

Designer
PORTFOLIO
Dennis Lam

Introduction

Hi, I am Dennis Lam. I was a student majoring in Multimedia Design in Swinburne University of Technology Sarawak Campus. I am interested in 3D modelling and would like to improve my skills furthermore.

Since I graduated from Swinburne, i have worked in Outbox57 production studio located in Kuching Sarawak. From there i have gain more experience in video editing and motion graphic.

This portfolio is a compilation of my work that i have completed during my studies and my working experience.

Corporate Video

Sarawak Energy Corporate Video



sarawak energy

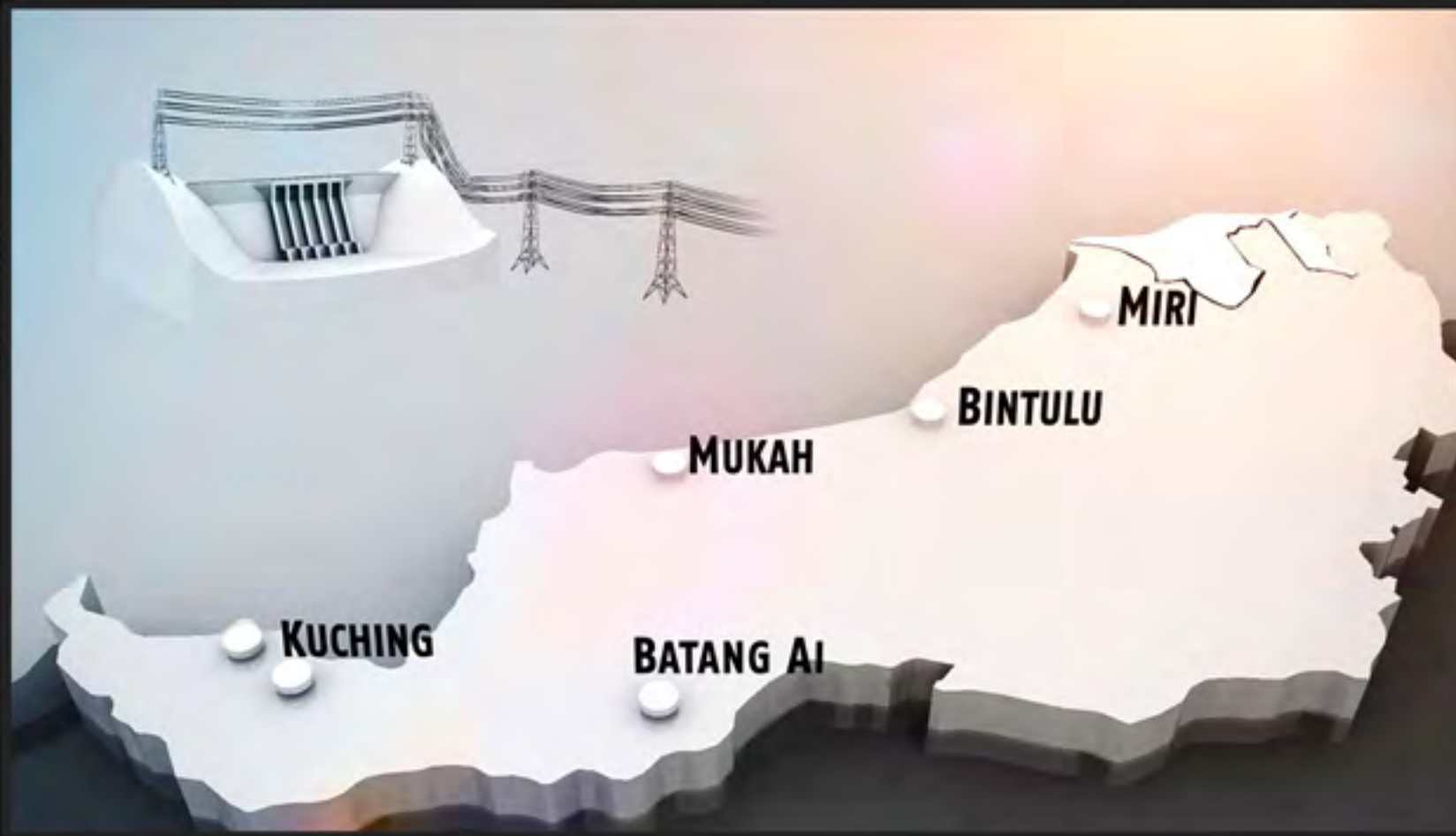
The video is to promote 'SEB', Sarawak Energy berhad and only shown at the 'SEB' main office and not posted in public.

Video Contents

Click the link below to watch
<http://www.youtube.com/watch?v=VB6Eqysqkhw>



Bintulu Combined - Cycle Plant
Total Capacity of 507MW



I was assigned to complete the video editing of this project when i was working in Outbox57. This project consists of motion graphics and video editing.



**The project was completed using
Final Cut Pro, Adobe After Effects
and Autodesk Maya.**

sarawak  energy
www.sarawakenergy.com.my

Corporate Video

Powerline Safety

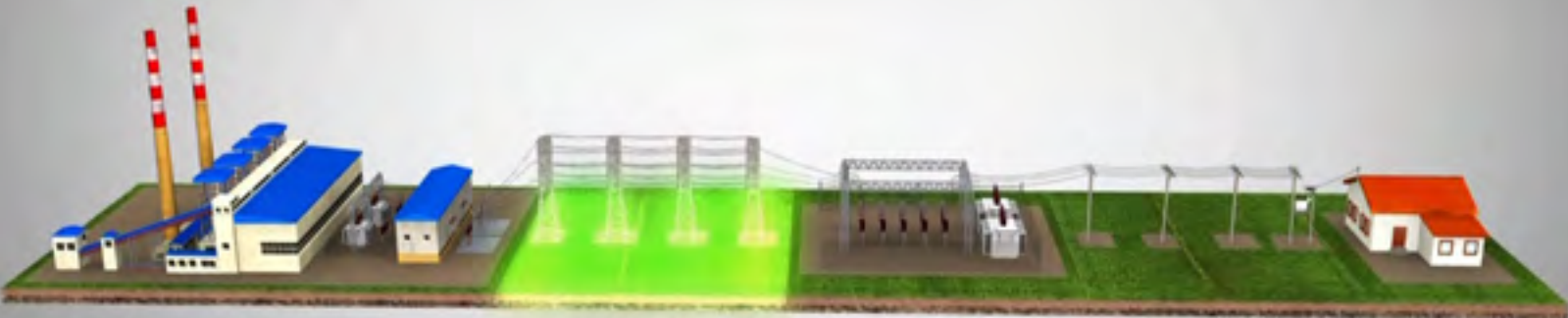


**POWERLINE
SAFETY**

This was the second projects for Sarawak Energy Berhad. I was responsible for the video editing and motion graphics. It is an internal use for “SEB’s” employees.

Video Contents

TRANSMISSION NETWORK



Corporate Video

OurYouth.my launch media



our *youth*.my

This is a project for the launching of OurYouth.my launch media. I was incharge to edit the video.

Video Contents



Please refer to the link below

<http://www.youtube.com/watch?v=1--BUTbJ56o>

<http://ouryouth.my/?p=4575>

2D Animation

Rahsia Anak Rimba



This is a TV cartoon series, It was a group project done in Impact Design, when I was working in Outbox57. I was incharge of the post production.

Video Contents

Please refer to link
<http://www.youtube.com/watch?v=JEymN34dbLk>



3D Interactive Directory

Kenbest City One Mall

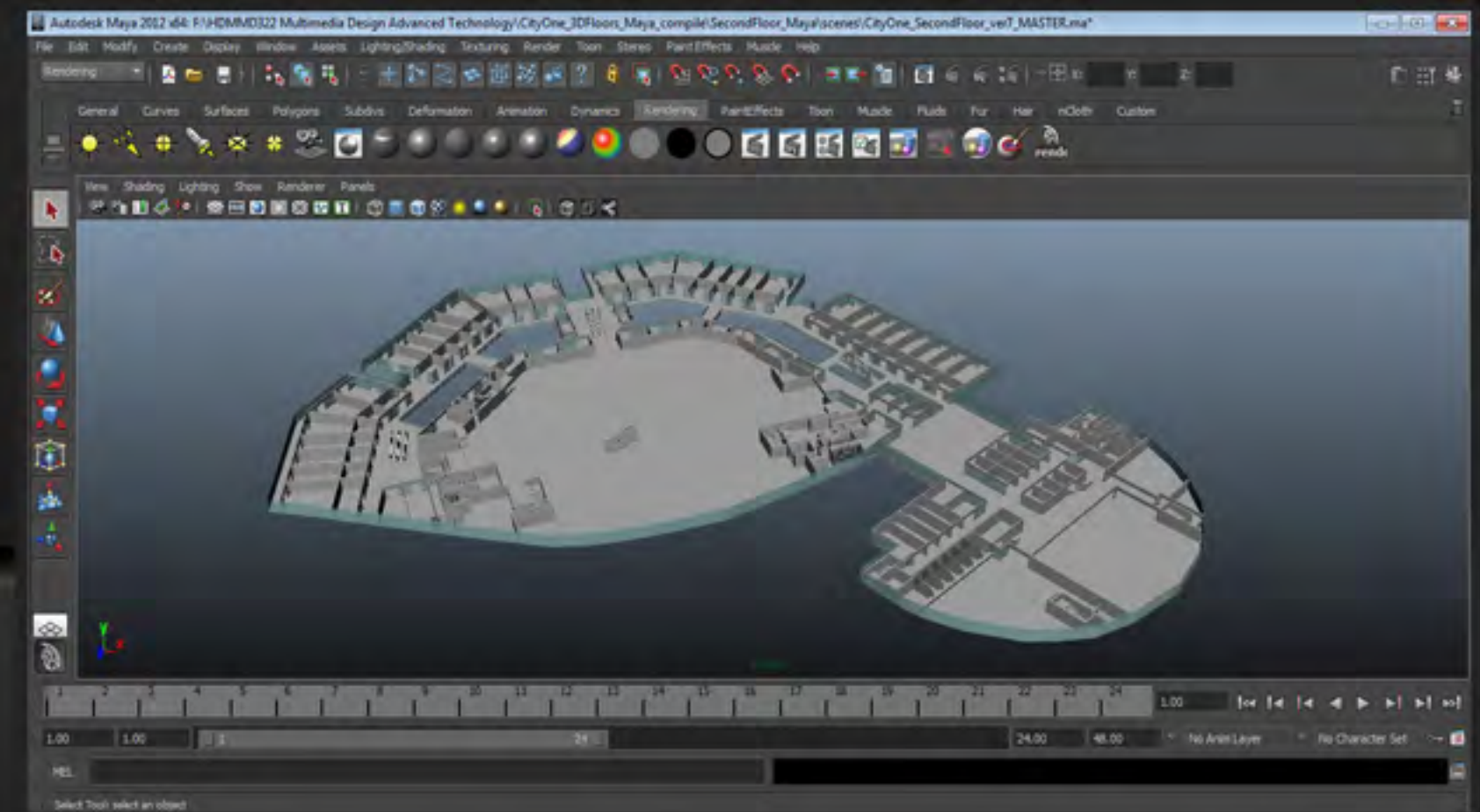


Our Final year project to make a 3D interactive directory for client. It was a group project. Our class were split into teams with different tasks to complete the project.

Directory Interface



The project was completed using Autodesk Maya and Unity game engine. Our team was incharge in modelling the interior of the building by following the floor plan given by Kenbest. The other teams were incharge of Unity and exterior modelling.



Mini 3D Game

Macedonian Chaos

MACEDONIAN
CHAOS

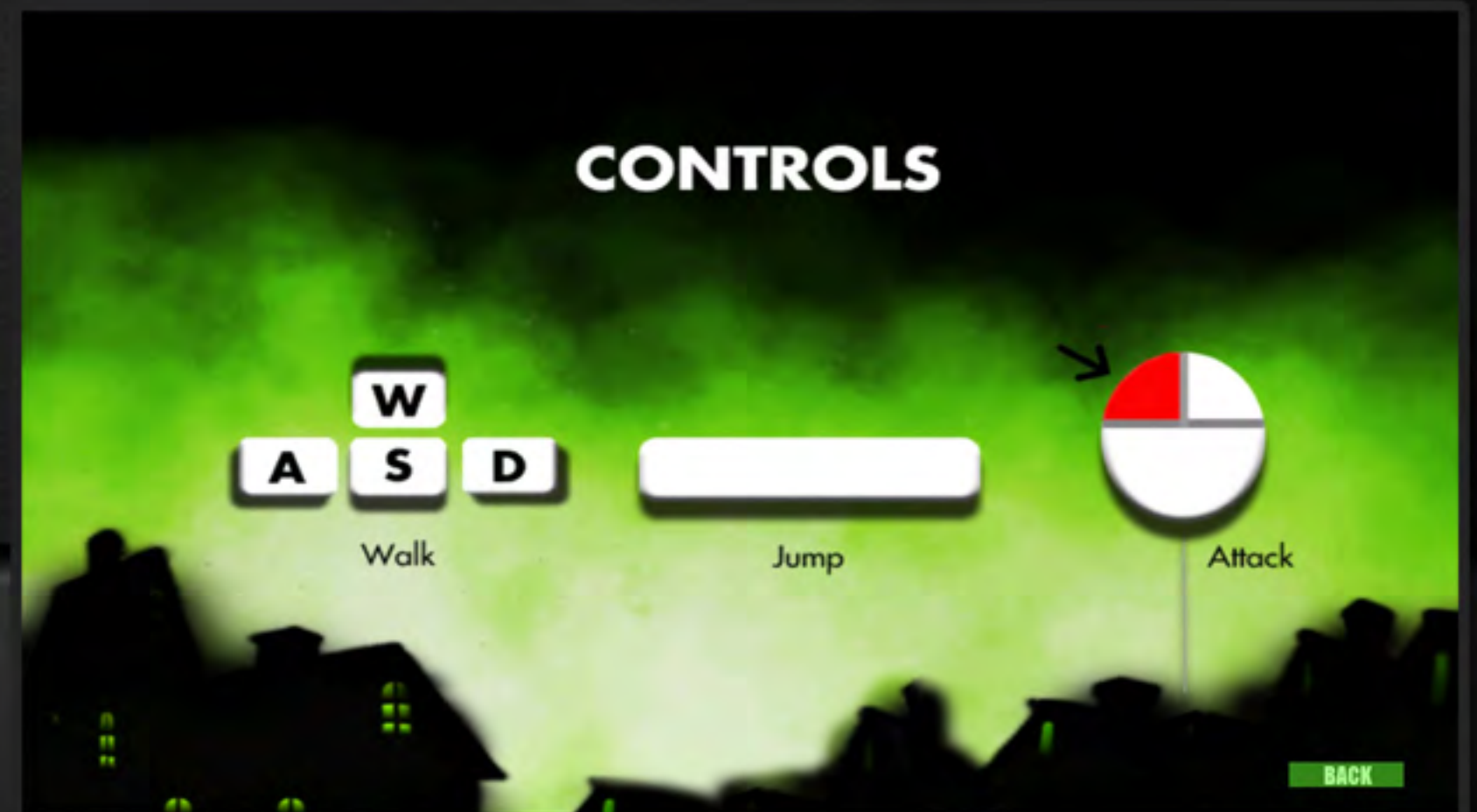


My first project to make a 3D game was during my 3rd year in Swinburne. It was a group project. My role was to model 3D objects and environments for the game.

Cinematic scenes



The project was completed using Autodesk Maya, Adobe After effects, Photoshop and UDK Unreal Engine.



Gameplay

Click the link below to watch the walkthrough of the game.
<http://www.youtube.com/watch?v=qxHXPPf-YUg>



3D Character Design

Spec

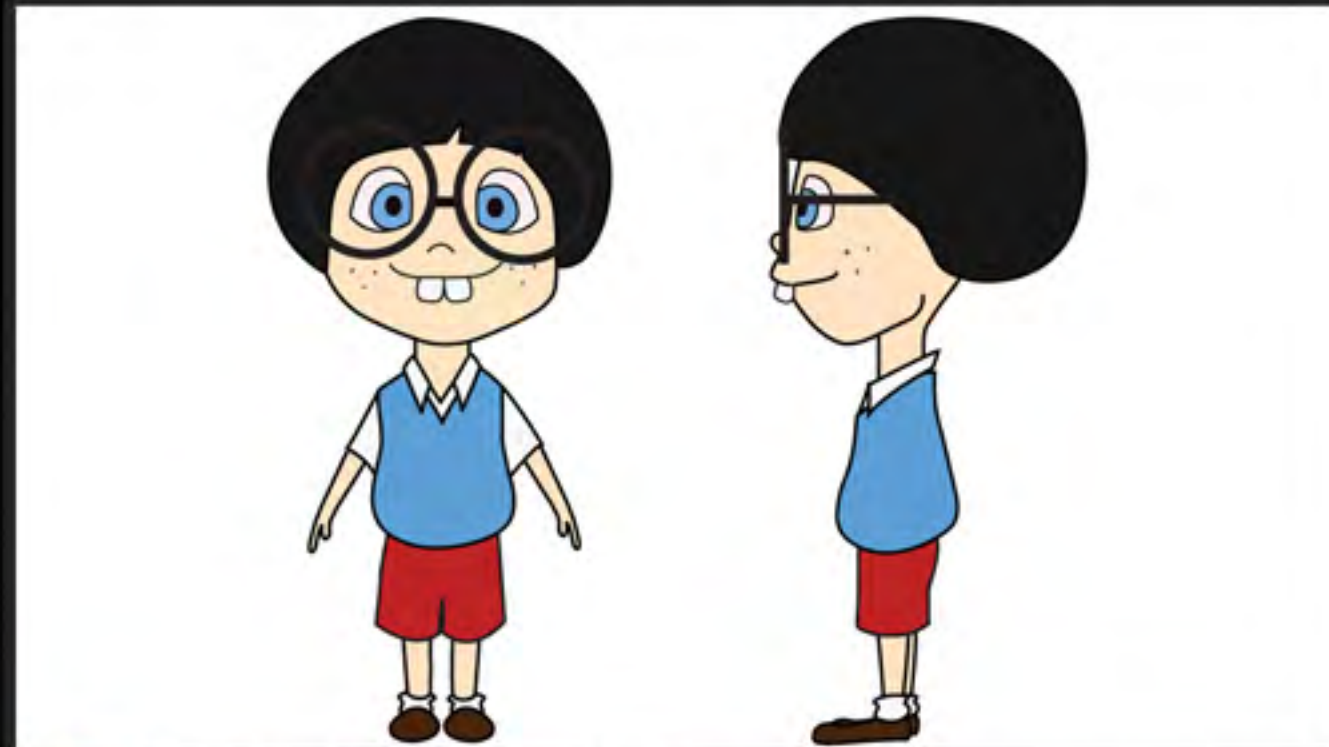


My 3D character design during my studies. It was done for a project to model a low-poly character.

The name of the character is called 'Spec'. He's 8 years old. He is a bookworm. he is a very clumsy boy. he always get bullied by people around him. One day, he dream of becoming strong and go and fight those who bully him.

[Click here to watch the 360 turnable demo reel.](#)

2D Drawing



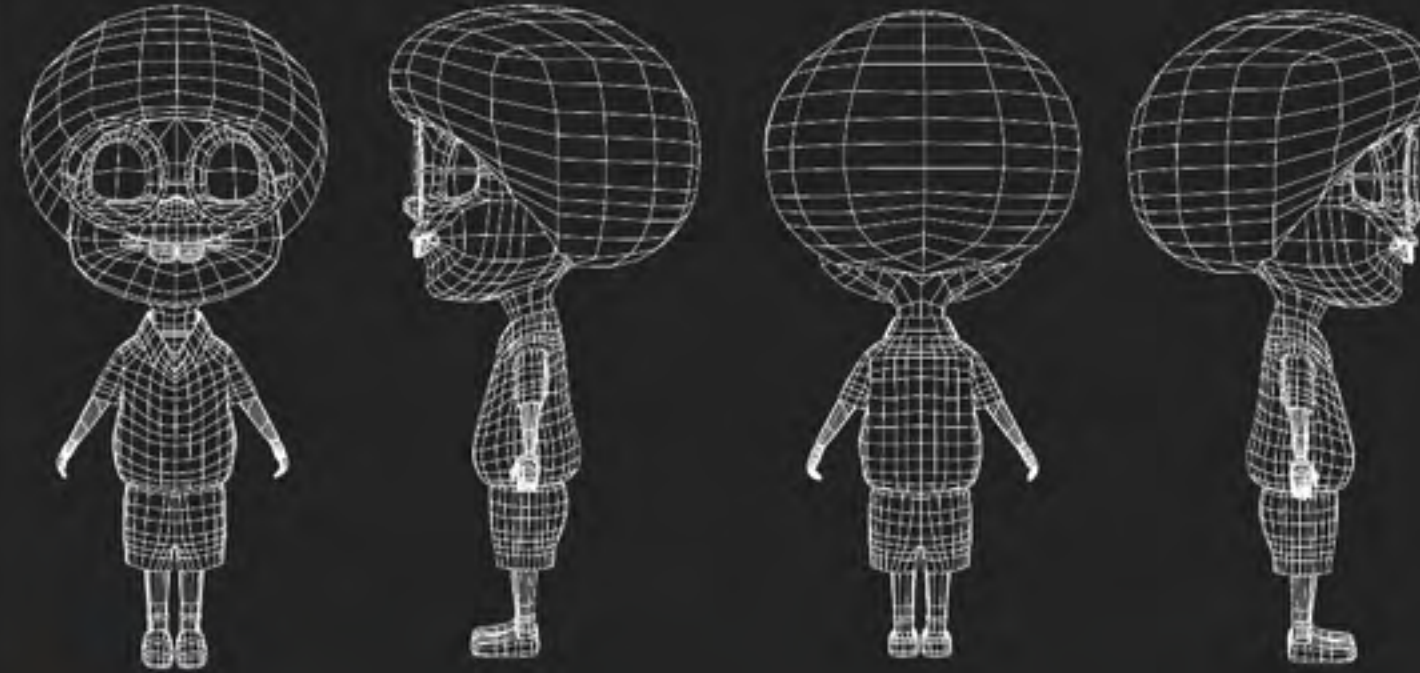
Title: Character Design / Profile
Name: Lam, Dennis
Student ID: 4191919

Name: Spec
Age: 8
Gender: Male

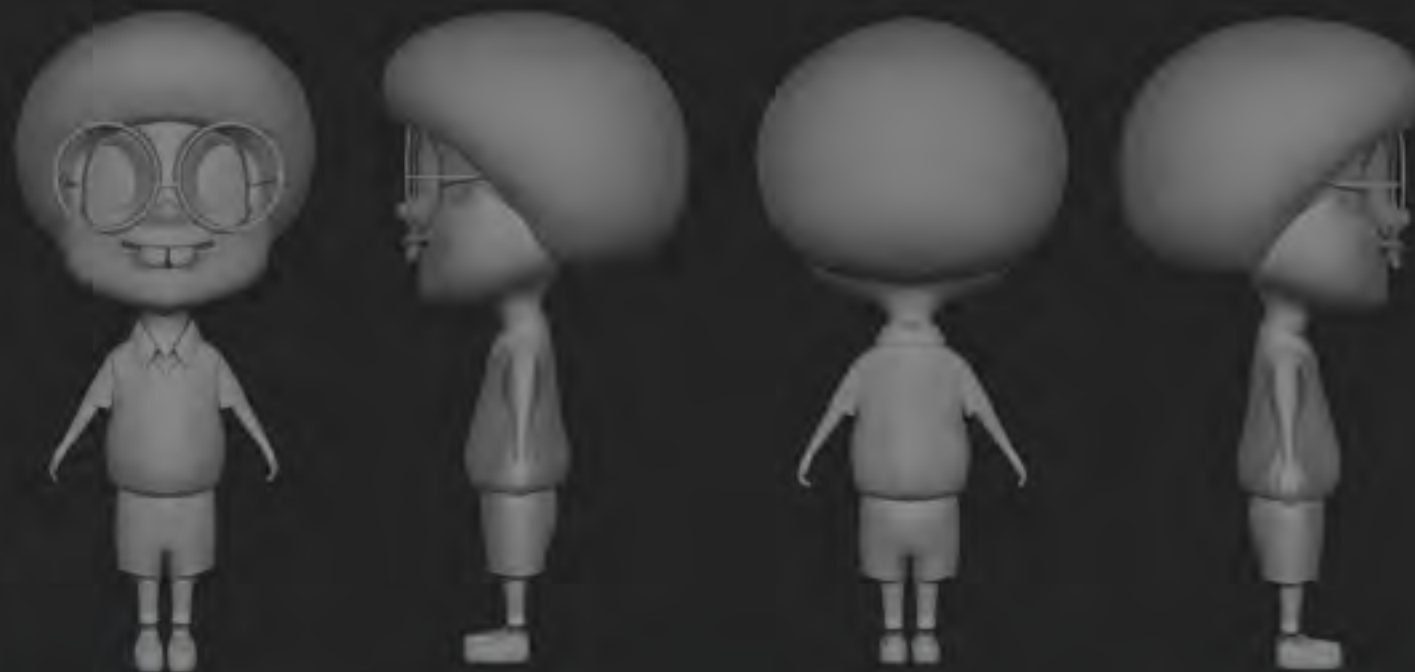
Backstory:
Spec is a bookworm. He loves to read books. Spec is a very clumsy boy. He always fall down and always get bullied by people around him. One day, he dream of becoming strong and go and fight those who bully him.

Quote: "Err... (scared, shy)"

Wireframe



Title: Construction Image (Wire)
Name: Lam, Dennis
Student ID: 4191919



Title: Construction Image (Low Poly)
Name: Lam, Dennis
Student ID: 4191919



Title: Construction Image (Textured)
Name: Lam, Dennis
Student ID: 4191919

Bash Mesh

Texture

Character with background shot



S
18
M5B SW



3D Character Animations

3D Character Animation



As I advance my studies, I have created 3D character with animation.

Video Contents

Please refer to link below
<http://www.youtube.com/watch?v=UUHwG9HApvU>



This project was completed using
Autodesk Maya, Adobe Premier Pro,
and After Effects.



3D Environment Modelling

The Abandoned Room



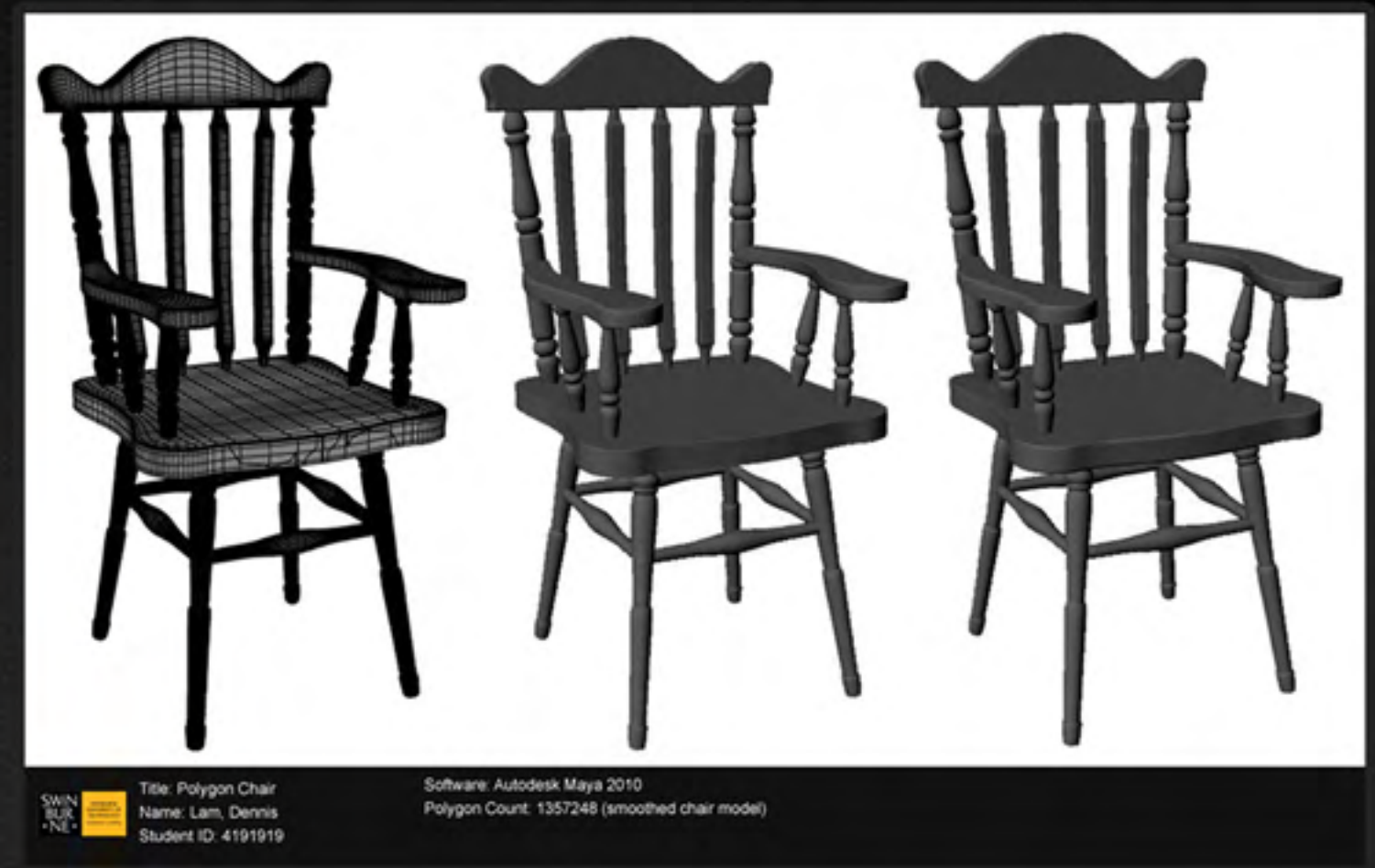
This is my favourite project of 3D modelling. I enjoy doing 3D objects and environments.

Video Contents

Please refer to the link below.
http://www.youtube.com/watch?v=ru0NT_qTauc



3D Wood Chair



During my studies at Swinburne, I have completed a 3D assignment which is to model a 3D chair. It was done using Autodesk Maya.

Contact

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