



3D GENERALIST

MAURO BONU

D I G I T A L

F O L I O 2 0 1 6

Portfolio 2016

*Welcome to my portfolio.
Hope you'll find it worthy.*

i

3 D G E N E R A L I S T
M A U R O B O N U
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Lead Director

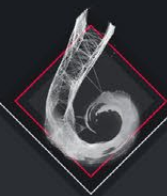


FREELANCE 25
Commissioned



ART 29
Illustration





MOTIVATION
LETTER

*"Using No Way As Way,
Having No Limitation As Limitation"*

A brief way to introduce myself
to you, and, hopefully,
make a good impression.

HERO LETTER

Hi, I'm Mauro and I'm a Designer from Turin, Italy. I am writing to introduce myself to you.

During many years I've worked in this field, and studied design, graphic, video, illustration, and in particular digital and installation design, in fact I've graduated at IED, International Institute of Design in Turin in Digital Design. However since many years I cured my greatest passion: videogames. I've always been a games enthusiast, and in the past few years I've been focusing my studies on the development and creation of assets and character for real-time environments. In order to offer a complete set of skills, I've also improved my competences in art direction through kinematics, game design and direction.

I've been working in the field of videogames for almost 3 years, first with Ketchapp.mobi as Art Director and 3D Generalist, and then at the I3P, The Innovative Enterprise Incubator of the Politecnico of Turin, as Art Director founding a VR Videogame startup, Funix.

During my experience, I've always tried to increase not only my technical skills, but also my abilities to manage work, to manage people and to promote team working.

Thanks for your attention, and I hope you'll find the time to examine my works and my CV. Hope to hear from you soon,

Best regards, Mauro

MAURO BONU

ART DIRECTOR & CG GENERALIST

Hi, I'm Mauro and I'm a young designer and 3D artist from Turin, Italy. I've graduated at IED, International Institute of Design in Turin. During many years I've worked in the field, and studied design, graphic, illustration, video, and in particular digital art and installation design.

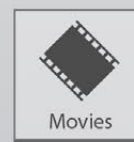
I am eager to create something valuable with my works, and in order to offer a complete set of skills. I also have competences in art direction, kinematics, game design and direction.

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HOBBIES & INTERESTS



SERVICES

What I do



GRAPHICS AND VISUAL DESIGNER

"Less is more"

Branding - Logo Design
User Interface
Product Design
Game Design



3D ARTIST AND 3D GENERALIST

"3DCG like an art form"

Modeling
Rig - Setup
Animation
Render - RealTime



LEAD AND ART DIRECTOR

"Be shapeless"

Teamwork
Leadership
Pipeline
Presentation



VIDEO AND VFX DESIGNER

"Ways of reality"

Direction
Lighting
Compositing
Sound Effect



TEXTURE AND CONCEPT ARTIST

"Picture the world"

Sketch
Storyboard
Texturing
Material - Shader



WEB DESIGNER AND DEVELOPER

"Code is humanity"

Wordpress
User Experience
Back-end
Front-end

SKILL

The tools for the creations



DESIGN



PRODUCTION



DEVELOP



RESUME

The timeline of my last years

FREELANCE, 3D GENERALIST

In collaboration with Turin's agencies, creation of digital projects and web sites.



2016



2015

FUNIX, CO-FOUNDER

With my cofounded Team realization of Business VR App and Mobile Games.



2013

IMMAGINATO, 3D ARTIST

In collaboration with Vladimir Soto, videos and 3d renders realized for AD.



2012

ADVANCED COURSE, STUDENT

Course of Zbrush for 3D modeling, lead by instructor Daniele Angelozzi.

KETCHAPP, LEAD DIRECTOR

Creation of mobile games and applications in augmented reality.



2014

BELIKE, WEB DESIGNER

Developer front-end and back-end for web sites and Flash applications.

belike.

2013

IED, STUDENT

I've graduate in DIGITAL DESIGN with 100/100 with scholarship.



2012



2009

IIS BODONI, STUDENT

I got my diploma in GRAPHIC AND PHOTOGRAPHY DESIGN with 79/100.



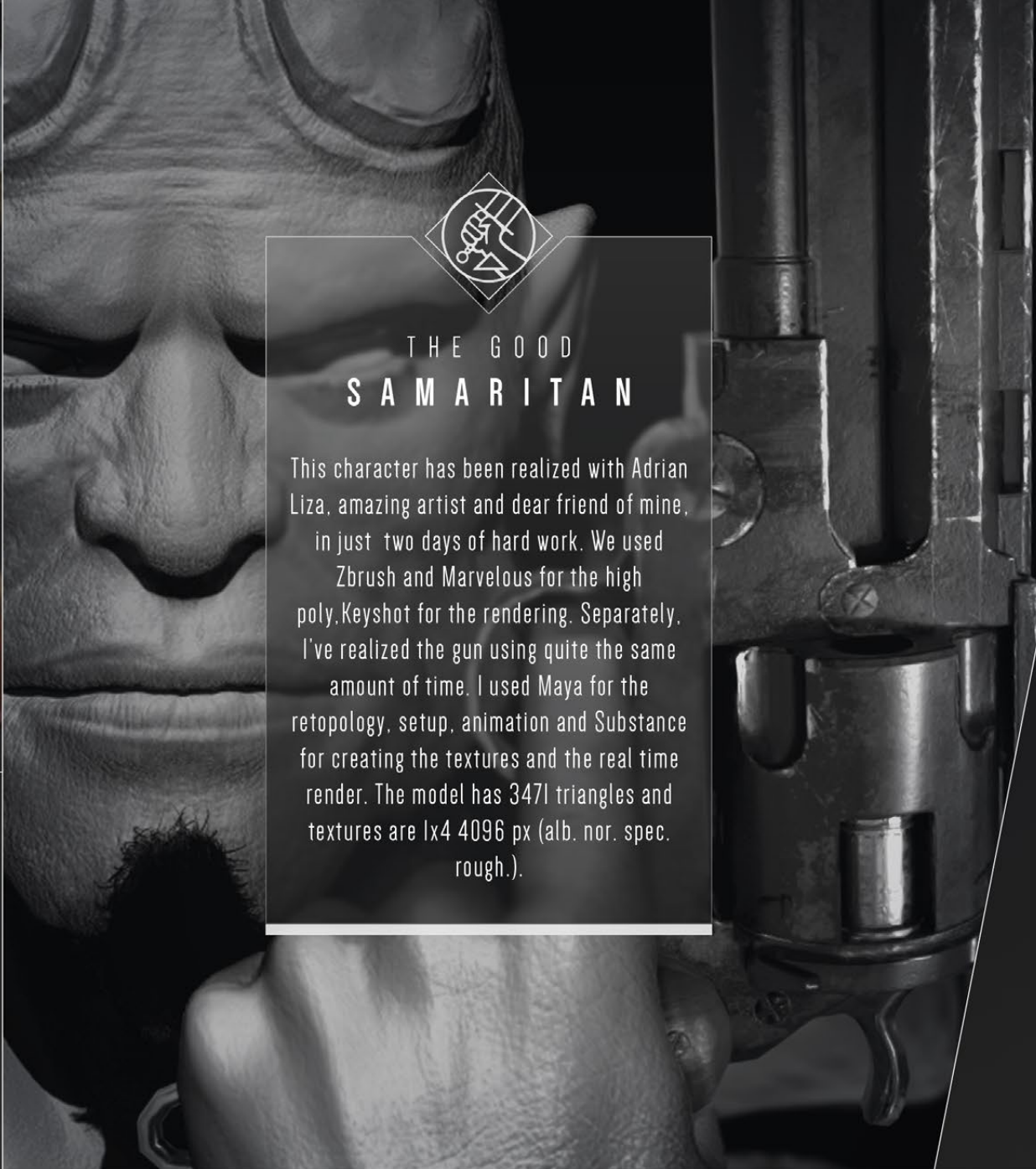
HELLBOY SAMARITAN

"I'm not a very good shot... but the Samaritan here uses really big bullets."

This is a fanart of RED, Hellboy's main character, a personal work for researching new techniques for next gen consoles. In this particular case I focused on Hellboy's gun, The Good Samaritan.

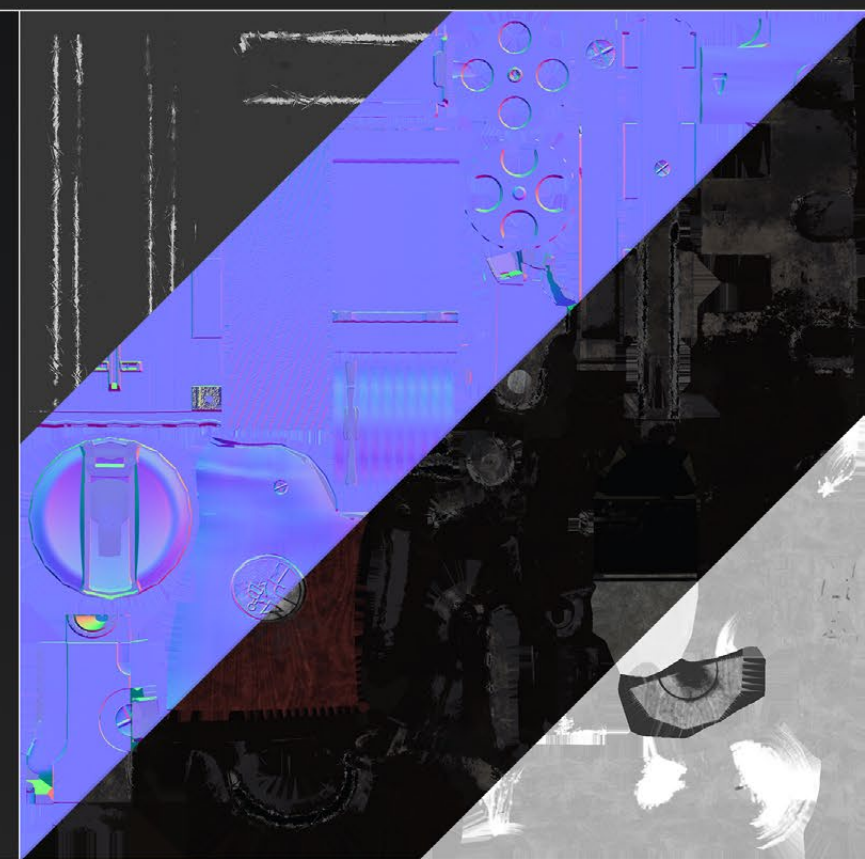


HELLBOY



THE GOOD SAMARITAN

This character has been realized with Adrian Liza, amazing artist and dear friend of mine, in just two days of hard work. We used Zbrush and Marvelous for the high poly, Keyshot for the rendering. Separately, I've realized the gun using quite the same amount of time. I used Maya for the retopology, setup, animation and Substance for creating the textures and the real time render. The model has 3471 triangles and textures are 1x4 4096 px (alb. nor. spec. rough.).

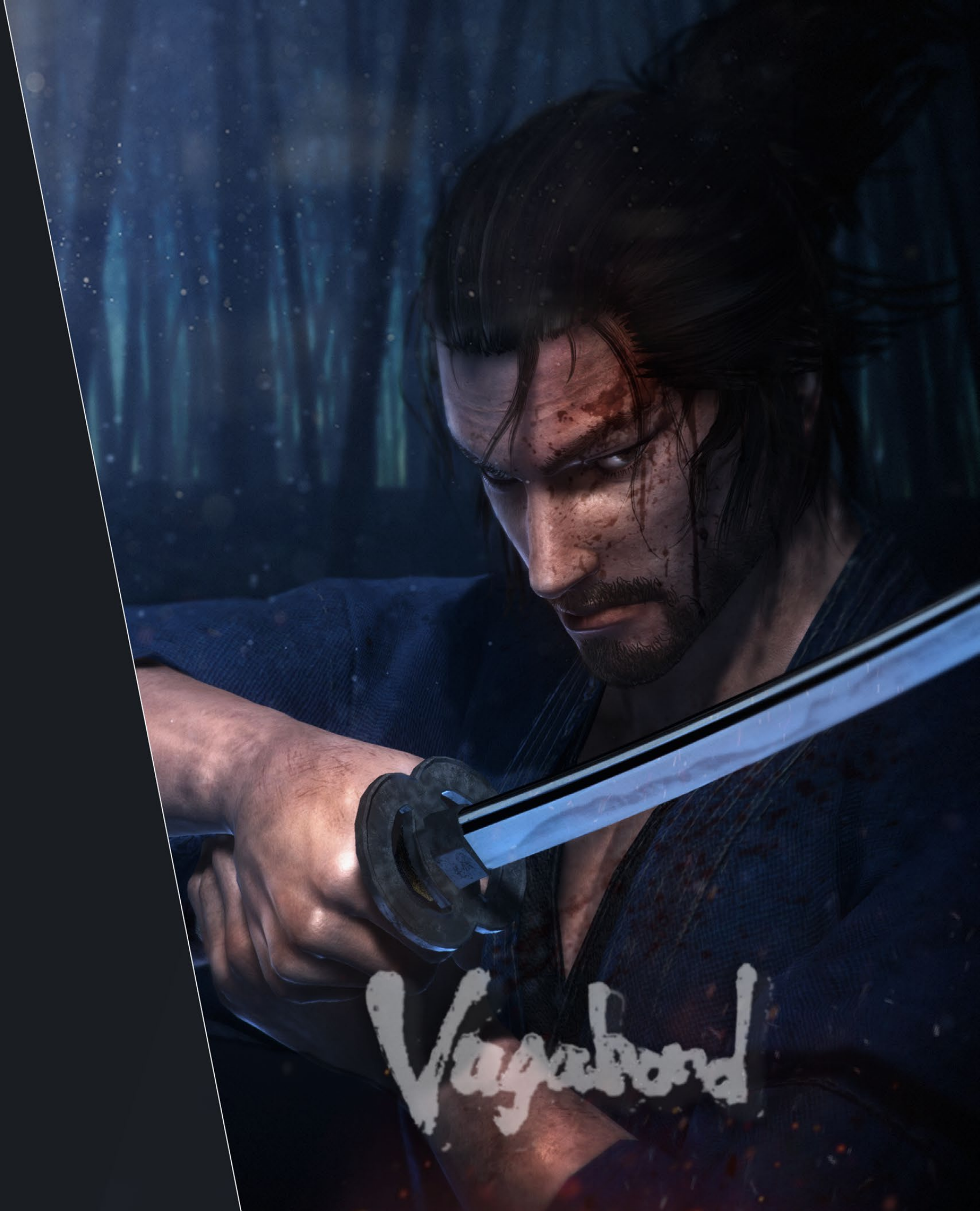




MUSASHI
MIYAMOTO

*"The spirit of defeating a man is the
same for ten million men."*

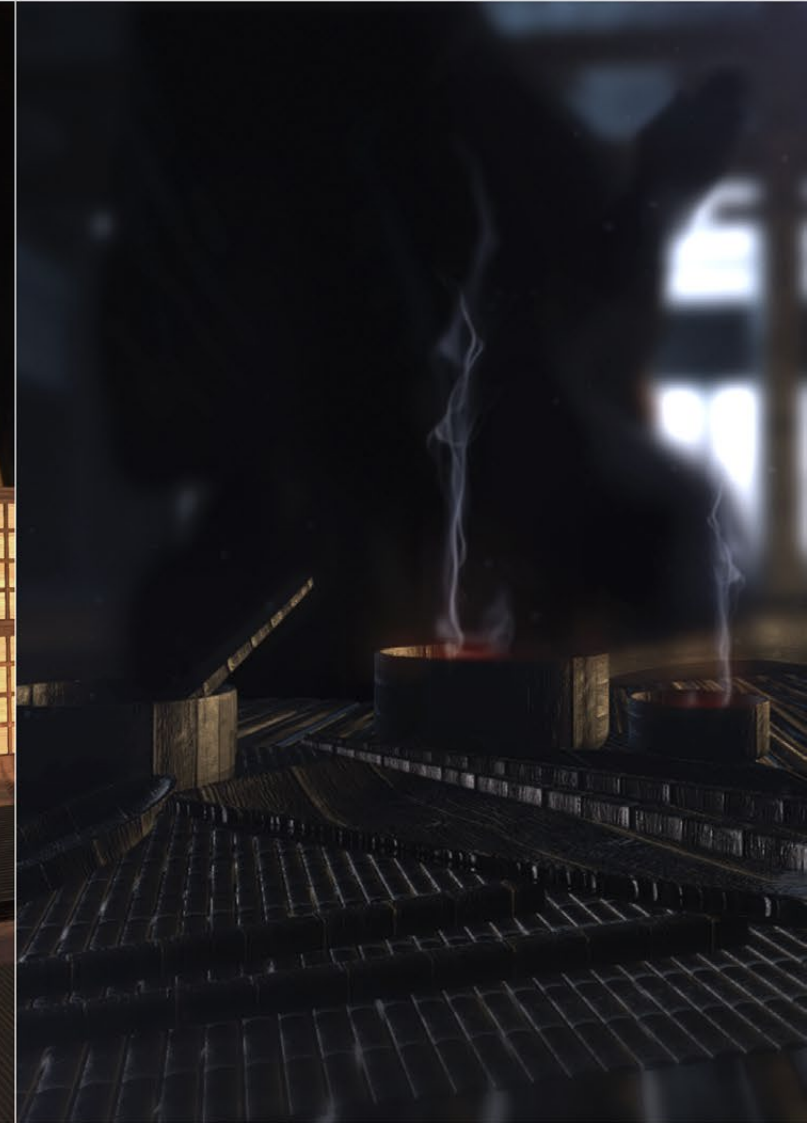
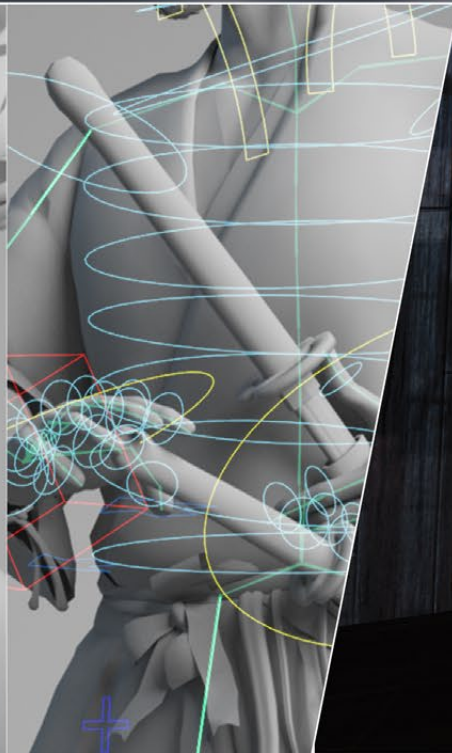
Technical Demo complete with
kinematics and character controls,
surrounded by an interactive and
responsive environment. This is a
personal project which has as key
element my interpretation of the
known manga, Vagabond.





THE DOJO AND THE SAMURAI

Character and environment are created for Real Time Unity 5, optimized using next gen techniques. The programs used are ZBrush, Marvelous, Maya, GMH2 for modeling. Advanced Skeleton for setups and animations and Substance for the textures. The model has 63944 triangles and textures are 3x3 (alb. nor. spec.), each 4096 px.





TRAINING GROUND CLASH VR

*"Who need arms when you can shoot
freakin' lasers from your eyes?"*

Mobile Game conceived and created
with Funix for Google Cardboard. This
game is based on first person shooter
dynamics with augmented reality,
developed in association with Turin's
Politecnico.

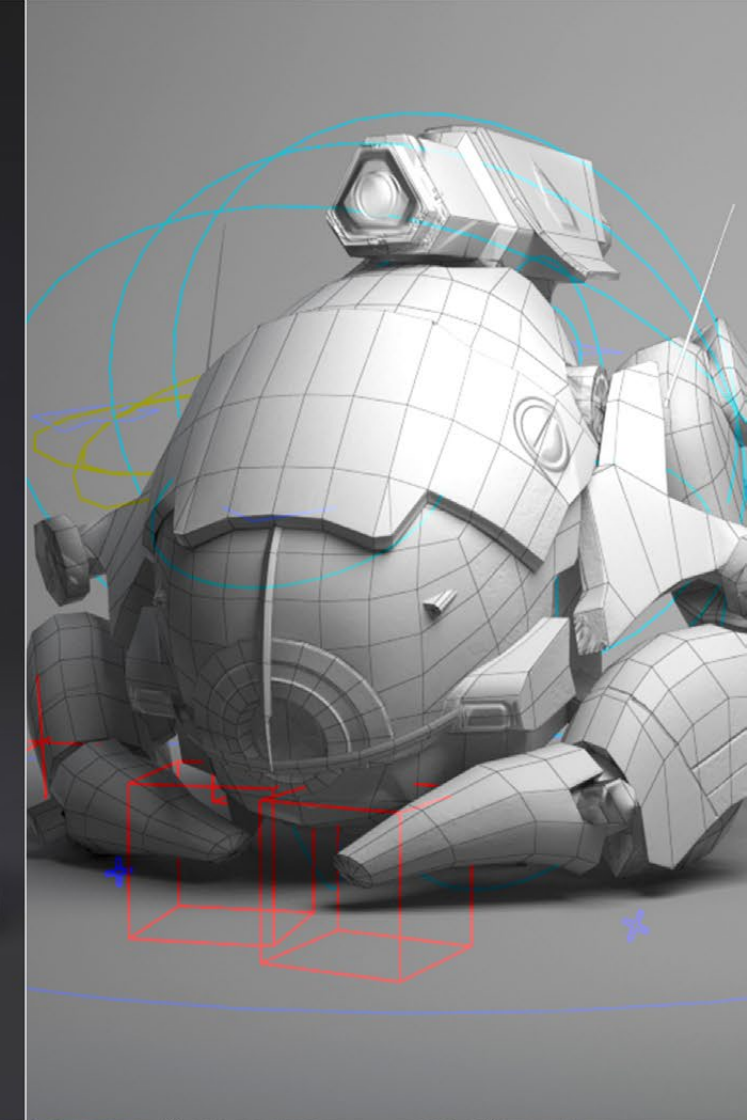


TRAINING GROUND
CLASH
VR



ARENA, LASER AND MECHA

For this project we focused on the hardware optimization, from gameplay to creating every element in low poly. My specific work was to create Assets for environment and enemy bosses, working either on modeling, texturing and lighting. Great part of the work has been done with Maya, Substance and Unity 5. The ring plus the control room has a total of 21718 Triangles, and textures 1x3 (dif, norm, metal) has 2048 px.





BETTER HUMAN BEING EXPERIMENT 6

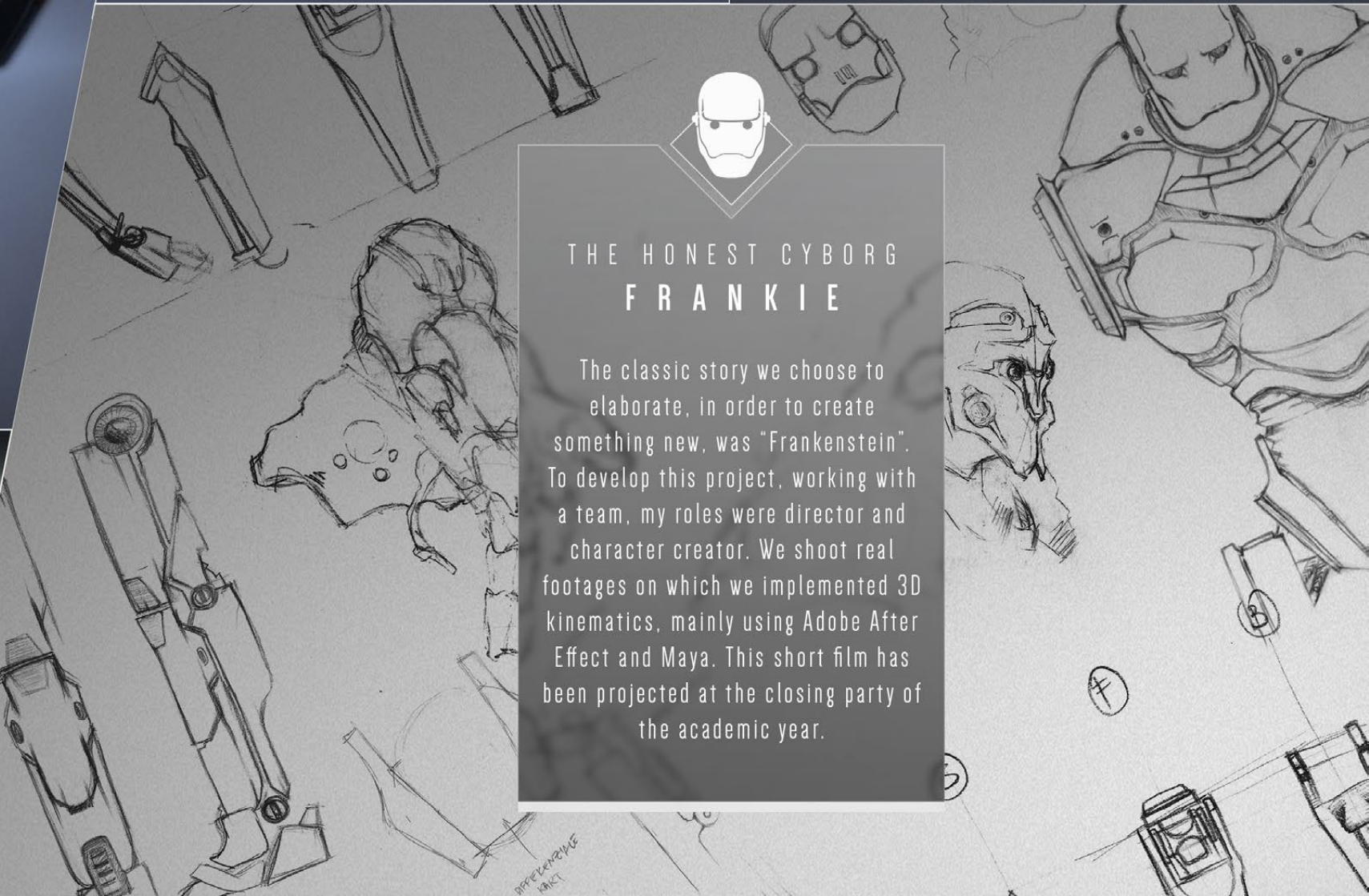
*"Life, although it may only be an
accumulation of anguish, is dear to me,
and I will defend it."*

Short film realised as degree thesis
for IED, developed entirely from early
concepts to final compositing. The
brief was to take inspiration from a
classic story and elaborate it.



A BETTER HUMAN BEING

EXPERIMENT 06



THE HONEST CYBORG FRANKIE

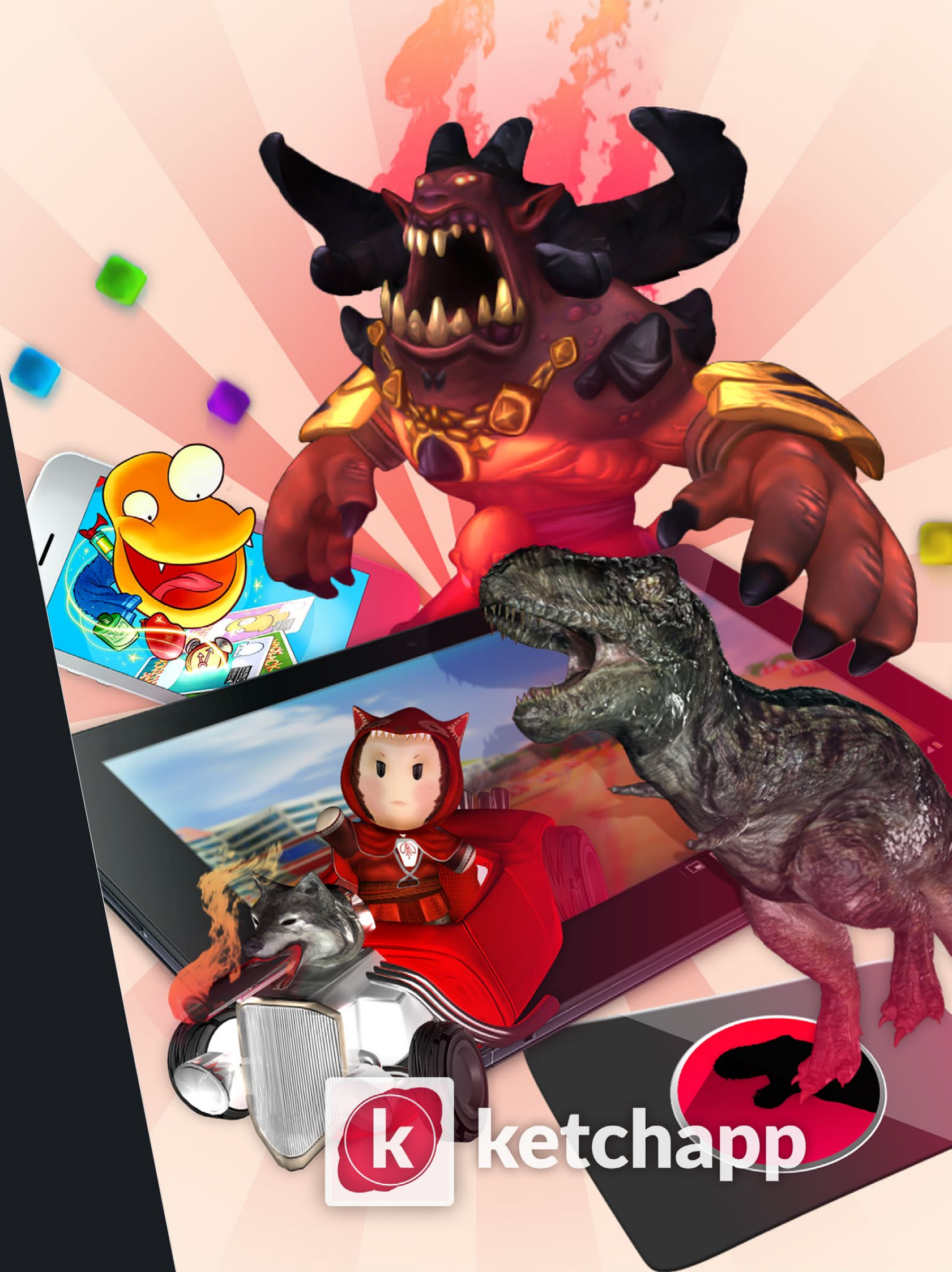
The classic story we choose to elaborate, in order to create something new, was "Frankenstein". To develop this project, working with a team, my roles were director and character creator. We shoot real footages on which we implemented 3D kinematics, mainly using Adobe After Effect and Maya. This short film has been projected at the closing party of the academic year.



MOBILE GAMES KETCHAPP

*"Choose a job you love, and you will
never have to work a day in your life."*

Collection of work has been done for
the agency Ketchapp.mobi, for whom I
worked as lead Designer. Mainly it
consist in mobile games, but not
exclusively, for wich I was in charge
of the direction and 3d department.



ketchapp



CARREFOUR 3D BLEUS

Football videogame in Augmented Reality for Carrefour France. For the release, we have installed the application, using specific devices, in 27 Carrefour stores spreads around France. My role for this project was 3D Generalist, focused over modelling and animation of players.



WAR OF CHESS

Chess simulation in a magic fantasy environment, it collected over 500.000 download. Orcs, zombies, skeletons, ice and fire demons facing each others giving life to an epic battle, being protagonists of one of the most classic game. I was in charge of art direction.



RACE OF CLONES FACCINE P

Race game developed for a known fashion brand from Milan. This is the first episode of the saga, fast paced and exhilarating, it has a great variety of tracks and plenty of characters. I was in charge of the level design department and modelling of environments and dummies.



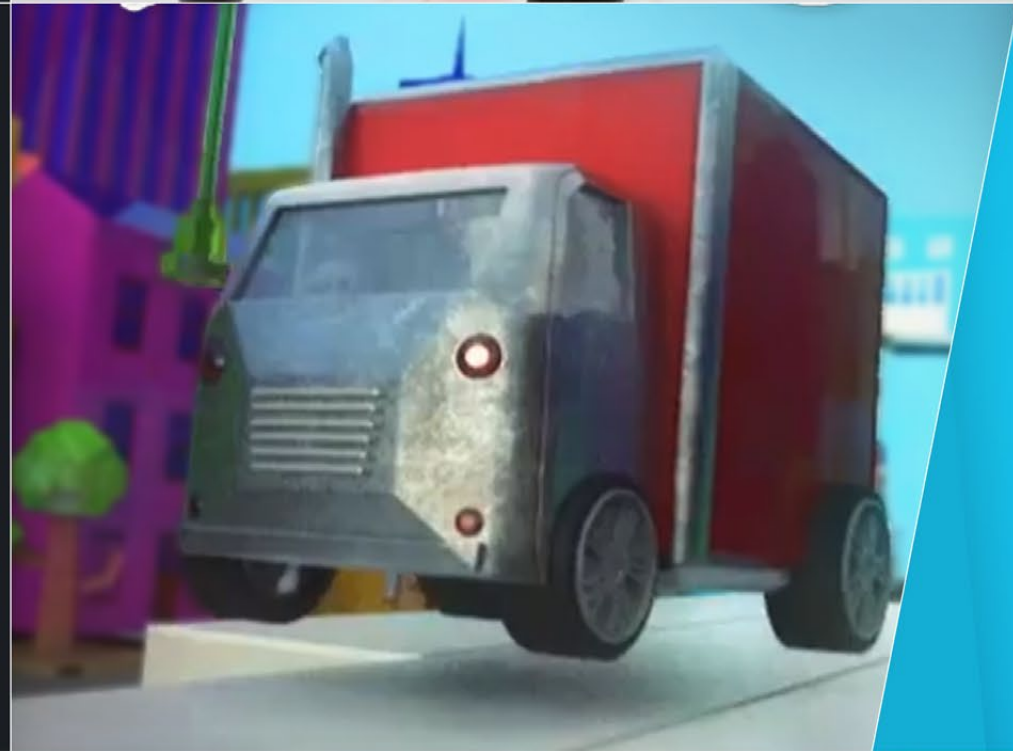
POKER OF CLONES FACCINE P

Second episode of the Faccine P saga. This new chapter sees our protagonists involved in a poker competition. You can choose your alter ego, each one has different bonus or malus, and it is possible to play online. My role consisted in modelling and animation of environment.



WELCOME TO TRUCK-O

Puzzle game inspired by an old playstation videogame. In order to gain bonus points and make it through all the game's levels, you have to mix the trucks with the right order, trying not to create a massive traffic jam in the streets of Truckville.



WACKO'S WACK'ATTACK

Augmented reality game developed for San Carlo, in collaboration with H-Farm. This game has two natures, the mobile app, which includes 10 mini puzzle games, and the collectable playing cards.



PROJECTS FREELANCE

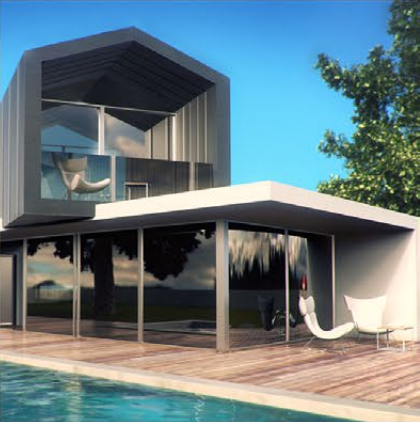
"Don't wait for the perfect moment; your opportunity is now. Do what you can, where you are, with what you have."

Collection of freelance works realized in collaboration with various Italian company. Those project includes plenty of categories, as car, product and interior design.



Lamborghini





FRAME COMMUNICATION ALFA GIULIA

Kinect installation for the "2016 Geneva's Motor Show". With Funix's team we recreated the most recent Alfa Giulia design, within an interactive environment.



IMMAGINATO ABITARE

For this studio I've realized various multimedia product, in particular Render for interior and environment, for companies operating in Architectural and AD filed.



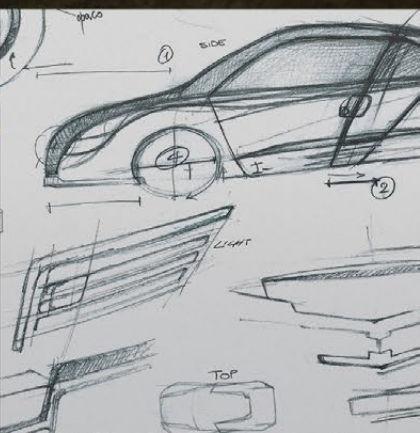
CASE CONSTRUCTION CAPTAIN CASE

For 2012 Bauma Exhibition, Case Construction has charged IED Turin of realizing a short movie for sponsoring the new campaign testimonial, "Captain Case".



ESISTE AUDI NEKO

Work commissioned by Esiste, Audi's design and style department. The brief was to foresight a new Audi aesthetic, respecting the actual guidelines.





VISUAL ART

"God is in the details."

Collection of works and study of
different sorts. From the traditional
illustration up to digital or 3d
Portrait and 3d Textures.



SALAMANDER
P R O J E C T





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