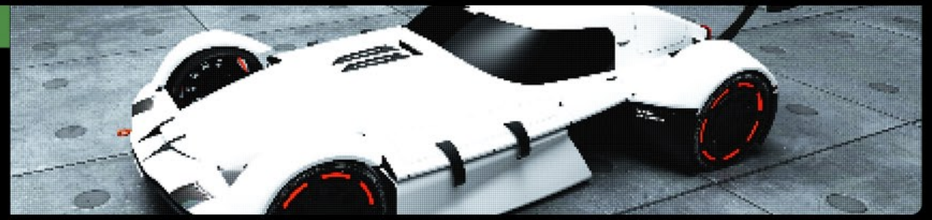
Portfolio **Digital Design**
2 0 2 6



Vijay Parth Yadav



Morgan **SLR-4/Race**

Exterior Iterations
Surfacing
Visualisation



Ferrari **SP1-Monza**

Surfacing Study



Ferrari **Breadvan**

Concept Development
Surfacing
Visualisation



DJI **Inspire_3**

Poly Modelling
Visualisation

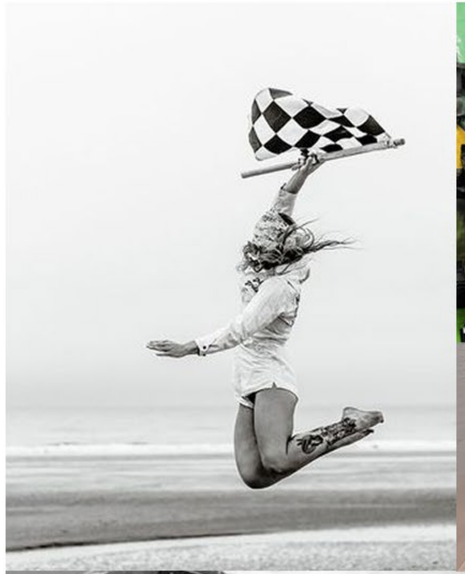
Morgan **SLR-4/Race**
- Group project (3)



Exterior Design Development

Digital Modelling

Visualisation

















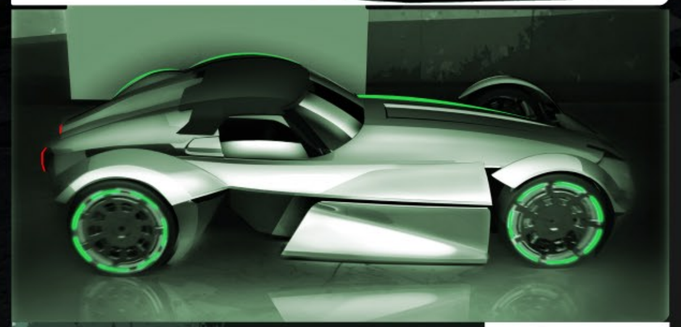
Concept

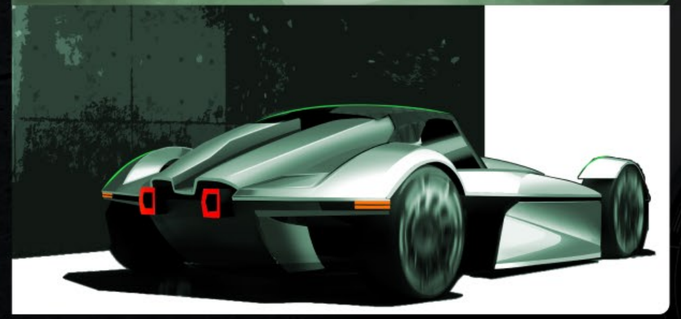
This project takes its inspiration from the enduring heritage of Morgan automobiles, most notably the **SLR and the Morgan Super 3**. The aim was to carry forward their **iconic, timeless aesthetics** and reinterpret them through a contemporary lens—**merging modern electrification with a renewed sense of elegance and emotional appeal**



"A dialogue between heritage and innovation — reviving Morgan's timeless silhouette through modern electrification and refined British elegance."



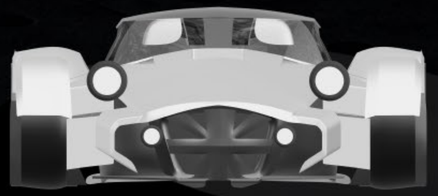




Design: Jae Hyeok Moon.
3D Development (Blender & Alias NURBS): Vijay Parth Yadav.
Early design support through sketches and rapid SubD iterations before final NURBS surfacing.

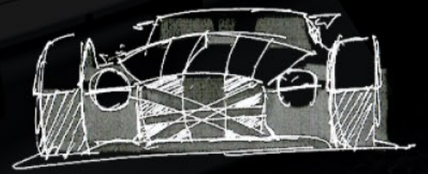


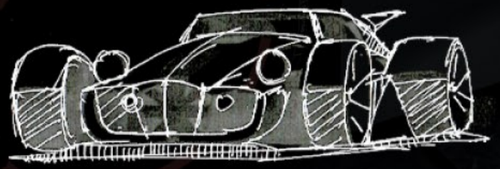






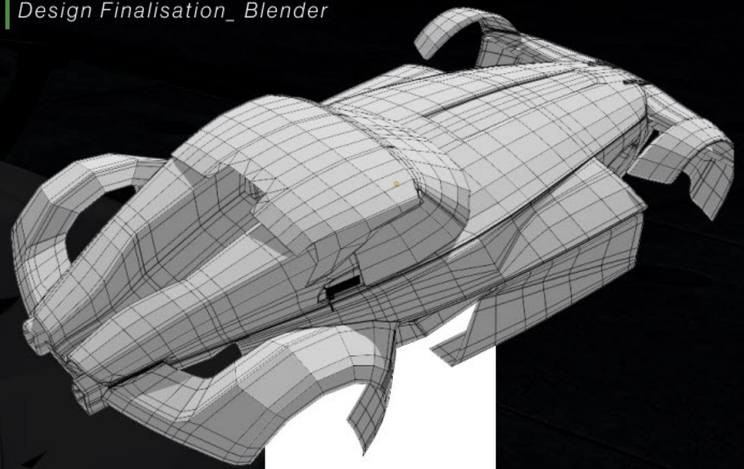


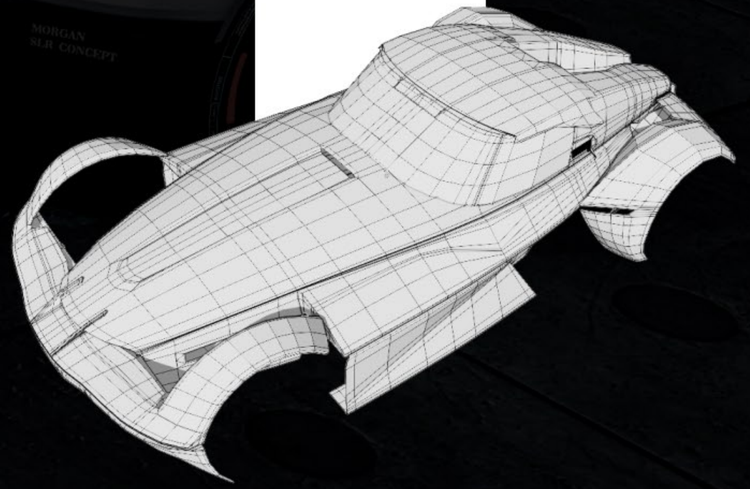




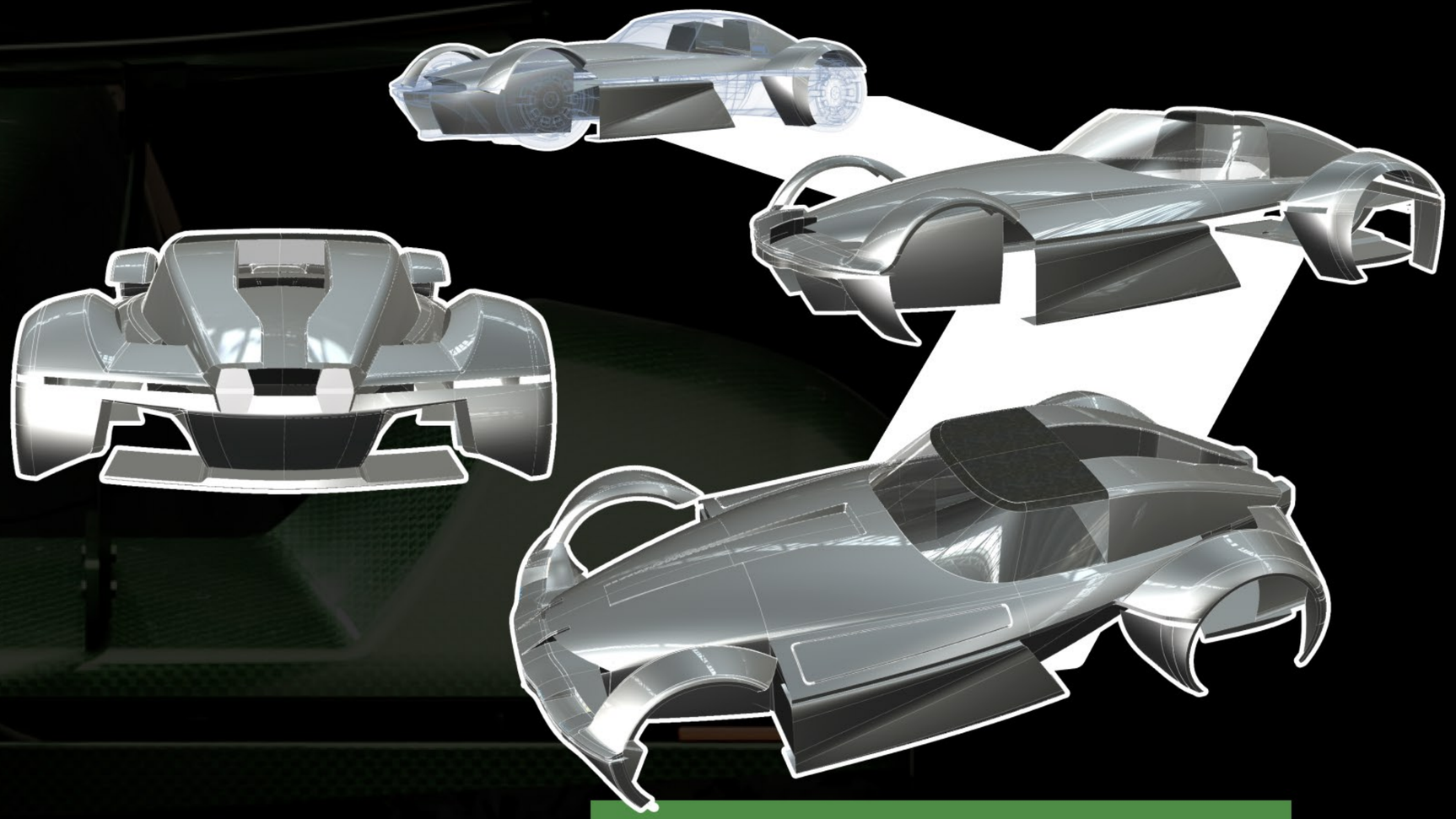


Design Finalisation_ Blender

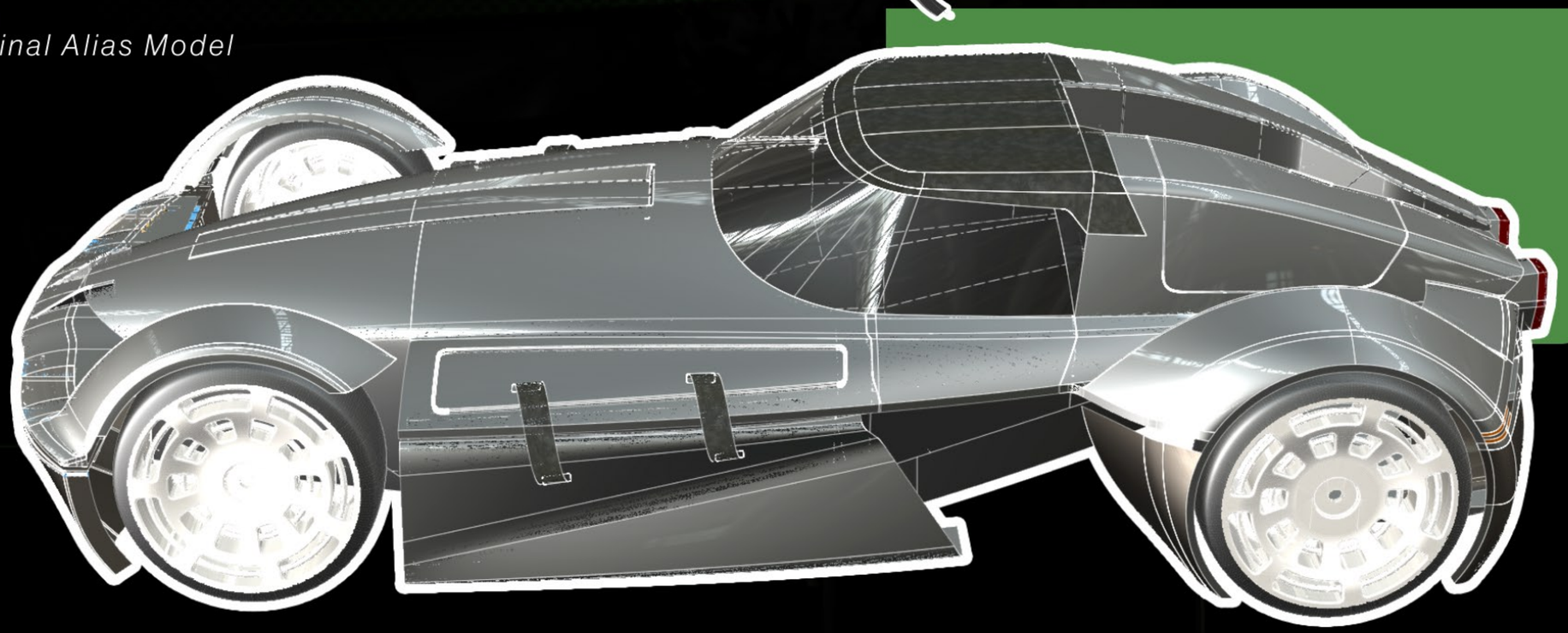




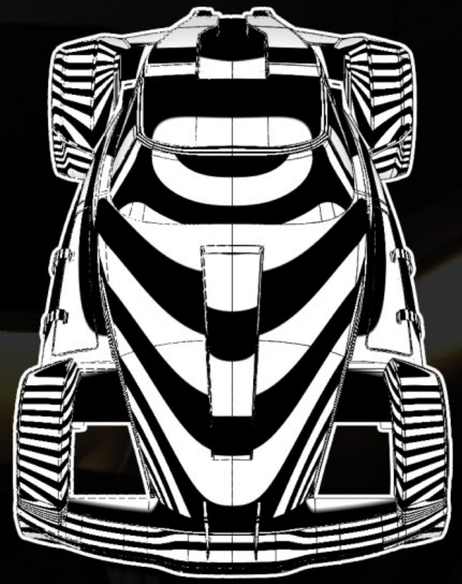
After validating the final deign i started building the **surfaces in Alias** to have **better quality** and also to **clean up** some areas.



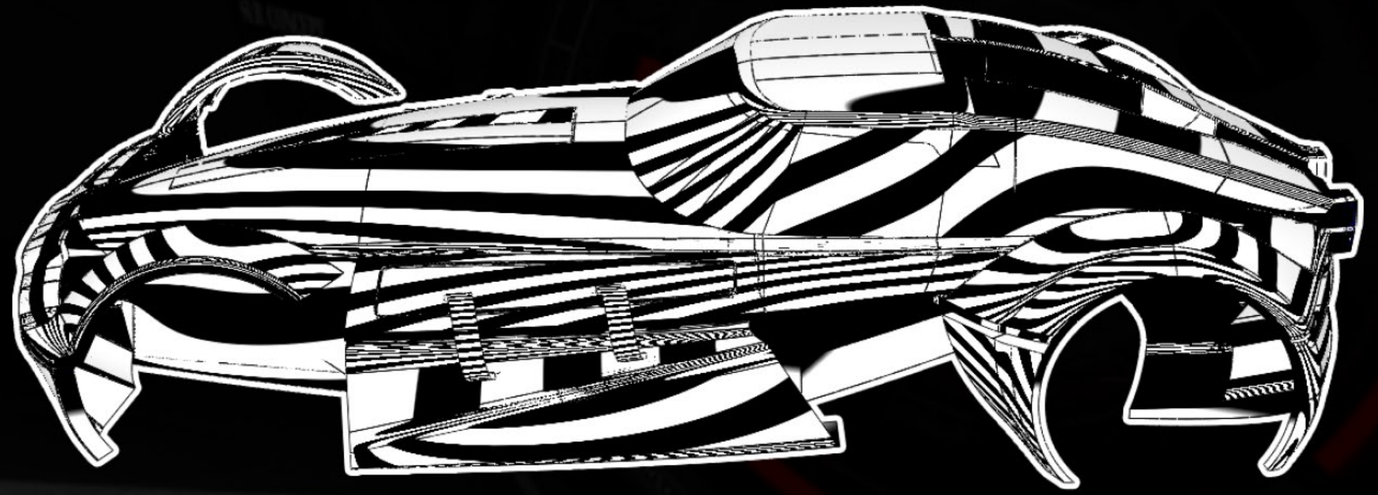
Final Alias Model











Surface Analysis

I added some details which **didn't require Alias** level surface quality **in blender**, like the wing, front winch, rim, some rear details.
The renderings are done in **cycles in a studio environment.**







Ferrari **SP1 Monza**
- Alias Surfacing



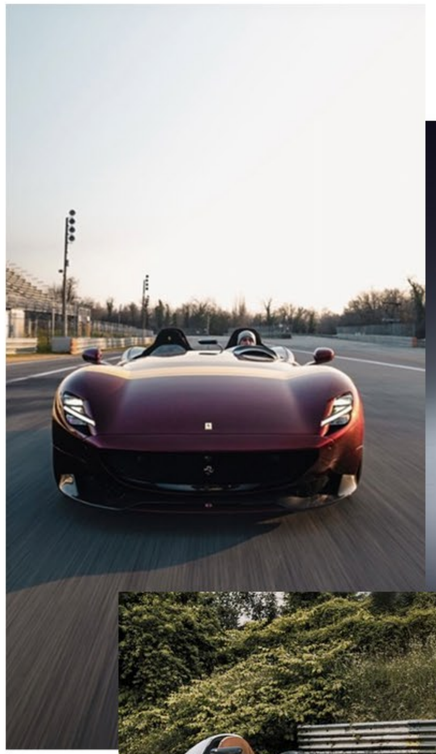
Digital Modelling

Visualisation



"A digital homage to purity — reinterpreting Ferrari's sculptural minimalism through seamless surfacing and emotional precision."

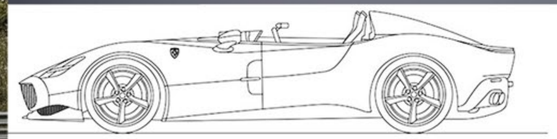
Personal Project

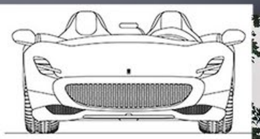


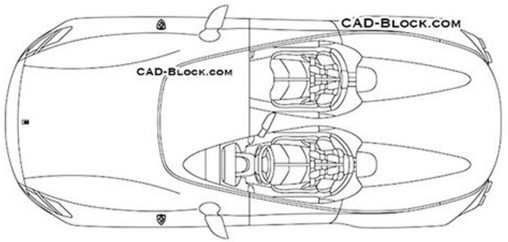


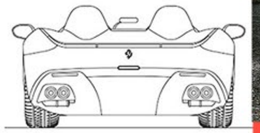










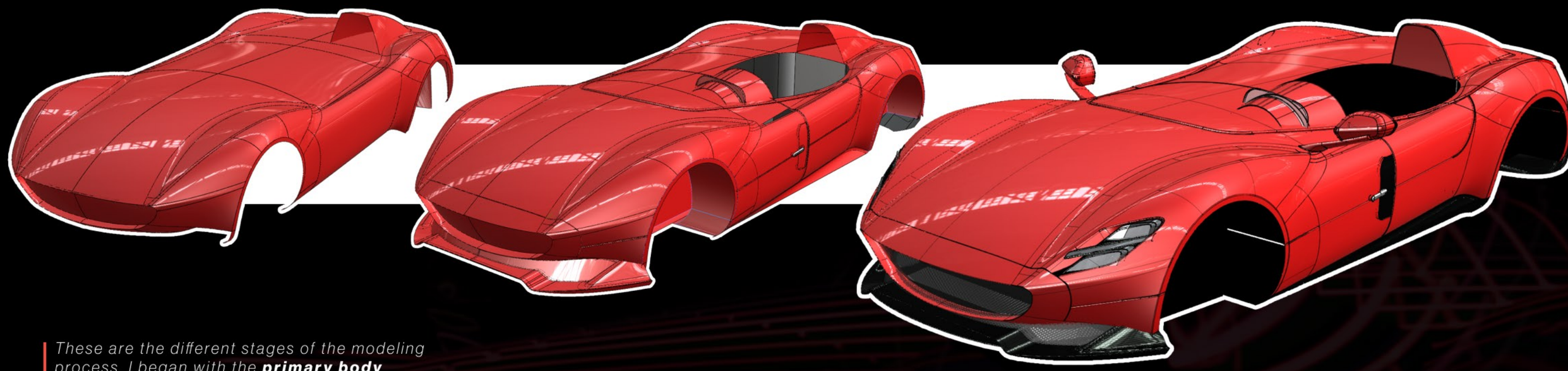




References

*The digital reconstruction in **Autodesk Alias** of the **Ferrari SP1 Monza** was developed entirely from **blueprints and reference images.** The goal was to recreate the car's proportions and **surfacing with maximum accuracy.***

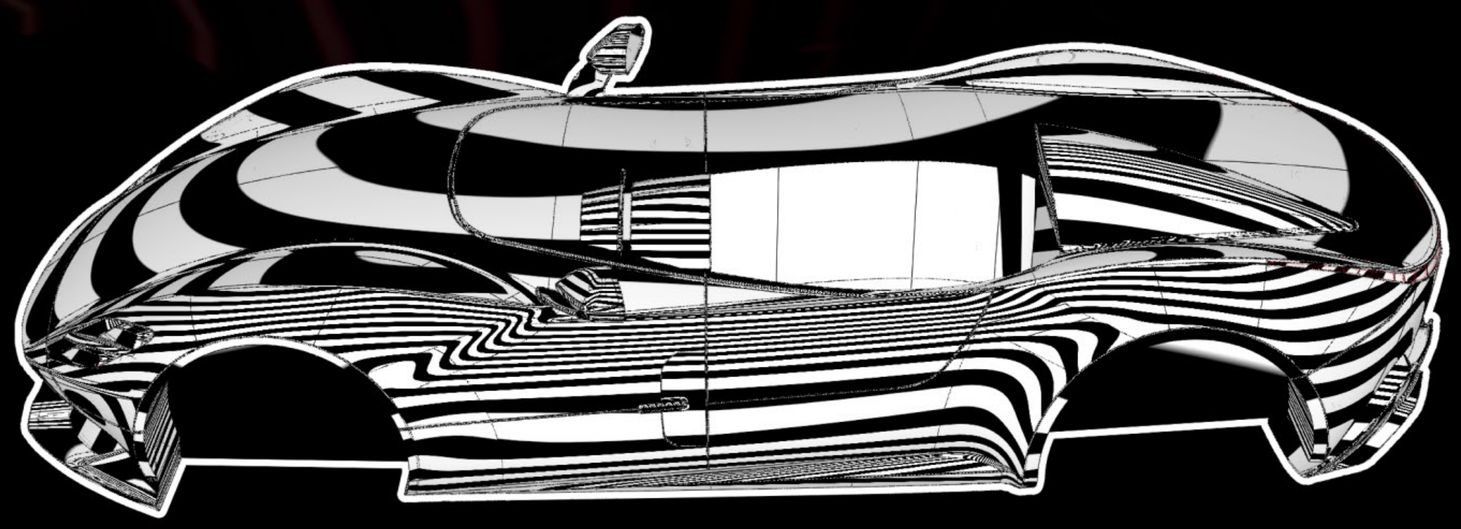
Alias Process



*These are the different stages of the modeling process. I began with the **primary body surfaces**, then moved to the **secondary details** connected to the main volumes.*





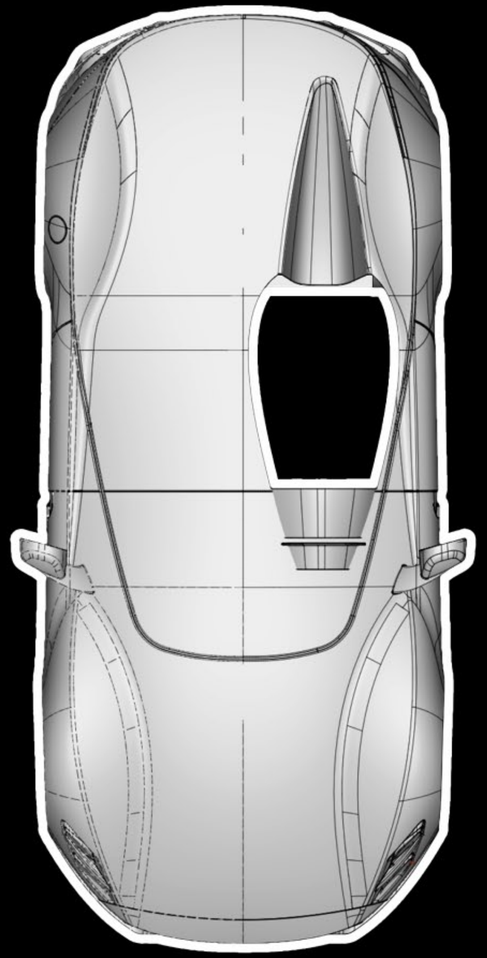


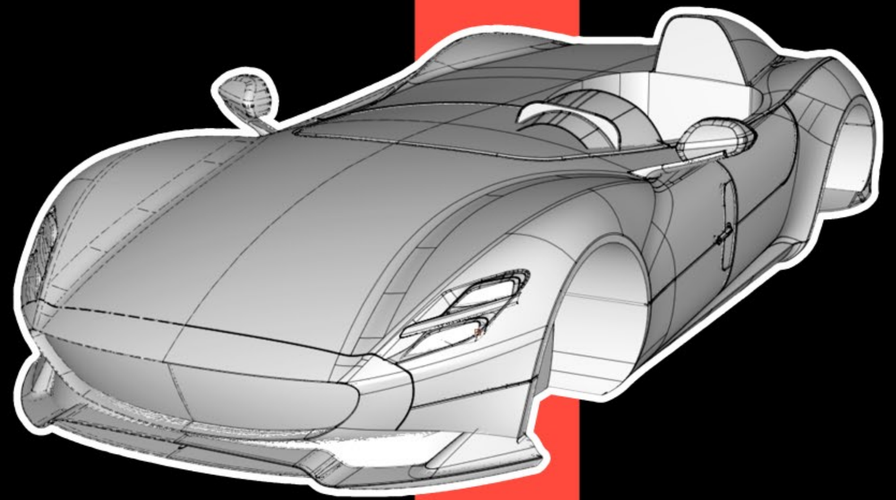
Surface Analysis

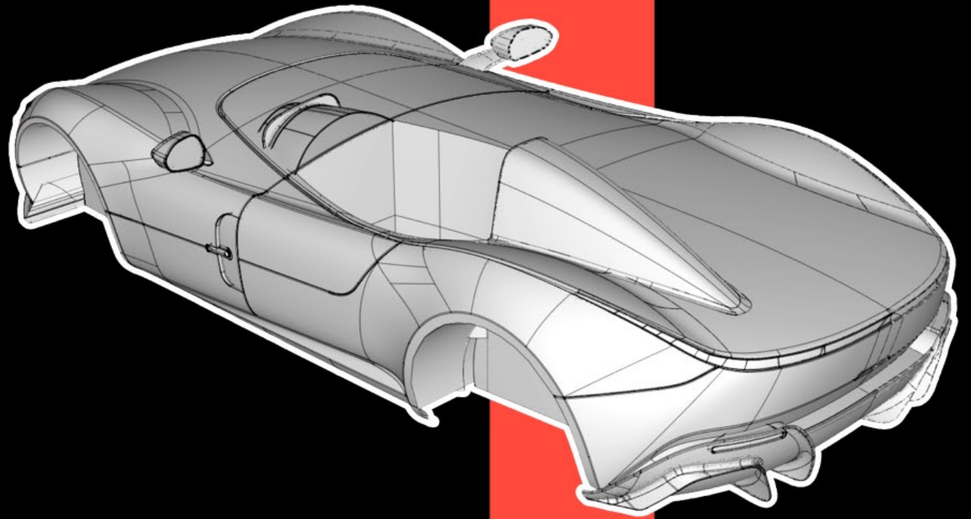
***Zebra reflections** were used to validate the purity and **continuity of each surface**, revealing how **light flows seamlessly** across the body.*

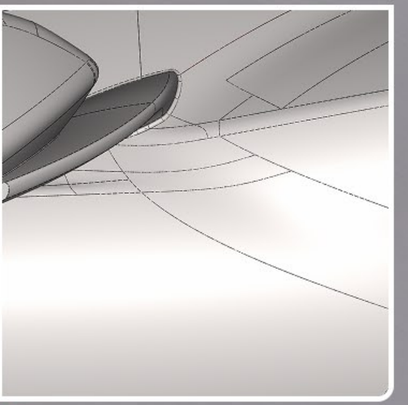


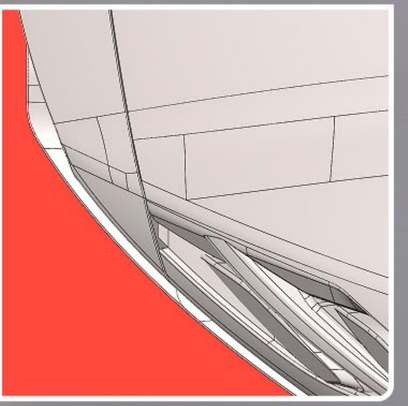
Surface Patches







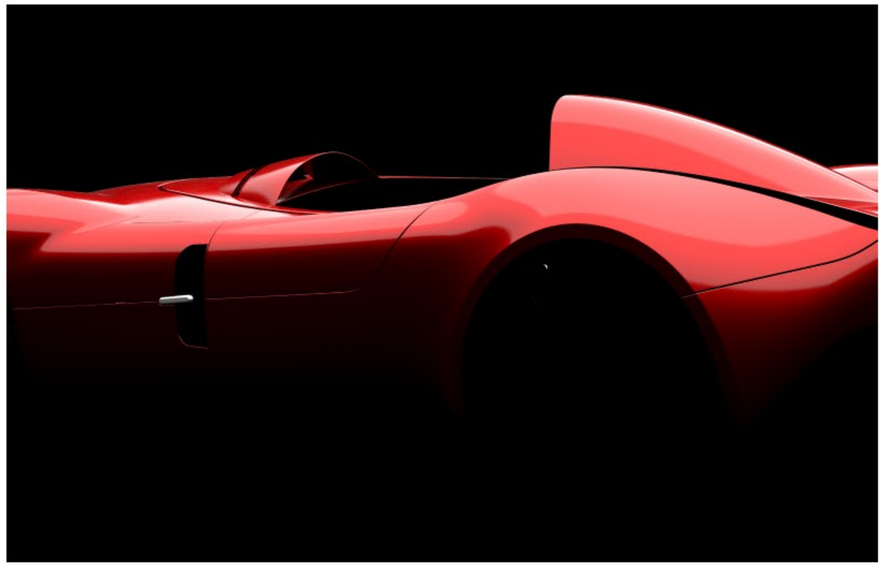




*Some parts were **created in Blender** to **enhance the look of the renders** like badges and interior.*
The seat is just a placeholder with basic grey shader.

*I used **Gobo Lights** extensively to create **depth in the scene** without adding extra geometry.*
It allowed me to really understand light properties and play with it.












Ferrari **Breadvan**



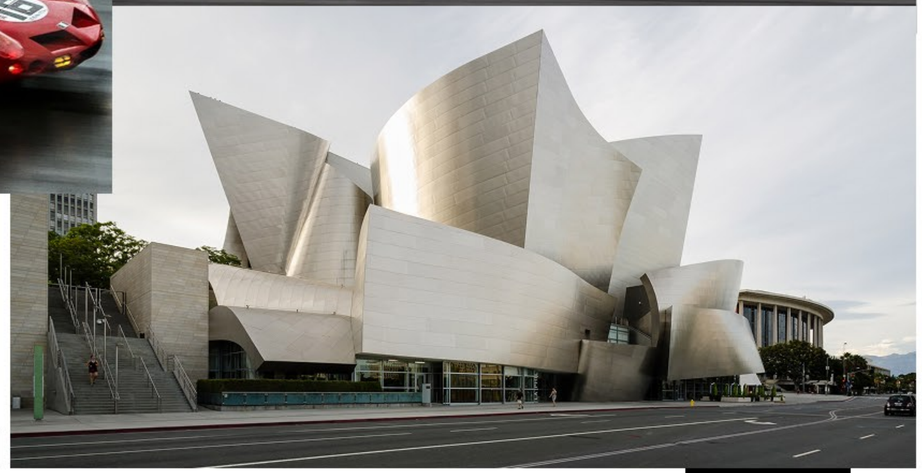
Exterior Design Development

Digital Modelling

Visualisation







Inspiration |

|Concept

This project is **rooted in deconstructivism, rejecting rigid symmetry** and conventional automotive form in favor of fragmentation and controlled realignment. The **Breadvan** acts as the **conceptual catalyst**. The result is a visual language of **controlled disruption**, expressing intent through reinterpreted form rather than replication.



A study in deconstructivist performance — reinterpreting the Breadvan through fragmented form, functional necessity, and purposeful disruption.

Design Development

Design: Anne Libois.
3D Development (SubD & NURBS): Vijay Parth Yadav.
Early design support through rapid SubD iterations before final Class-A surfacing.

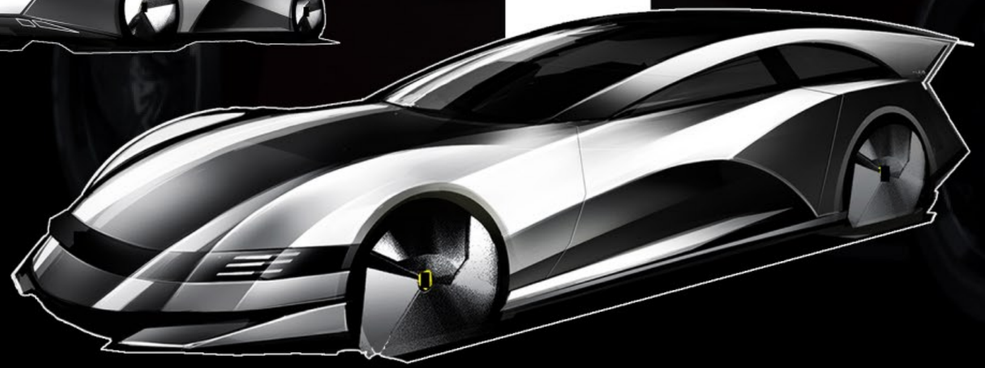
DECONSTRUCTIVISM



KEYSIDE

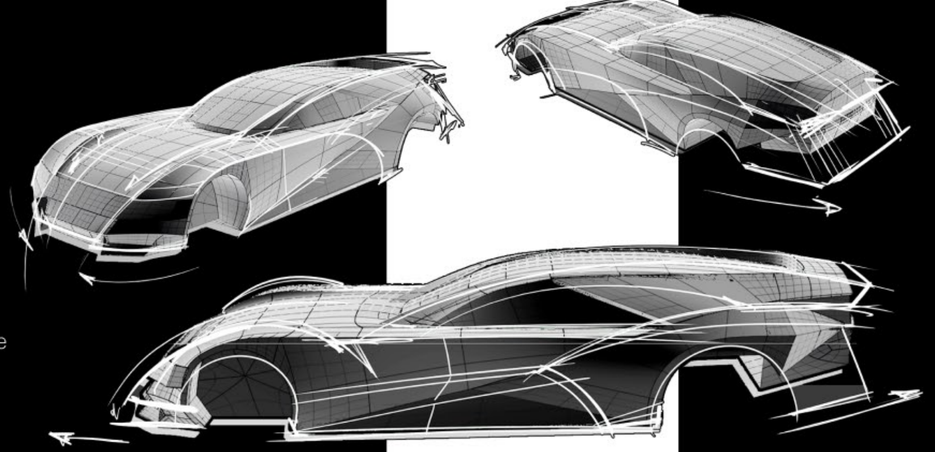




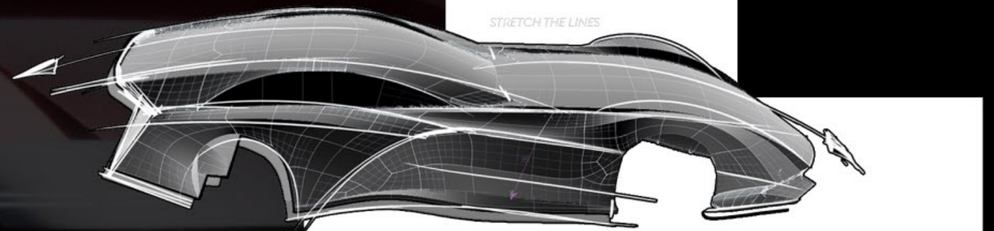


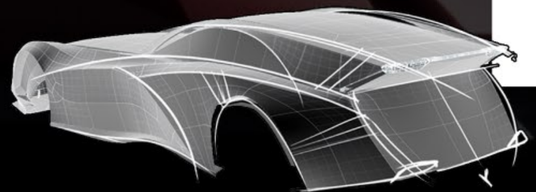
Volume Research

in our **Refinement** phase, we used **Alias SubD** to make quick **iterations** and **develop the design**.

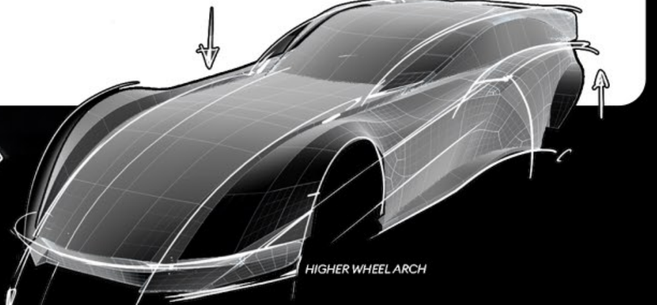


STRETCH THE LINES



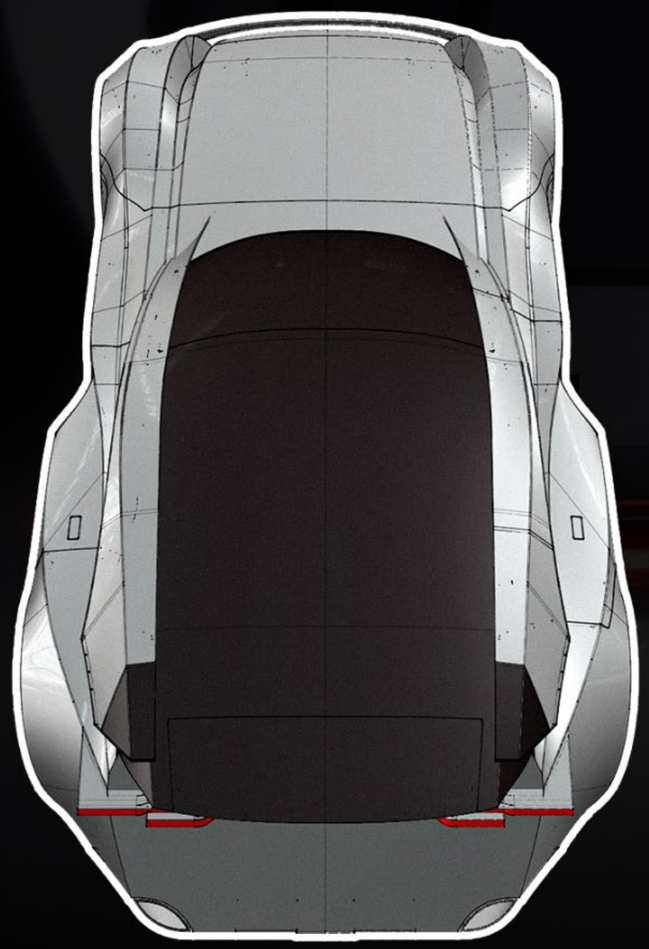


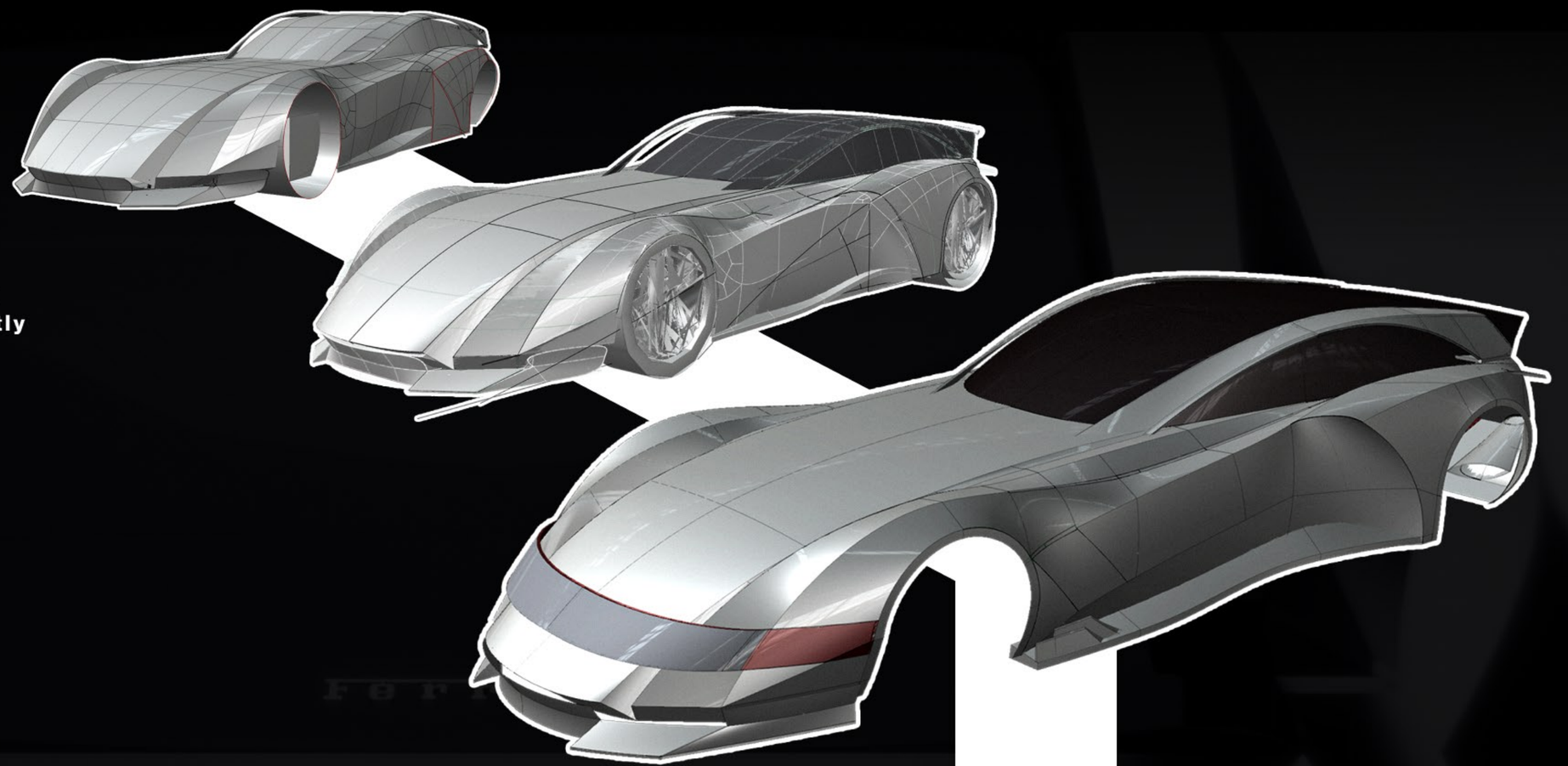
SOFTEN THE BACK CUT



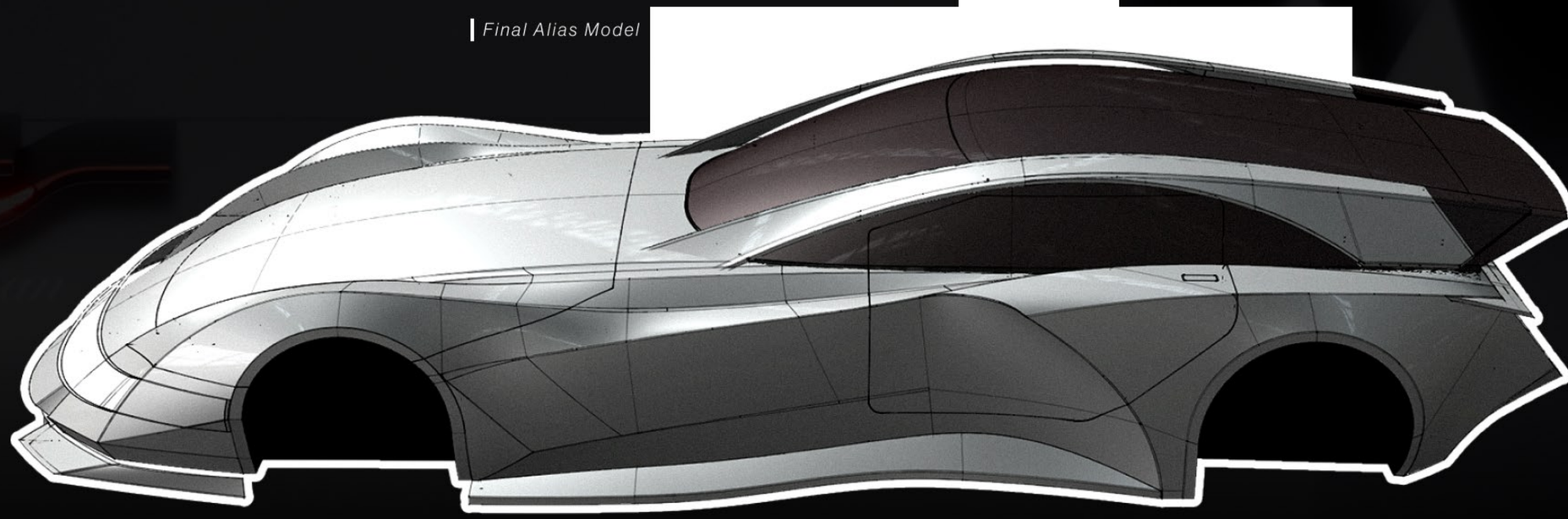
HIGHER WHEEL ARCH

Using the **Alias SubD Base** , i did the **final iteration** and cleanup of the design **directly on Alias Nurbs.**



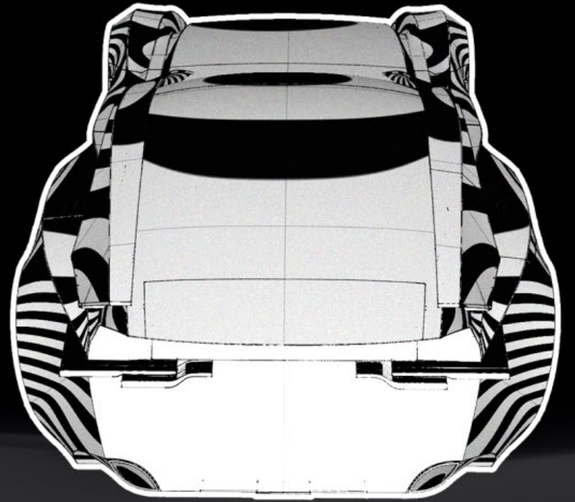


Final Alias Model











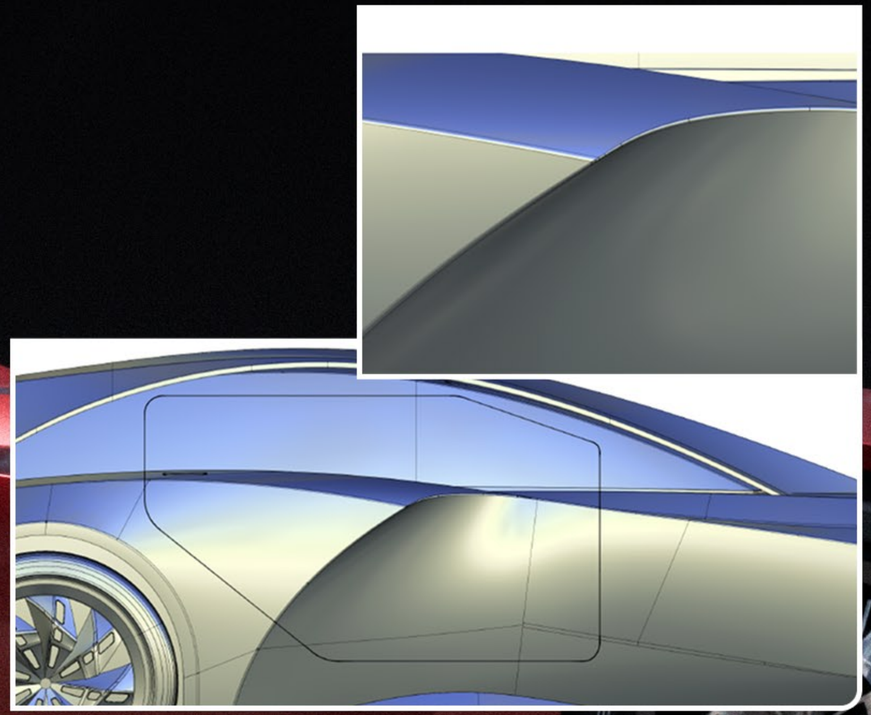
Surface Analysis



Some details like badges were directly added **in blender.**
The renderings are done in **cycles** with a majestic feeling scene.

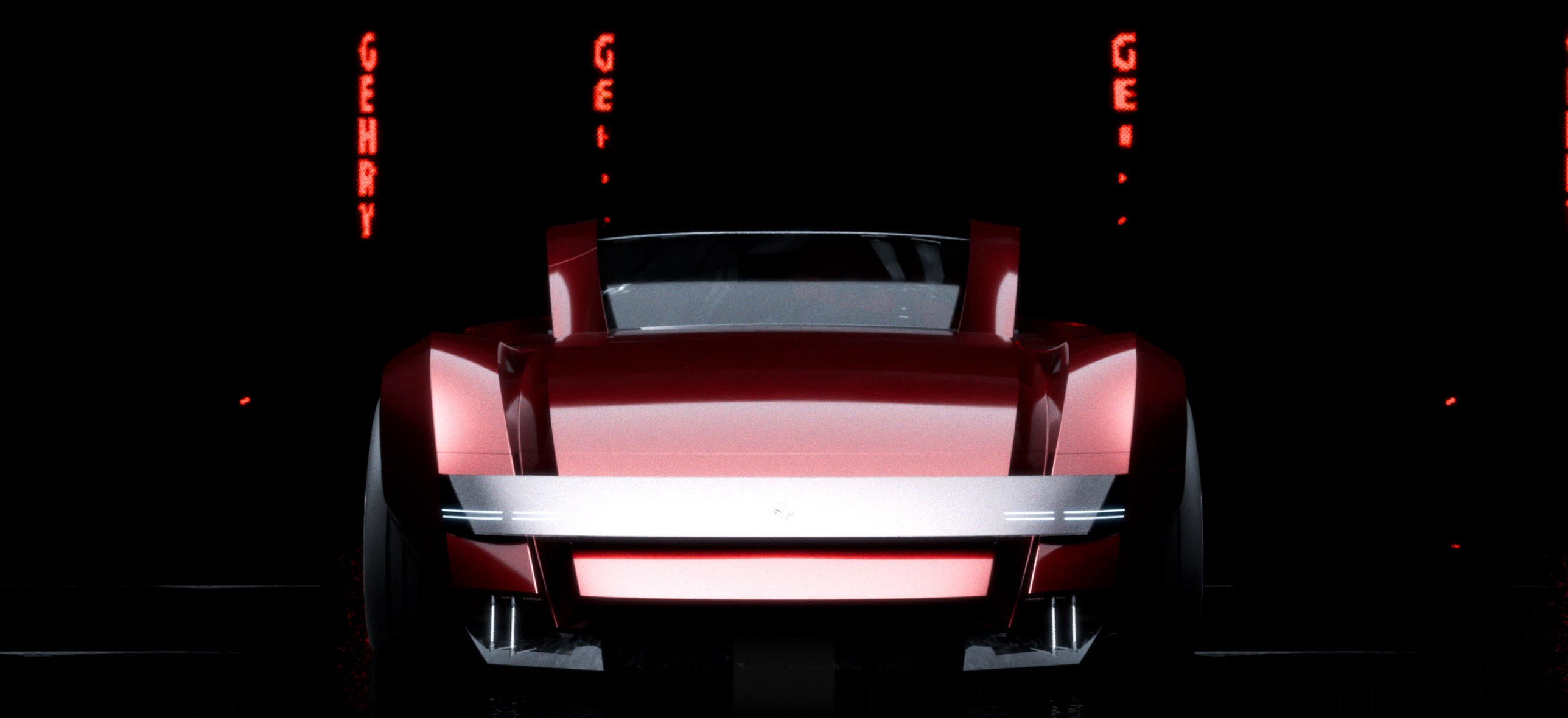


To stay faithful toward the **aesthetics of the art movement**, we chose to use **smaller fillets** achieving a **sharper look**.




Sbarchivan
CORSA




GEHRY
GE
GE

DJI **Inspire 3**
- Blender Modelling



Digital Modelling

Visualisation

Personal Project



References

*The digital reconstruction in **Blender** of the **DJI Inspire 3** was developed entirely from **blueprints and reference images.** The goal was to recreate the object with **maximum accuracy** including small details.*



“An exploration of digital craftsmanship — rebuilding the Inspire 3 through refined surfacing to reveal the beauty of engineered precision.”

Blender Modelling

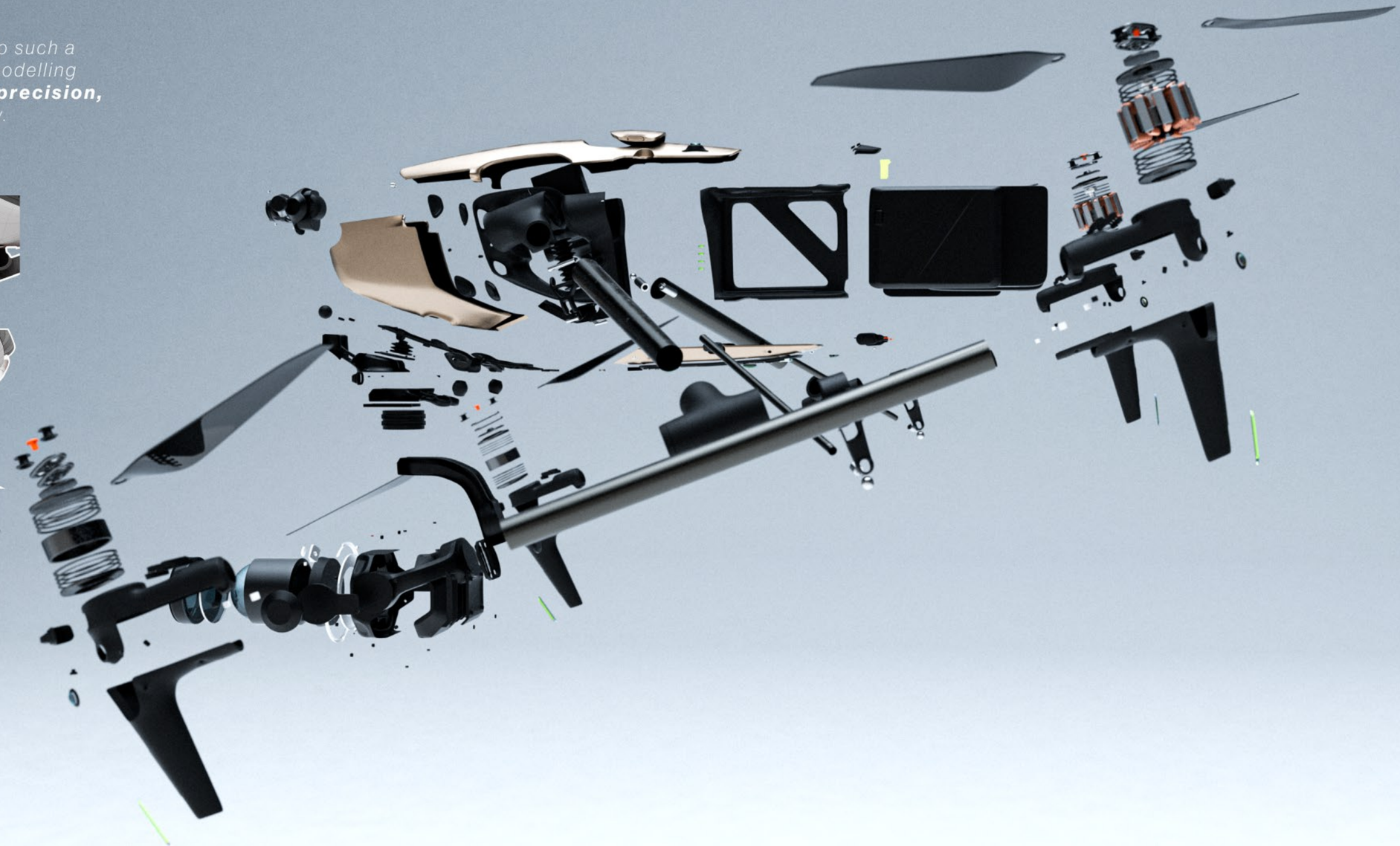


*The base geometry was built to **define the Inspire 3's proportions** and **surface flow**. Each surface was then refined to highlight the precision of its **transitions and the technical elegance** of its form.*

Final Model

This was my first project developed to such a ***high level of detail in Blender*** *– modelling every small component to* ***enhance precision, realism,*** *and overall project maturity.*





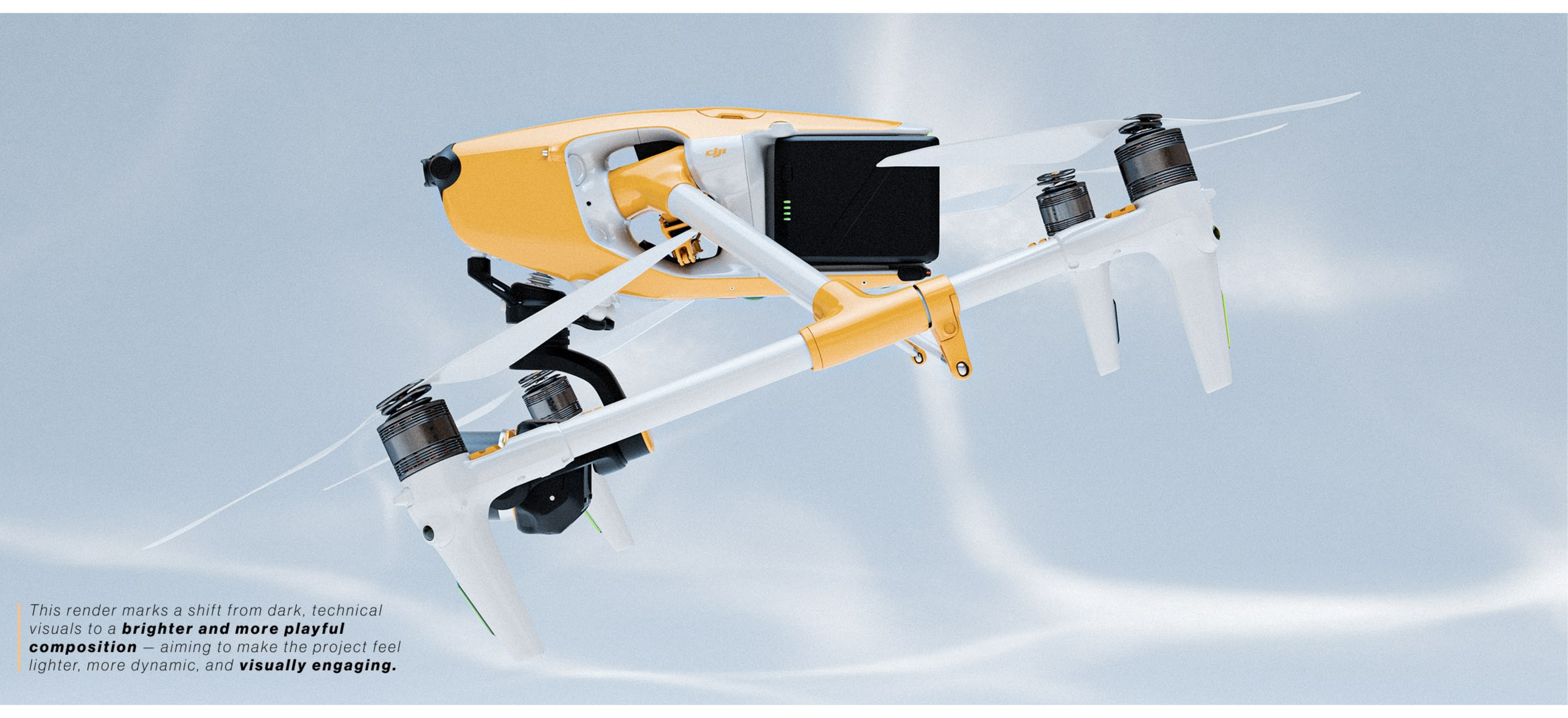








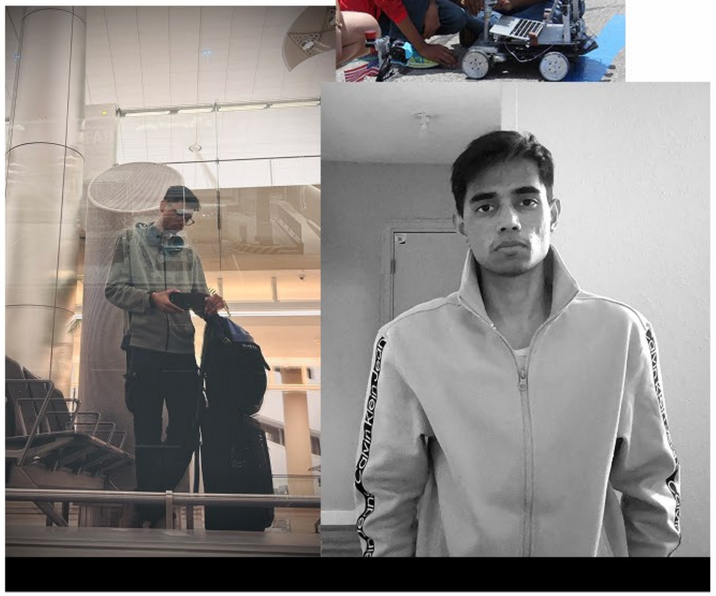


*This render marks a shift from dark, technical visuals to a **brighter and more playful composition** — aiming to make the project feel lighter, more dynamic, and **visually engaging.***


1 : 2.8 / 18





Vijay Parth Yadav

I'm a 25-year-old **Digital designer completing Masters at ISD Rubika**, with a bachelor's in **Transportation Design from IED Turin** (2023). My expertise lies in advanced **3D development — from surfacing to visualization** — with a strong focus on precision and efficiency

I'm currently in a **6-month internship** ending in August at Mercedes Benz IDC Europe.

@vijay.parth /@vijay.parth_cgi vijayparth0208@gmail.com

Education

Digital Design Masters

ISD Rubika

September 2024- Ongoing

Transportation Design Bachelor

IED Turin

October 2020- July 2023

Achievement

International Autonomous Robot Racing Challenge

2nd Position

University of Waterloo, Canada

July 2016

Experience

Mercededs Benz IDC Europe

- **Digital Modelling Internship**

- Alias Surfacing
- Vred Visualisation and Presentation
- Blender Modelling and Visualisation
- AI workflow development

Morgan Motor Company

- **Bachelor Project**

- Concept Development
- 3D Design Development
- Visualisation

Lynk n Co

- **Partnership School Project**

- Concept Development
- 3D Design Development
- Visualisation

Software

_Maya
_Clo3D
_Autodesk Alias
_Blender 3D
_Adobe Photoshop
_Adobe Premiere Pro
_Substance Suite
_Unreal Engine

Soft Skill

_Teamwork
_Adaptability
_Critical Thinking
_Self Motivation

Language

English - Fluent
Hindi - Native

Thank-You !!

This portfolio represents my fifth year of studies and my ongoing journey in automotive design —
a field that has always been my passion and is now becoming my reality.
I am currently in an internship and looking for a job Digital design team of an automotive studio.
Don't hesitate to give me your feedback.