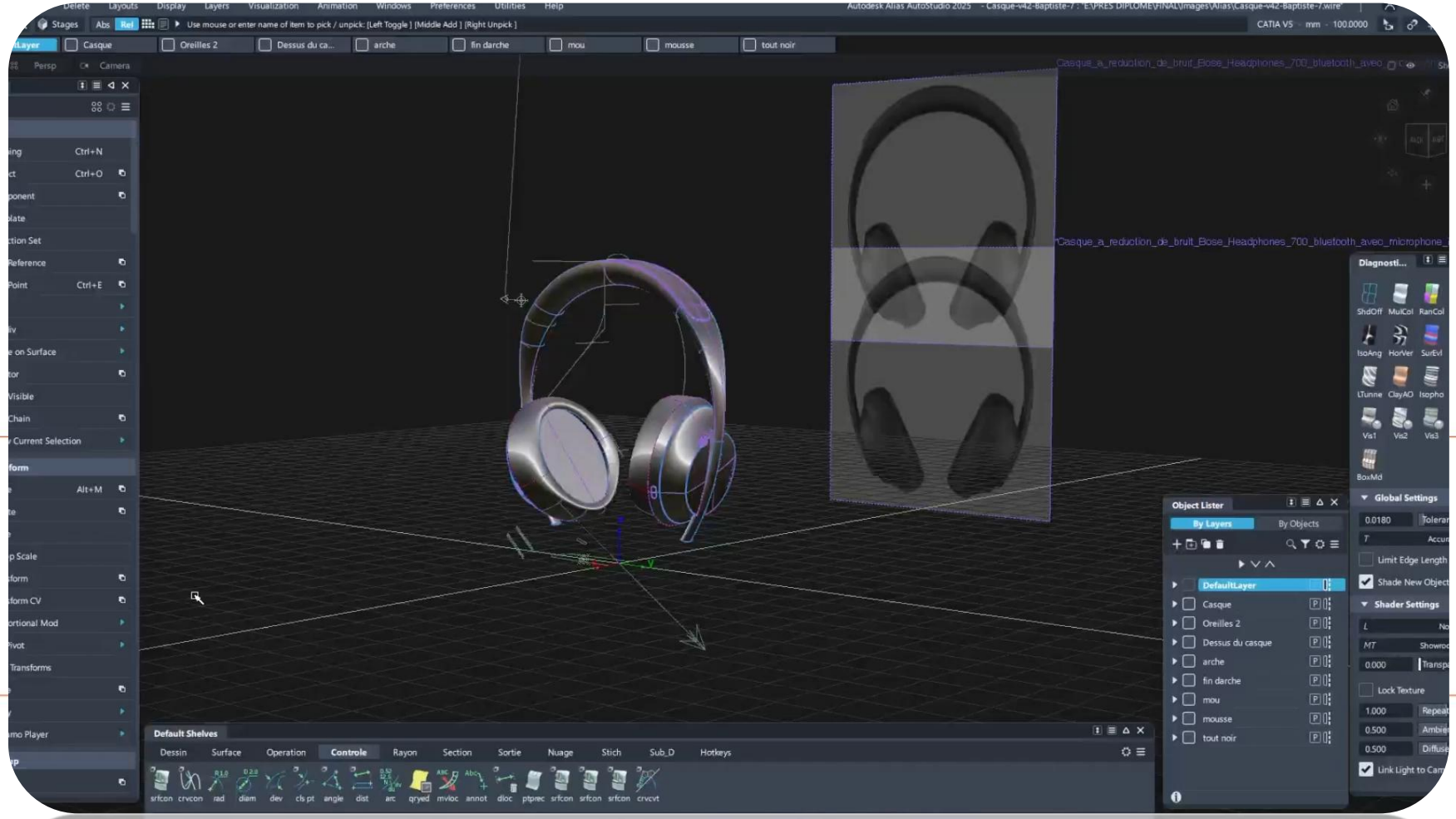
NUMERO DESIGN
FREDERIC ROBIN

- MODELING POLE
- WORKSHOP
- STUDY OFFICE

LOCATION: GUYANCOURT
78286

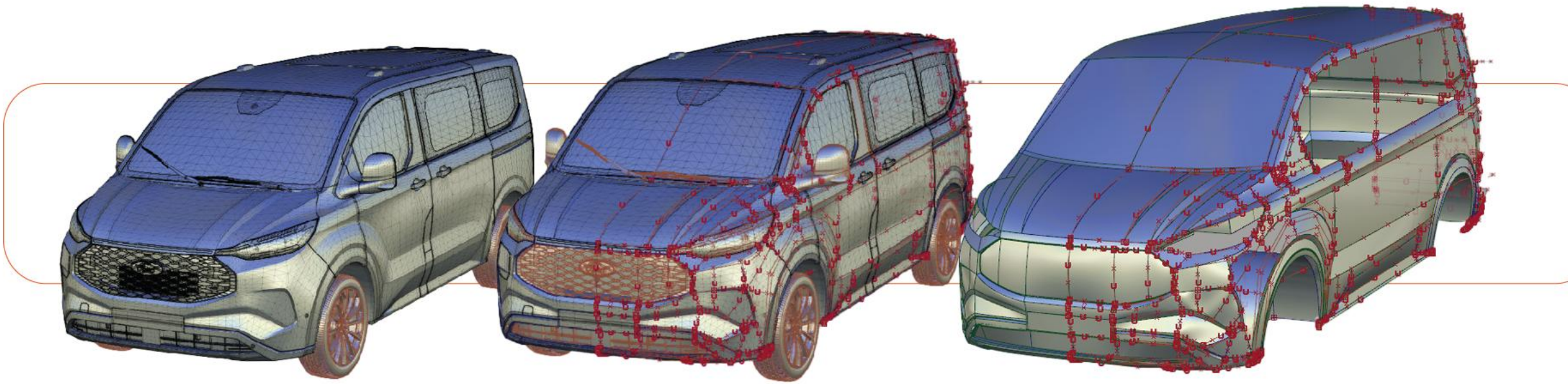
BOSE®

HEADPHONES 700 QUIET CONFORT



FIRST EXERCICE AT NUMERO DESIGN

3D SCAN TO SURFACIC



SCAN CURVES SURFACES

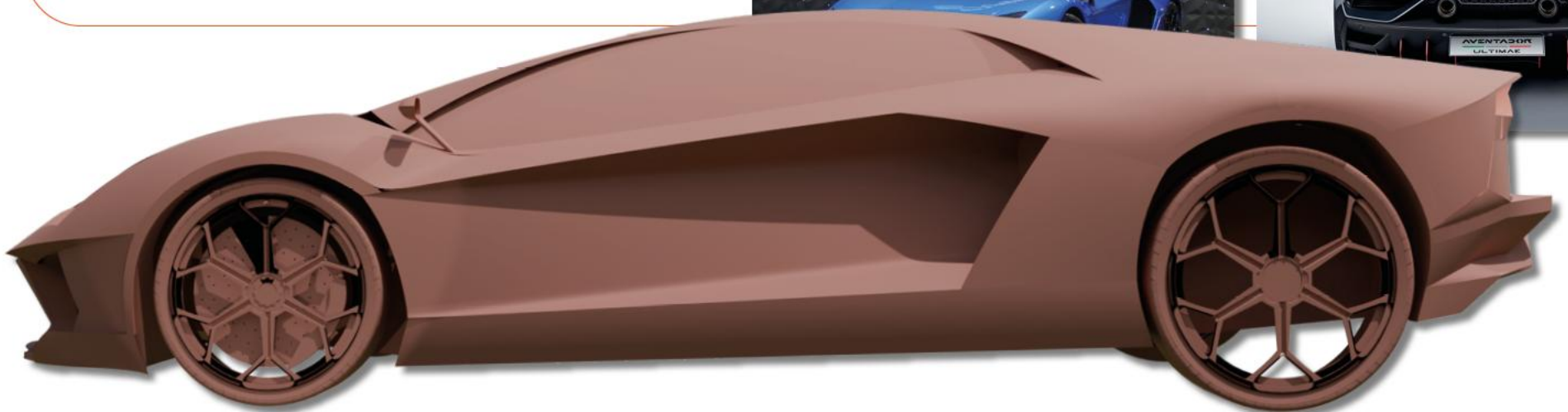
FIRST AUTOMOBILE MODELING

LAMBORGHINI

AVENTADOR ULTIMAE

ANALYSIS

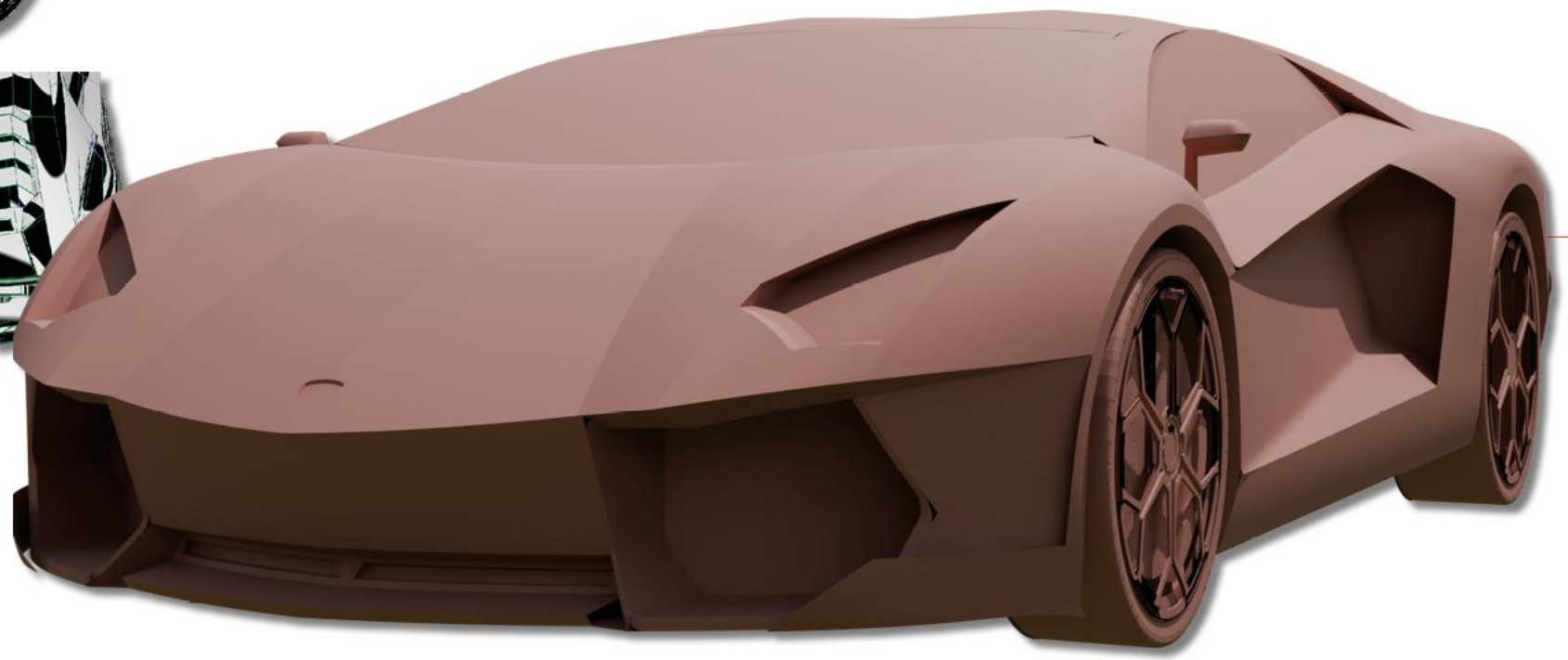
SEARCHING PICTURES FROM NETCARSHOW.COM TO UNDERSTAND THE DESIGN.



QUALITY CHECK

ZEBRA

SEARCHING TO GET CLEAN SURFACES
ON THE EXTERIOR.

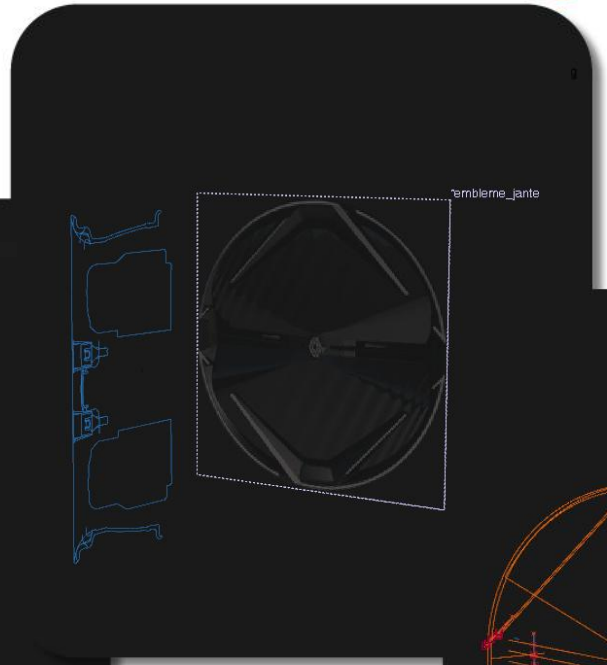


RIM
WORKFLOW

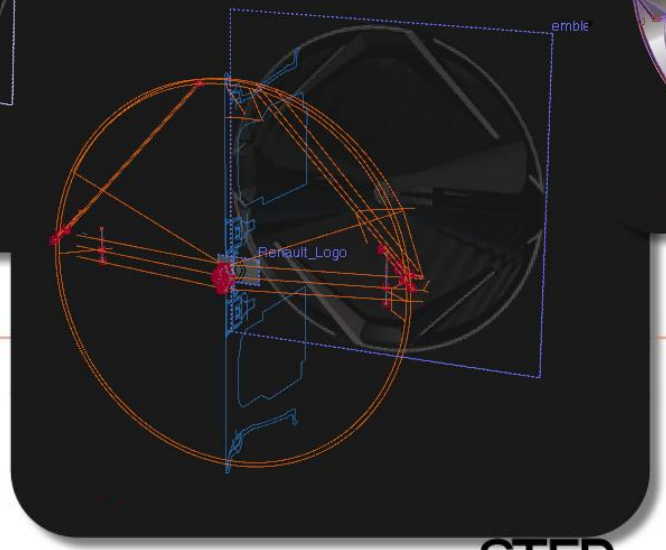
STEP 1

STEP 2

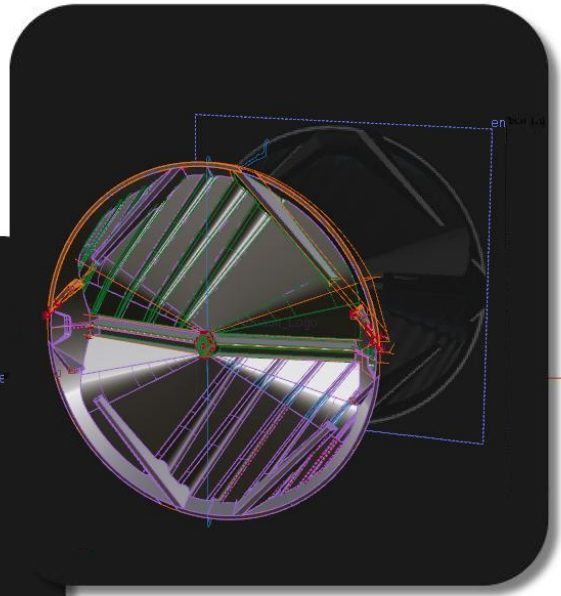
STEP 3



STEP 4



STEP 5

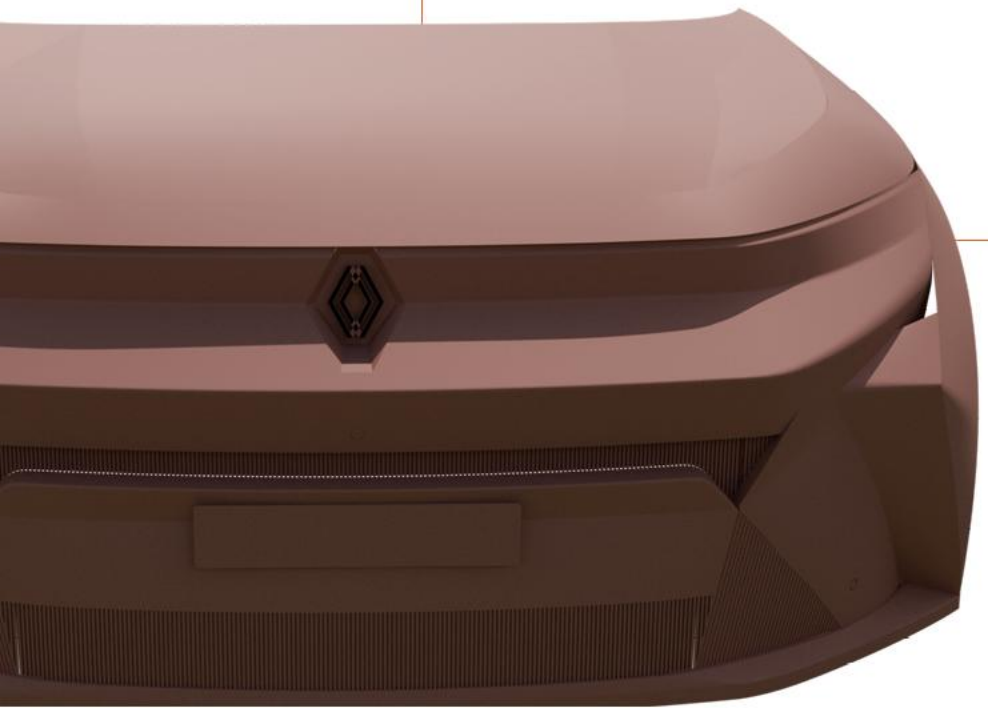


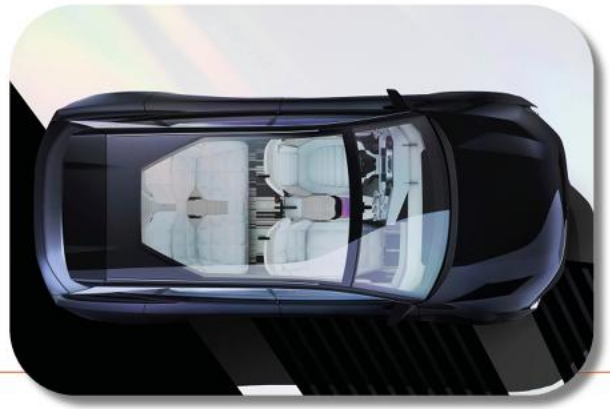
RENAULT SCENIC

VISION CONCEPT

BRIEF

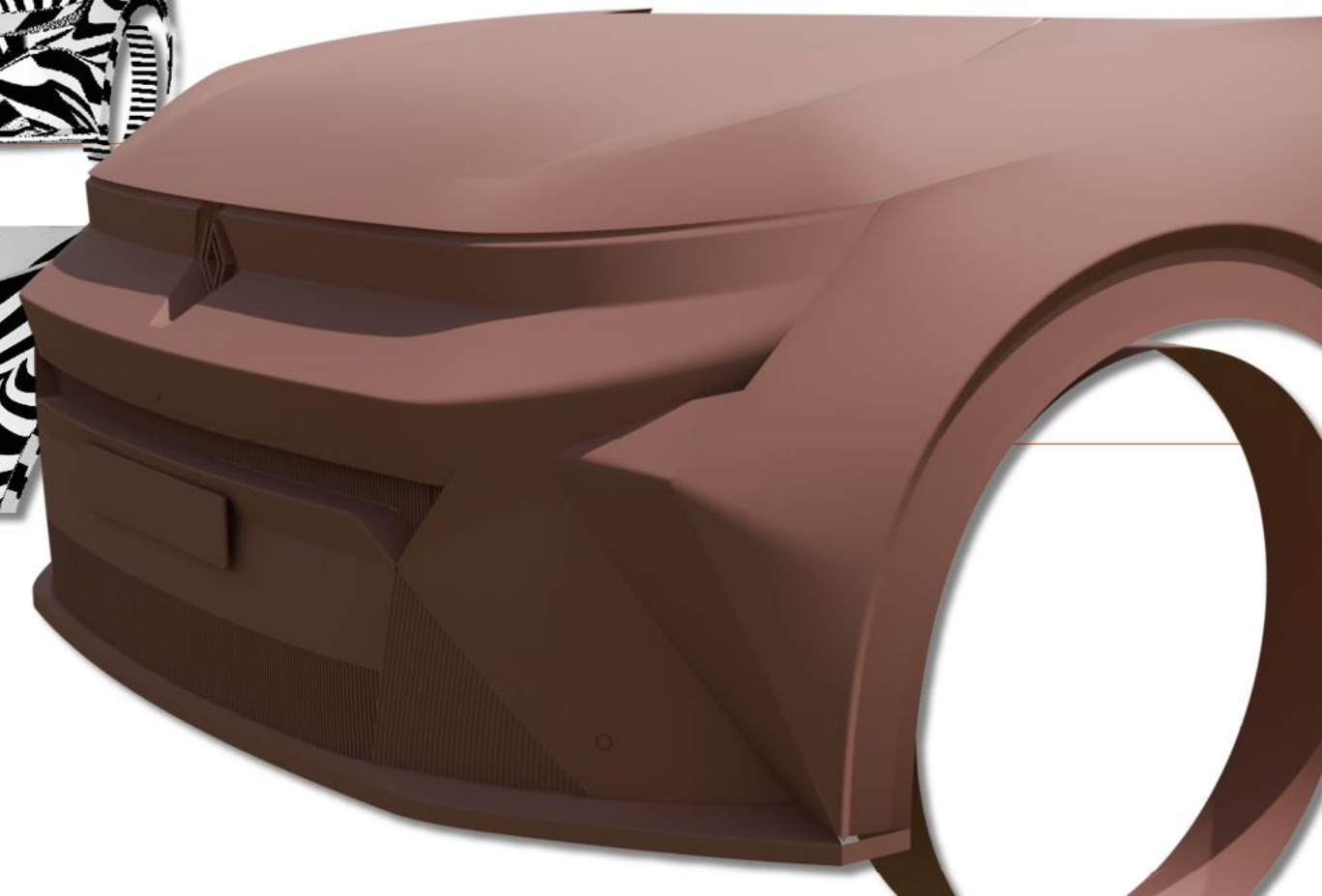
REMODELING THE FRONT WING AND FRONT SHIELD FOR A NEXT CONCEPT CAR.





NETCARSHOW.COM

QUALITY CHECK



ZEBRA

SEARCHING TO GET CLEAN SURFACES ON THE EXTERIOR.

CHALLENGE.

FRONT
WING

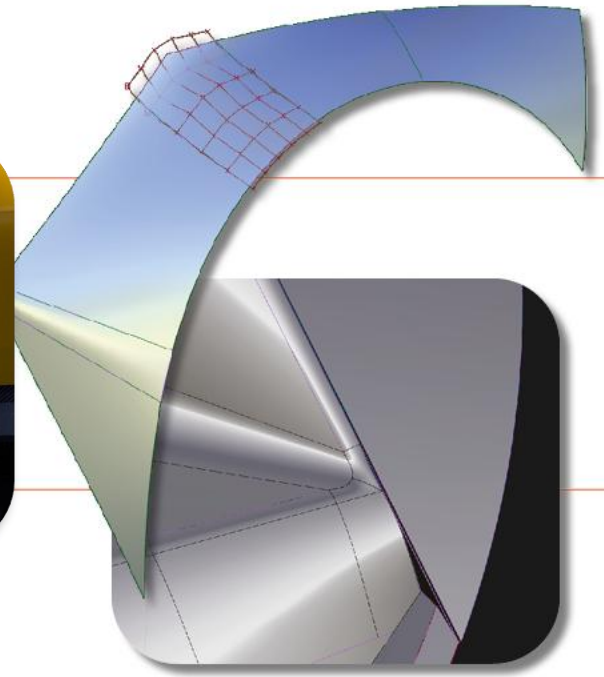
SOLUTION

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

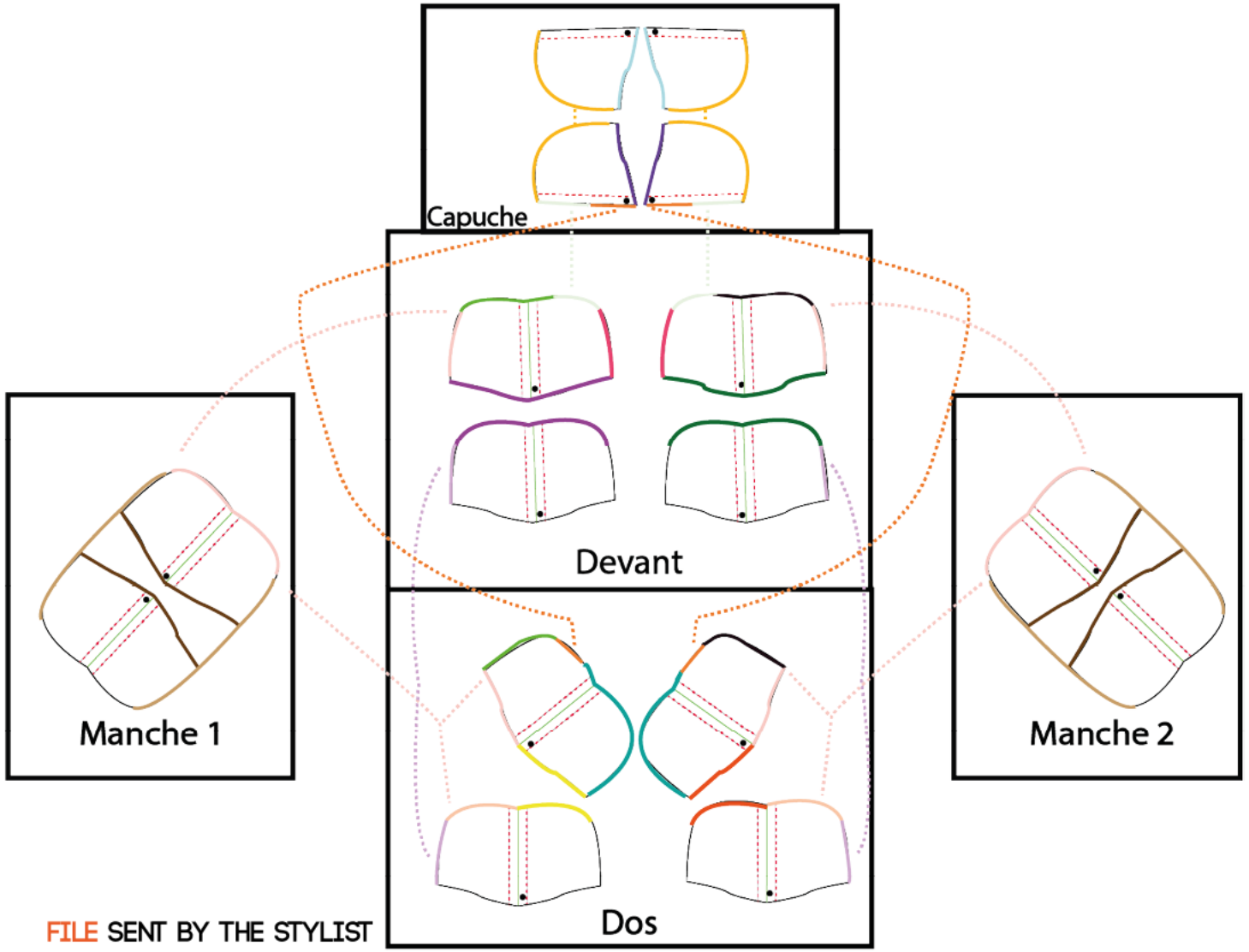
RENDERING

MY
WORKFLOW

POP THE SWEAT.

BRIEF:

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



FILE SENT BY THE STYLIST

CHALLENGE.

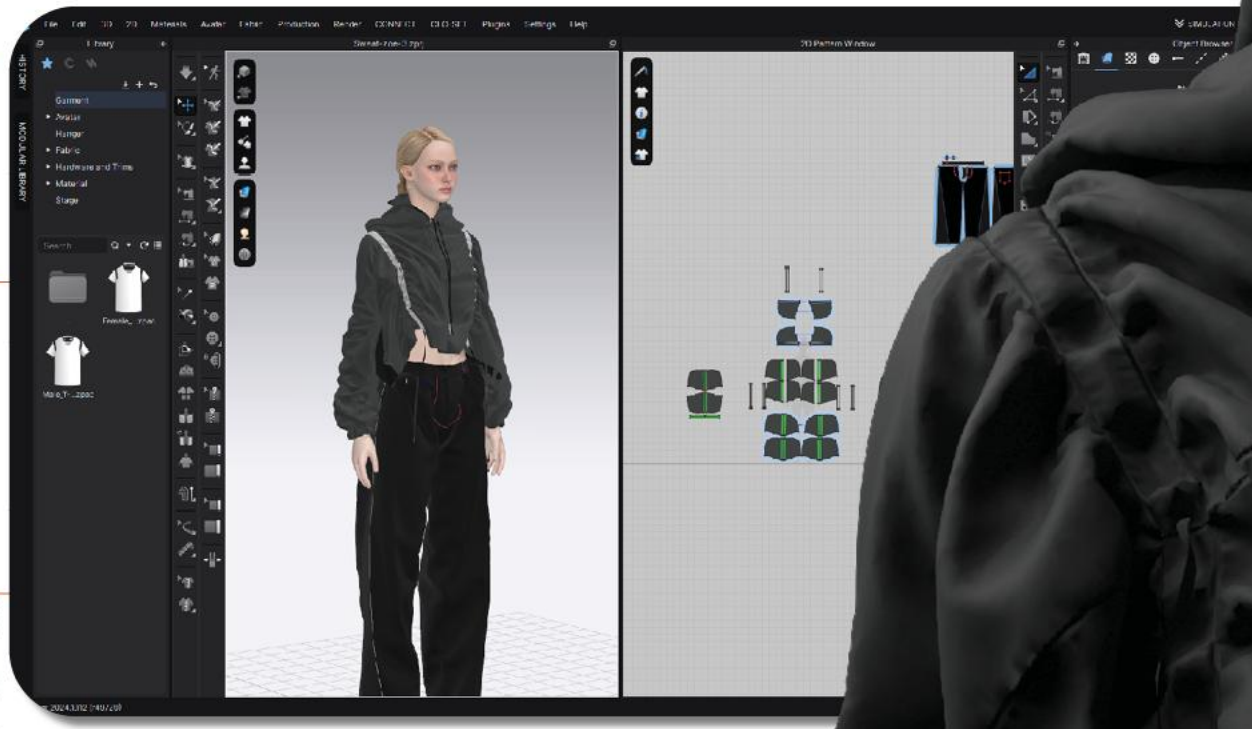
SEWING

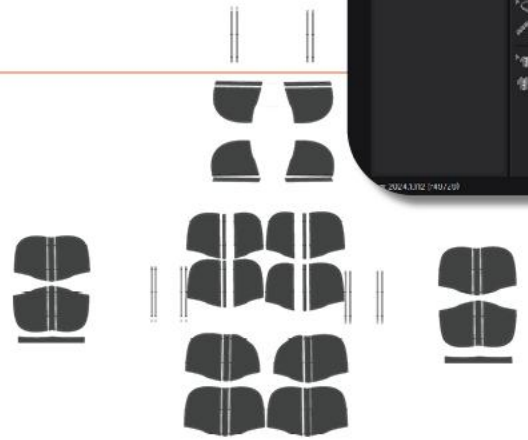
PARTS

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

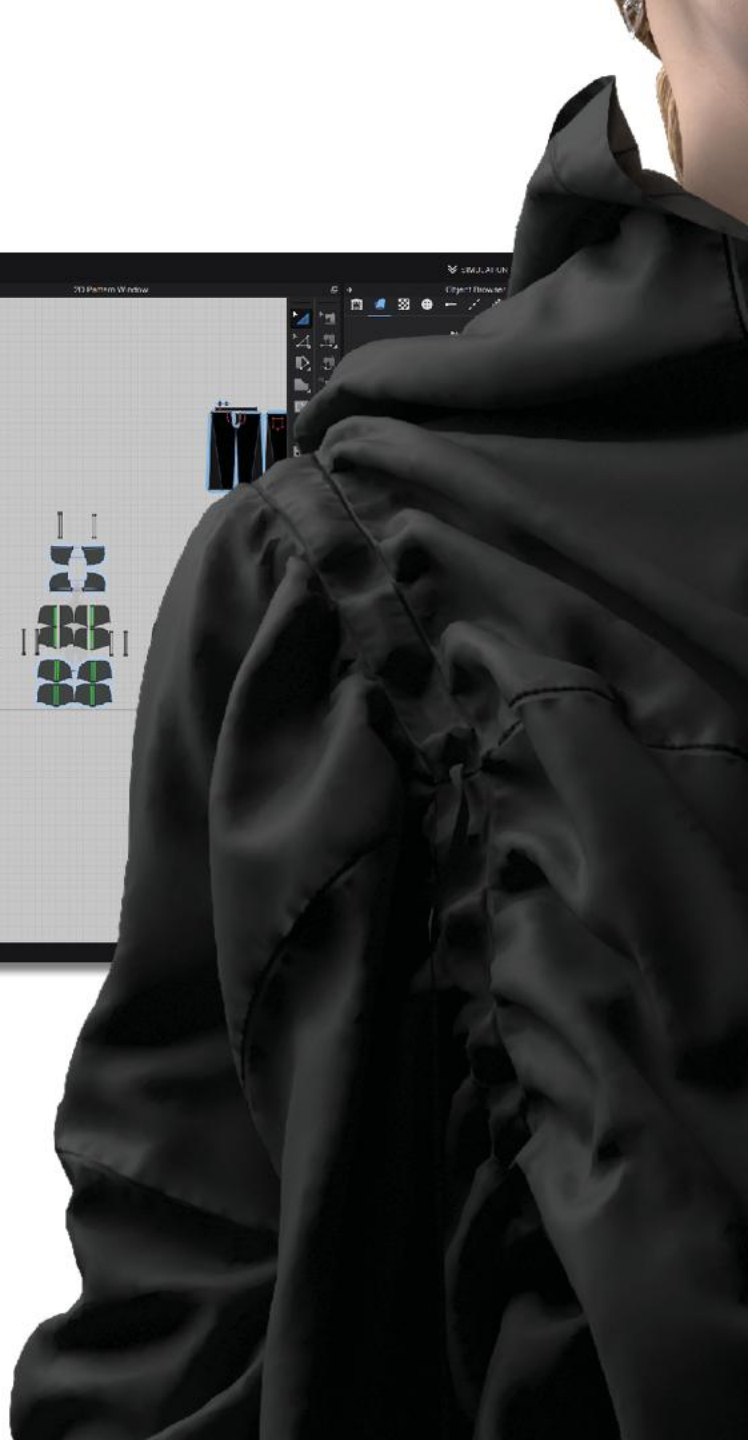
IT PERMITTED TO QUICKLY UNDERSTAND THE INTENTION OF ZOE.

VIEWPORT CLO

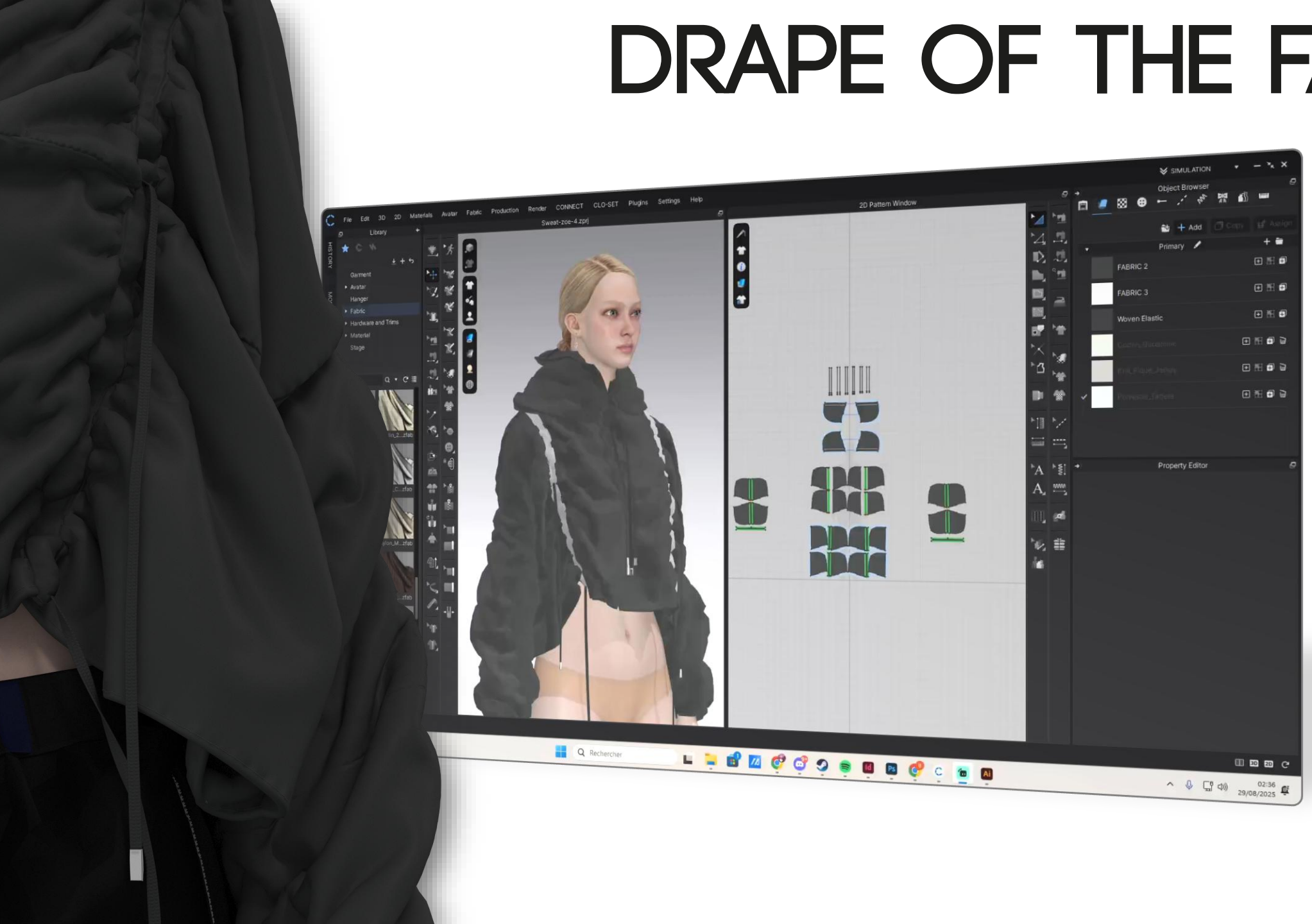




PATTERNS



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.

JERSEY.

90% COTTON
10% ELASTANE

COTTON.

100%

POLYESTER.

90% POLYESTER
10% ELASTANE

DRAWSTRINGS

DRAPE

FOLDS

WORKFLOW.

CLO Virtual Fashion

KREA AI

Ps

MODELING

RENDERING

HYPER
REALISM
MANNEQUIN

DETAILS
CORRECTION

AI PROCESS

RAW

AI WORK

AFTER
PHOTOSHOP

VOGUE
LOOKING BACK
HOW 2020 BECAME THE RESET BUTTON WE NEEDED
TIKTOK TAKEOVERS
THE APP'S MOST FAMOUS STARS ARE GETTING THE VO MAKEOVERS
VOGUE
COLLAB OF THE YEAR
A Bold New Vision for Fashion
INSIDE THE MIND OF
BdJ, the emerging designer
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 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

VOGUE
COLLAB OF THE YEAR
A Bold New Vision for Fashion
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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).
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Redefining the Limits of a Sweatshirt's Identity
15
16

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Inventive Minds, Remarkable Tale
Make i

24 XX

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

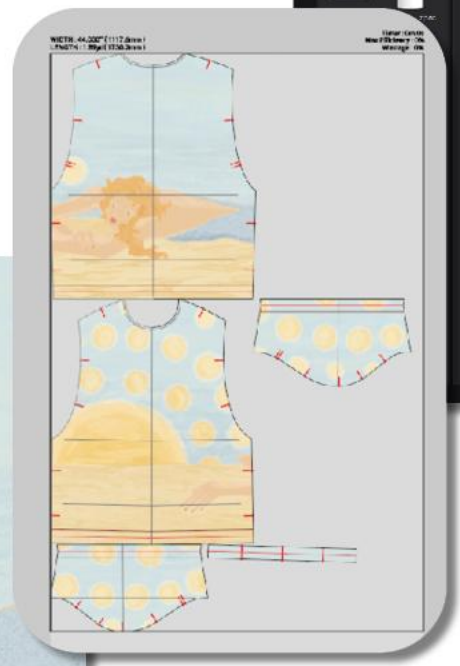
SEAMSTRESS

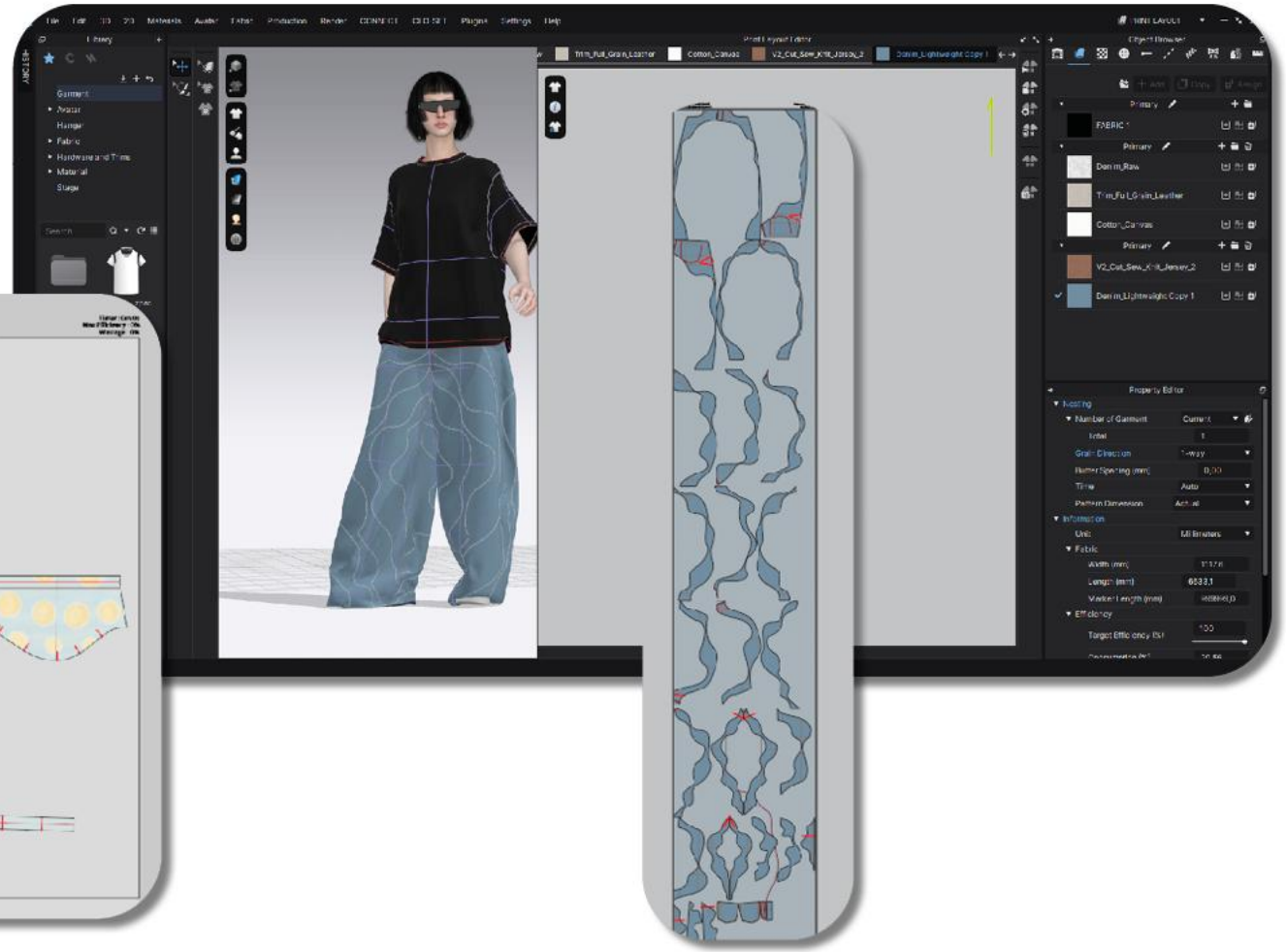
TESS
VILIEN

GRAPHIST

PRODUCTION.

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



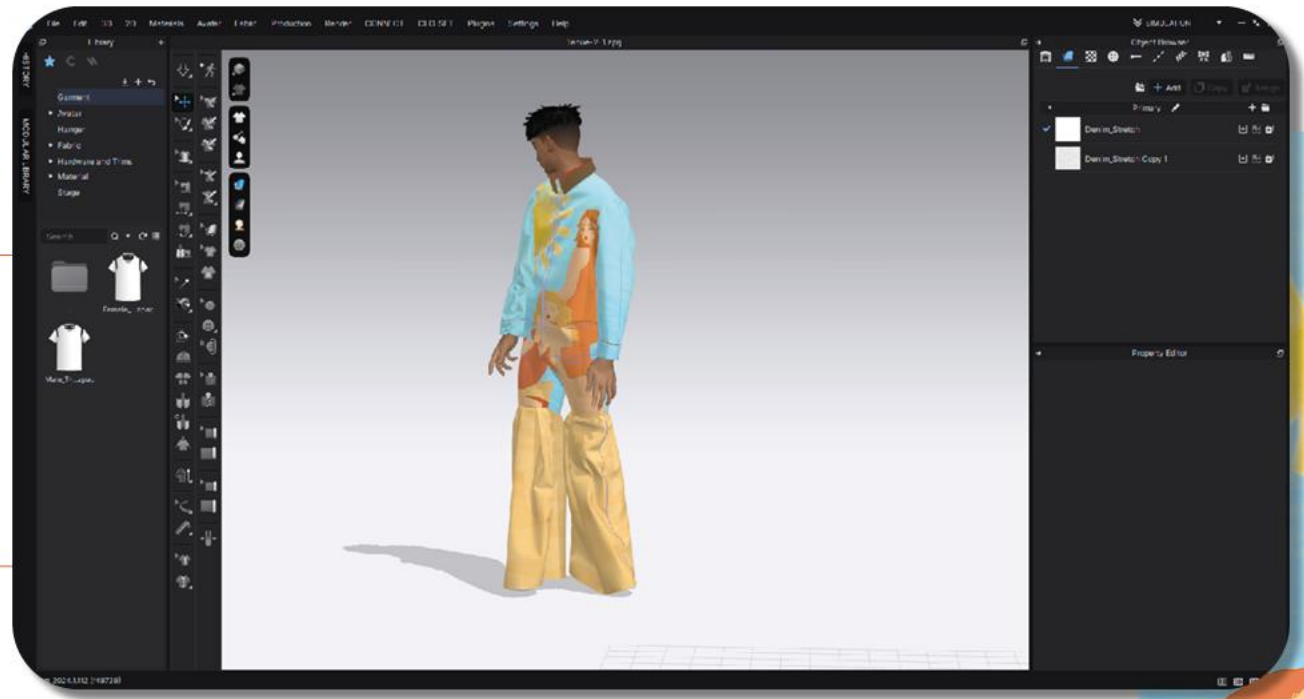


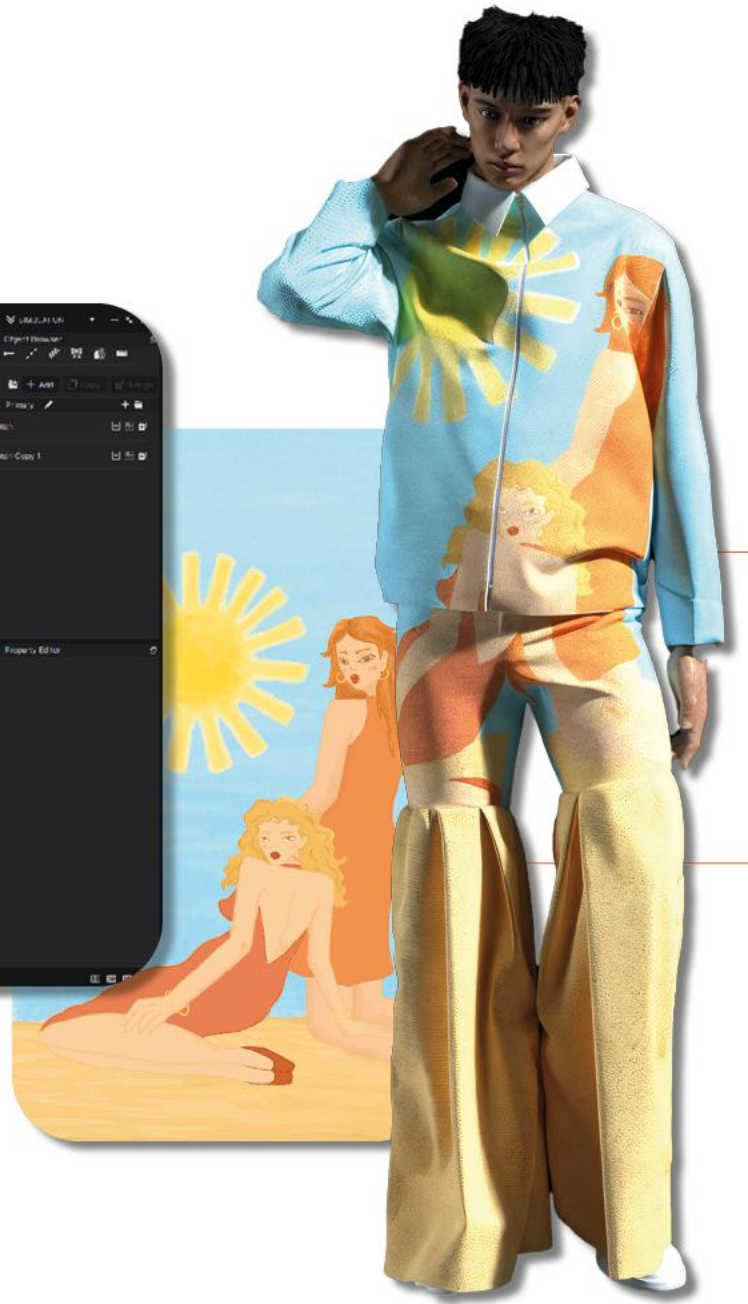
MAKING PATTERNS

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.

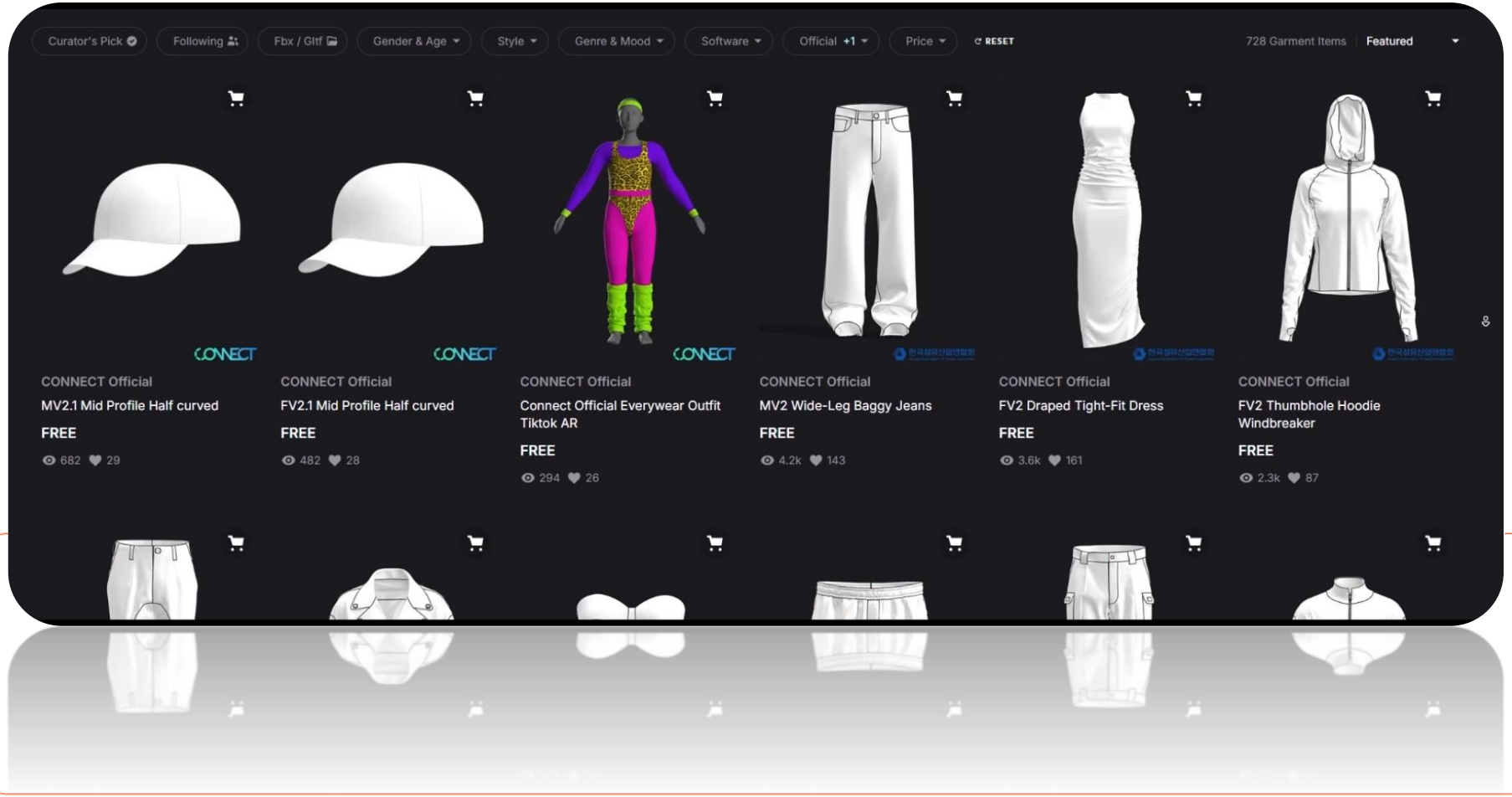
150 G/M²

350 G/M²

500 G/M²

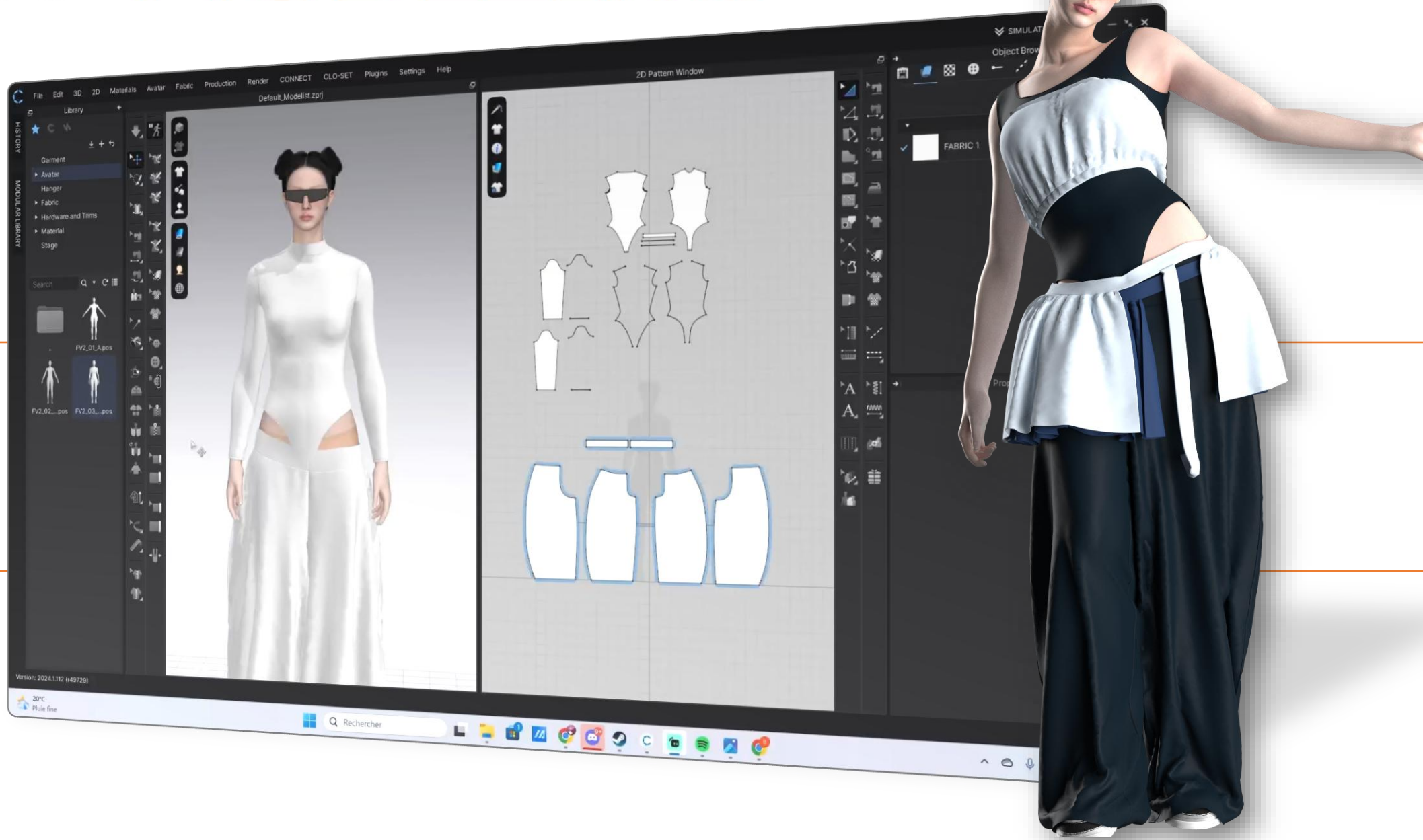
NIGHT.

CLO CONNECT



IT ENABLED ME TO START A PROJET FASTER

SPEED MODELING



THANK YOU

BAPTISTE DE JUNNEMANN

baptistedej@gmail.com
07 81 48 40 83