



FINAL

PRESENTATION

ACFB7003 - MA Project
Hamza Qasim - 2103929





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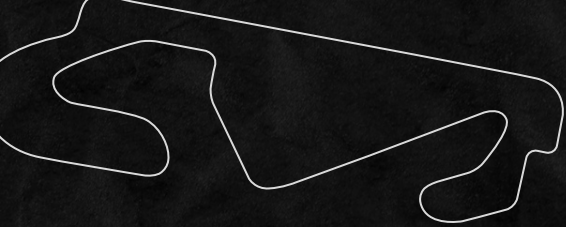
Final Showcase



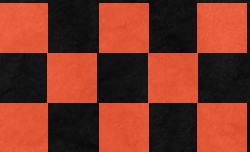
01

***PROJECT
OVERVIEW***





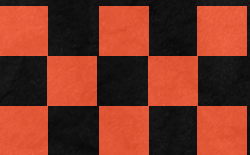
This project was developed as a foundation for a professional portfolio with the aim of advancing my career within the automotive industry. Each animation focuses on a different aspect of hyper-realistic automotive visualisation, showcasing a range of technical skills and creative approaches.

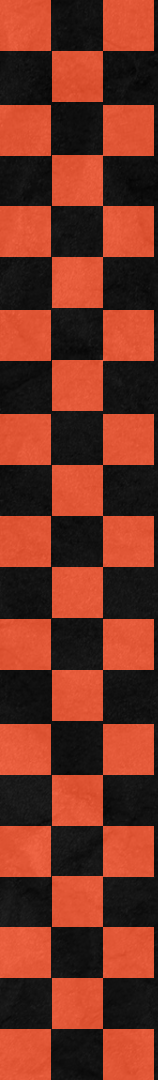




These works are the result of my genuine passion for automotive design and a desire to demonstrate my ability to deliver high quality, industry relevant animation when committed to a goal.

The animations represent not just technical experimentation, but a determined effort to produce pieces that reflect both personal interest and professional ambition.

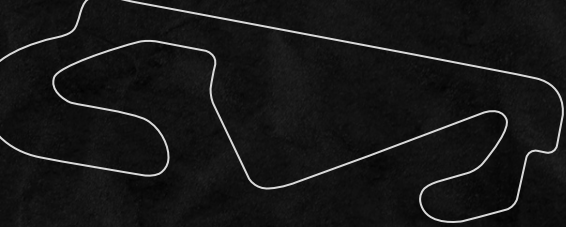




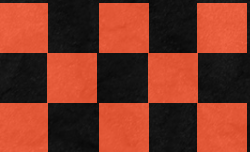
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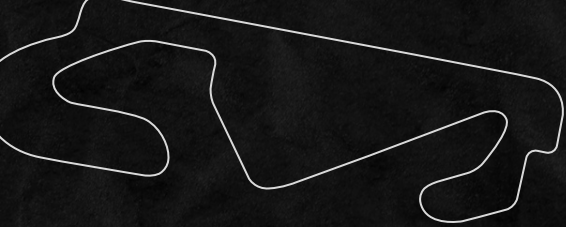
WORKFLOW



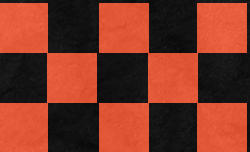


My workflow has remained consistent throughout the project. I begin by researching and collecting reference images and videos, then select a suitable car model to animate along with an appropriate scenario to complement it.



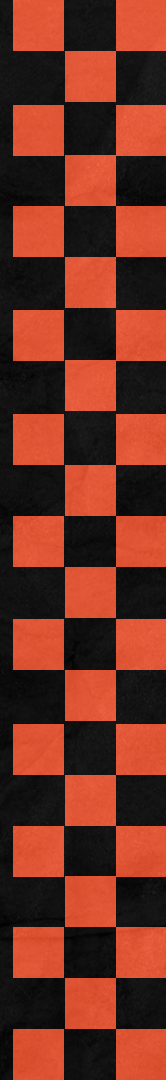


All modelling and animation is carried out in Blender (4.0, 4.2.2, 4.5.2). Once the animation is rendered as a PNG sequence, I use DaVinci Resolve to compile the images into a video. Finally, the footage is imported into Filmora Wondershare 13 for compositing and final editing. This process ensures a structured approach, from the initial concept through to a polished and professional animation.



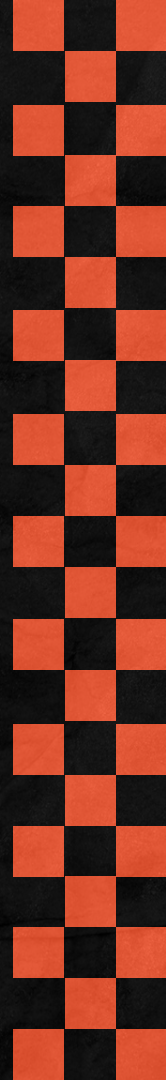


ANIMATION & PROJECT WORKFLOW EXAMPLES





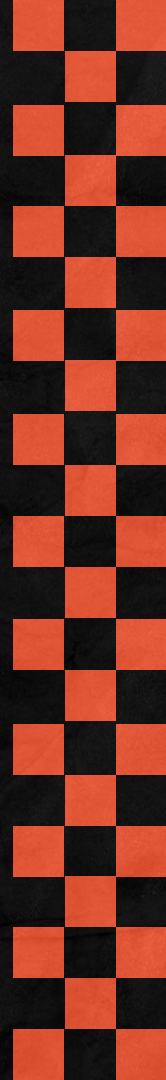
RENAULT CLIO ***PLAYBLASTS***





RENAULT CLIO

FINAL ANIMATION

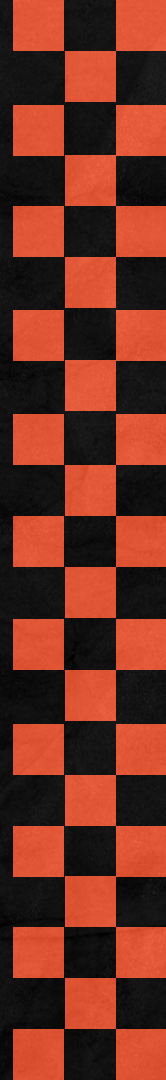




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SCENE 1 PLAYBLASTS





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SCENE 2 PLAYBLASTS

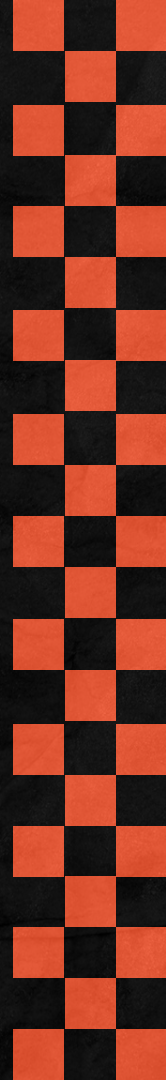




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FINAL ANIMATION





SKODA KODIAQ

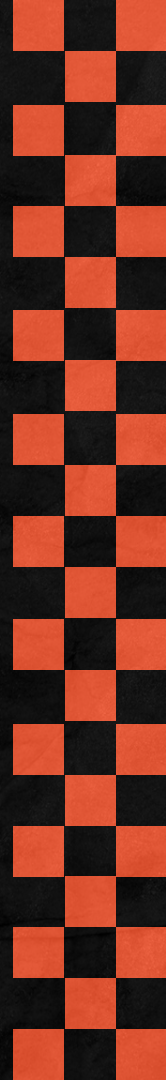
PLAYBLASTS





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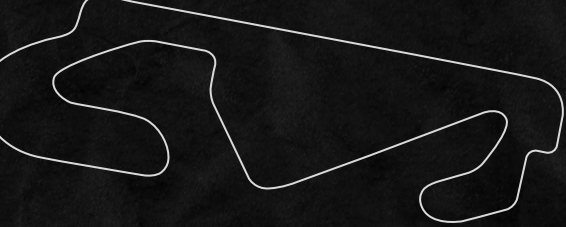
FINAL ANIMATION



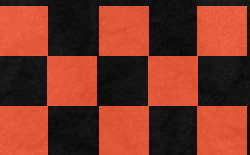
03

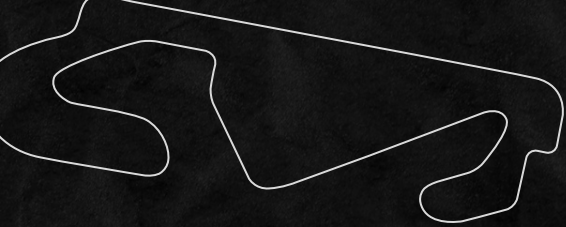
***CRITICAL
REFLECTION***



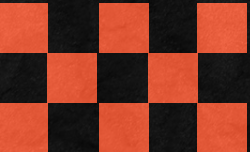


Although my workflow and hardware were well suited to the demands of hyper realistic automotive animation, the unexpected failure of my GPU (RTX 3080 Ti) presented a significant challenge and source of stress. While my setup was initially more than adequate, the hardware issue considerably slowed my progress and made it impossible to work at my usual pace.





Despite this setback, I remained focused on completing my animations to a high standard, adapting my workflow by switching to CPU rendering on my Ryzen 9 5950X in order to continue making progress wherever possible. This experience highlighted the unpredictability of technical problems in digital production and reinforced the importance of resilience and adaptability when working towards professional goals.





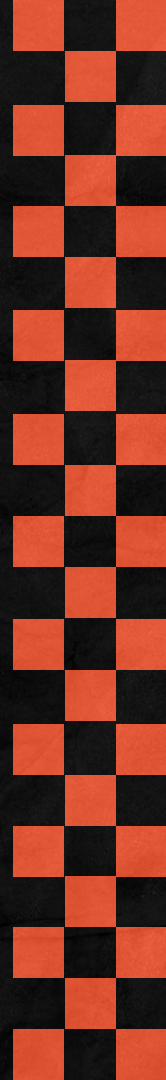
04

FINAL
SHOWCASE





FINAL **SHOWCASE**



THANK YOU

Do you have any questions?

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