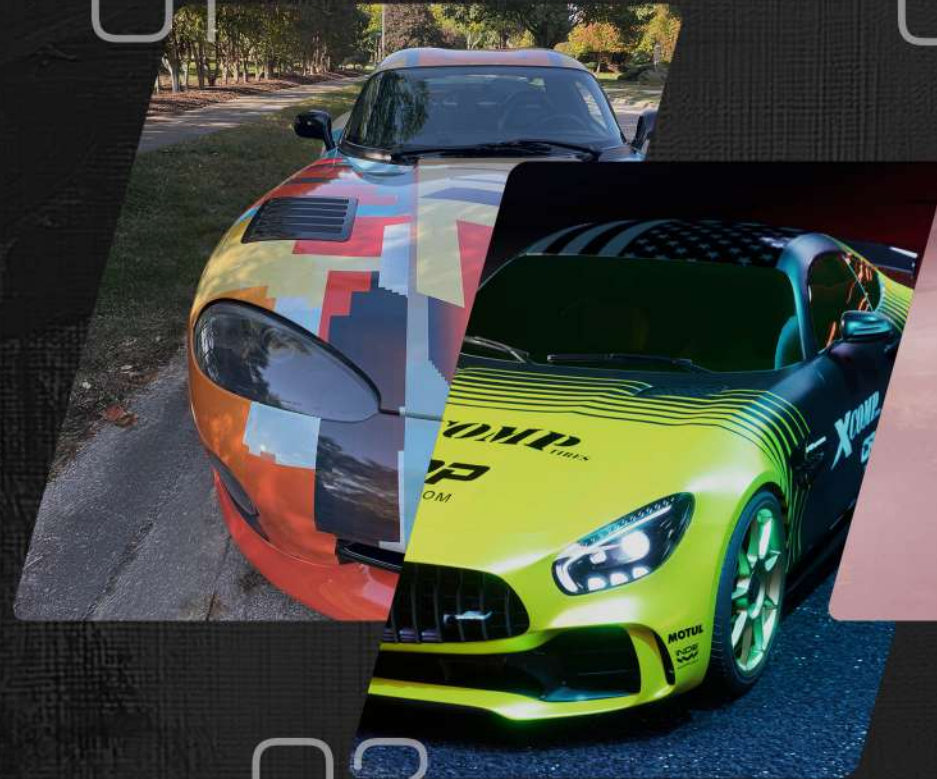




LIVERY DESIGN
FOR THE FUTURE

KEY PROJECTS

01



03



05



02

04

06

A blue and white Ford Viper sports car is parked on a city street. The car is viewed through a window with a grid pattern, which creates a distorted, pixelated effect over the image. The car is blue with white racing stripes. The background shows a brick building and a black metal fence.

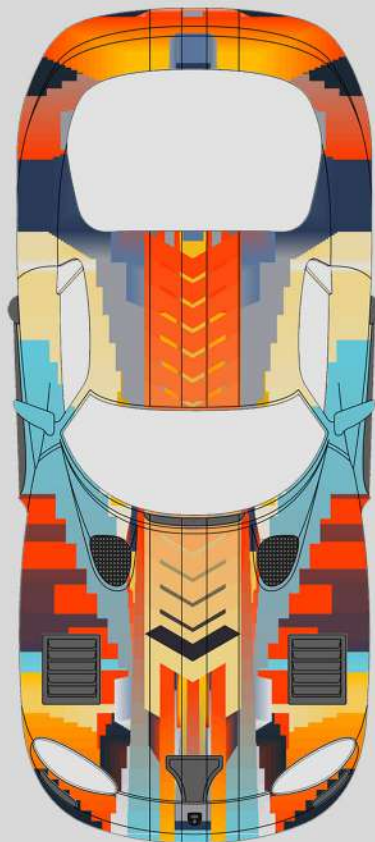
01 NO PATTERN VIPER

PHYSICAL WRAP

// GRAPHIC POSITIONING

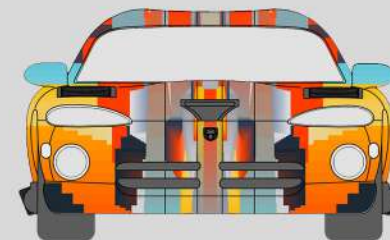


Original artwork



Top view

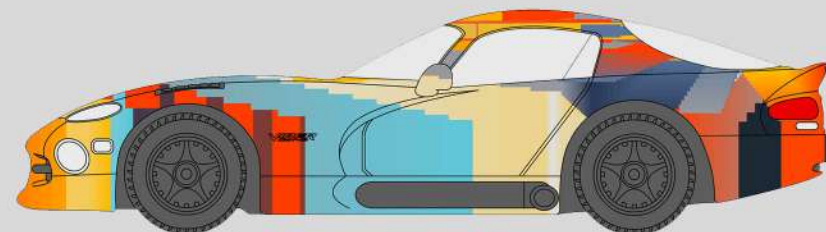
I collaborated with artist No Pattern to visualize his original artwork on the Dodge Viper for a special NFT edition. My role focused on translating his 2D art into automotive surfaces, starting with quick mockups to explore how the design would interact with the vehicle's form.



Front view



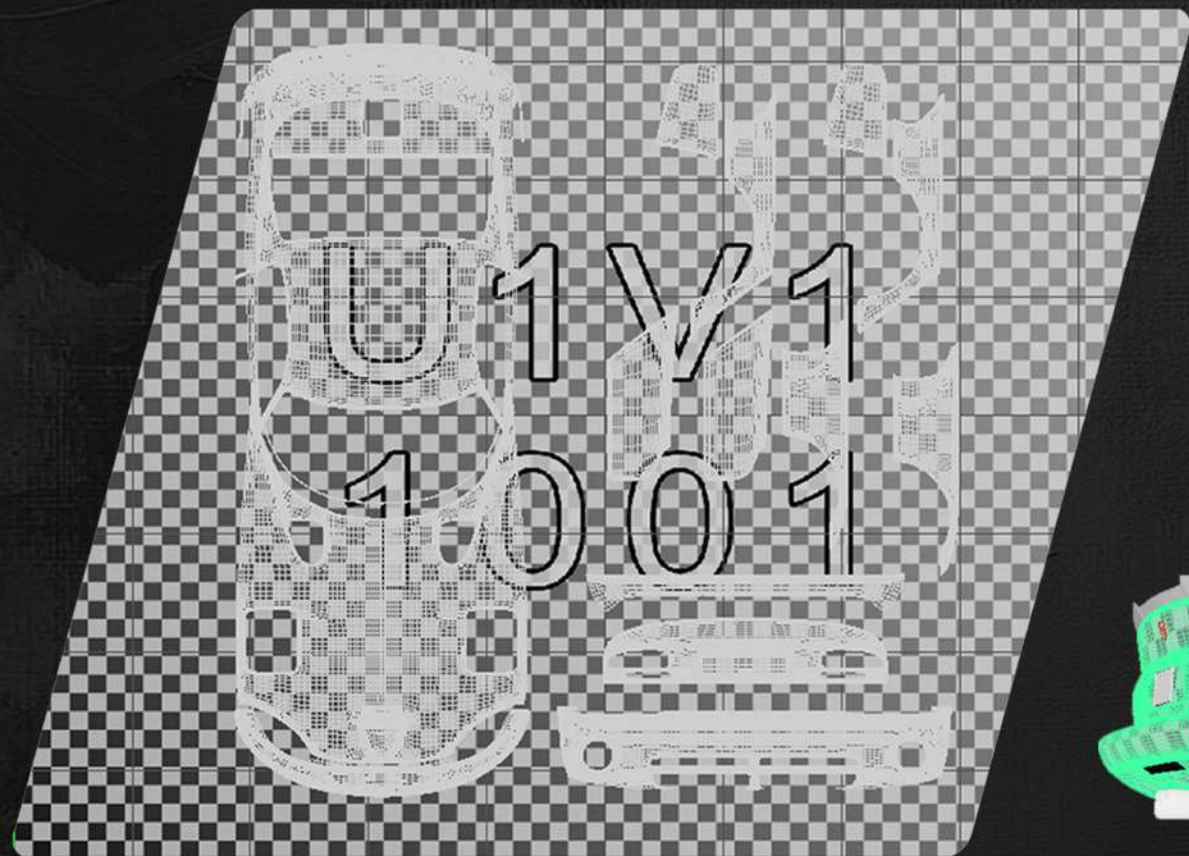
Back view



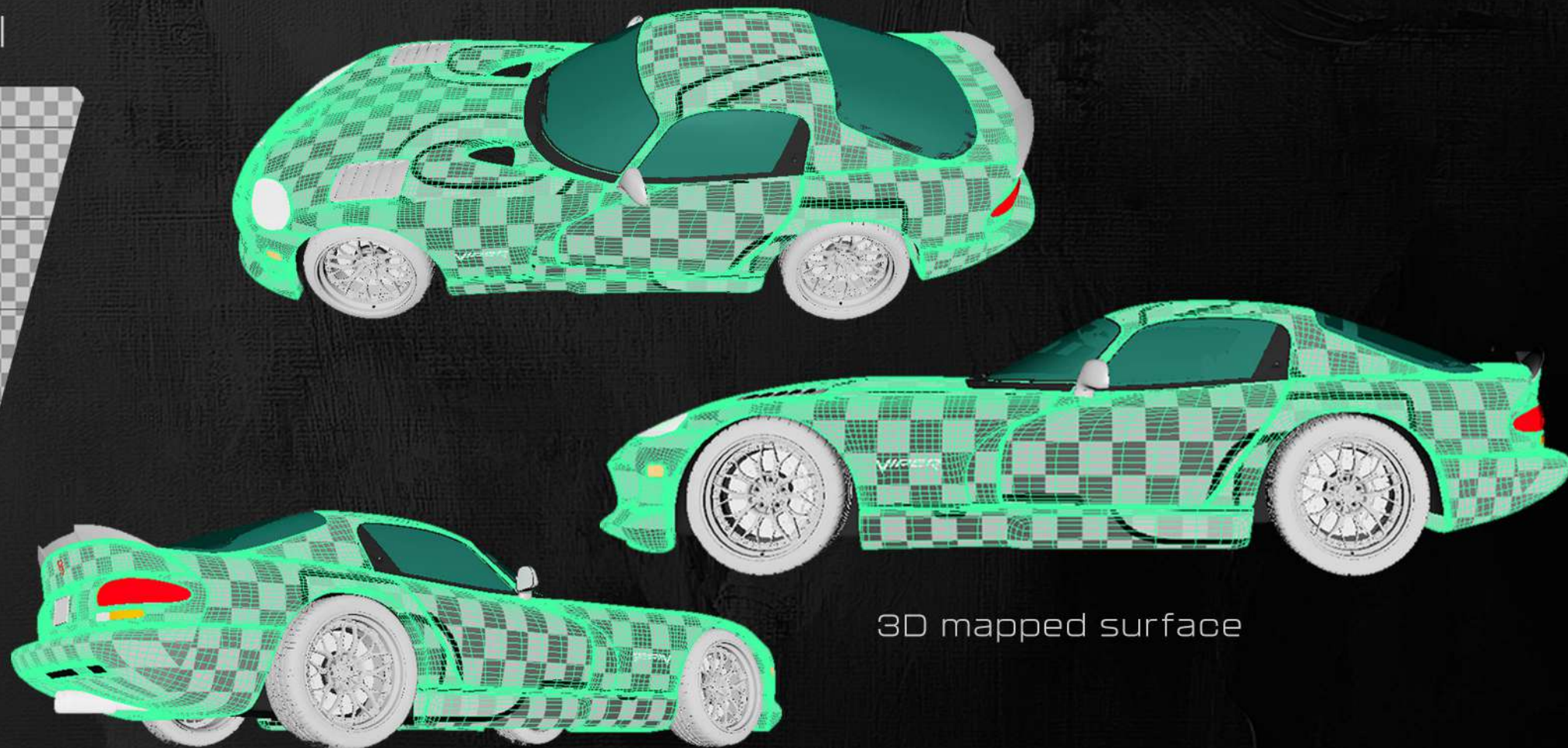
Side view

// 3D ASSET PREP

UV Mapping a 3D model



Unwrapped UVs



3D mapped surface

// 3D TEXTURING

Texture mockup



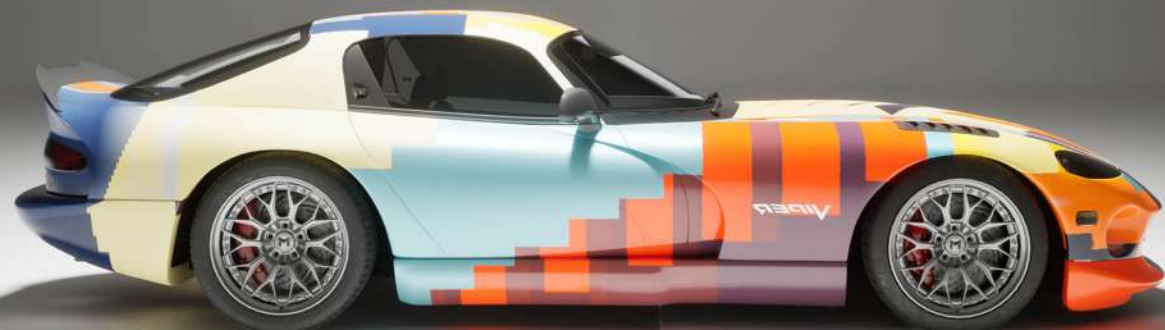
UV map preview



Visualizing textures using substance painter



// TEXTURE REFINEMENTS



Made fixes to the seams and breakup during texturing process

// FINAL RENDERS



// A DAY WITH VIPER



// OUT IN THE WILD





XCOMP
TYRES

CRP

SHABZ 77

02

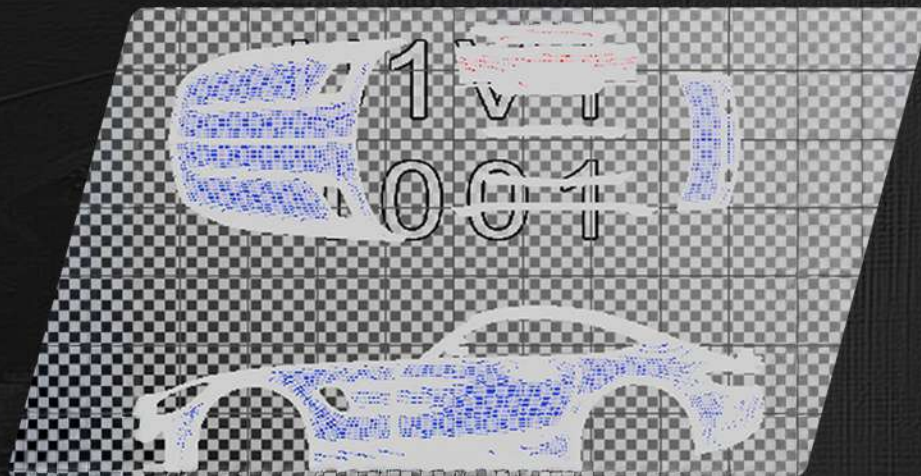
WICKED

AMG GT

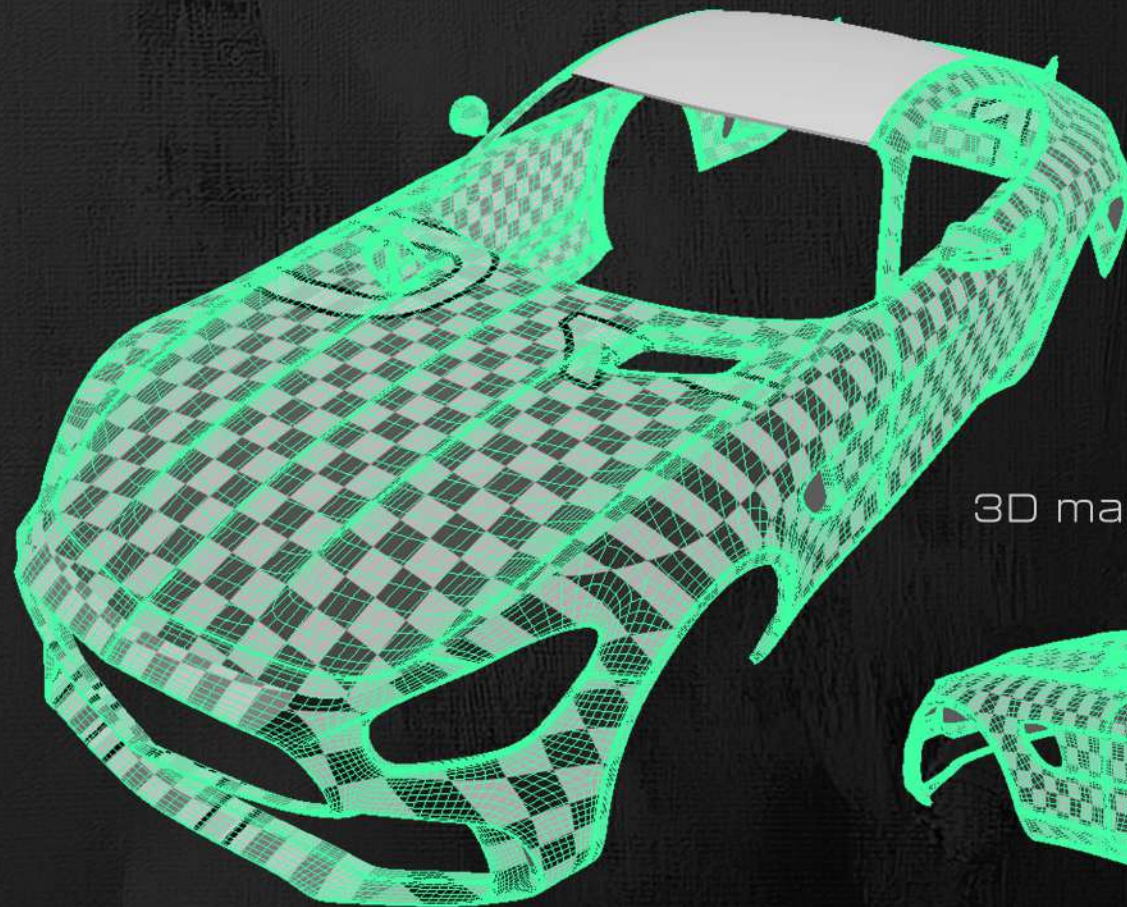
DIGITAL STUDY

// UV MAPPING AND TEXTURING

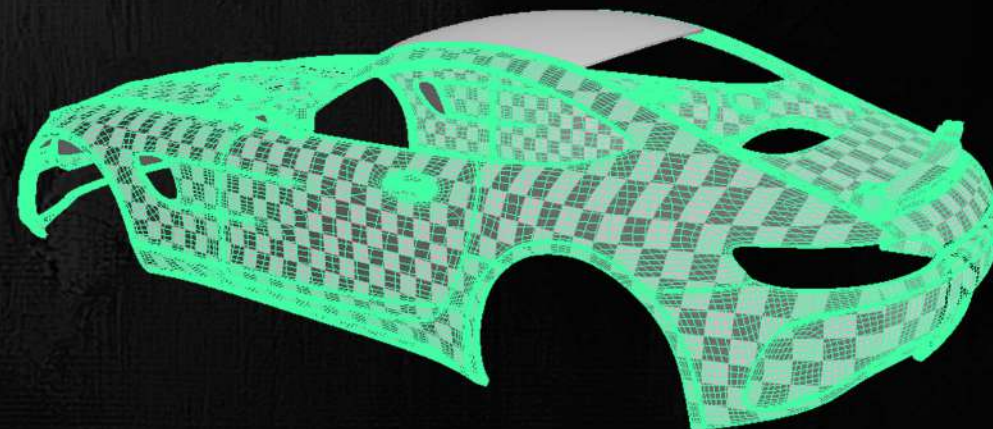
Unwrapped UVs



Texture Preview

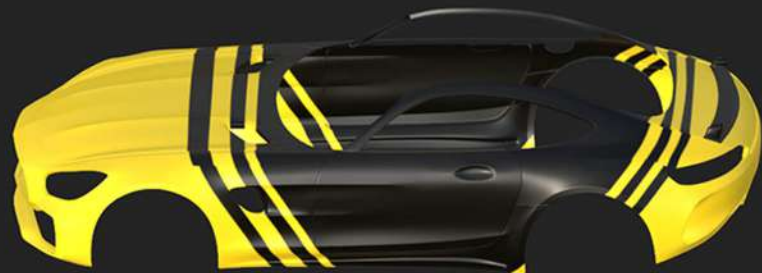


3D mapped surface



// GRAPHIC EXPLORATION

Early stage design exploration in substance painter



Design Refinements







03

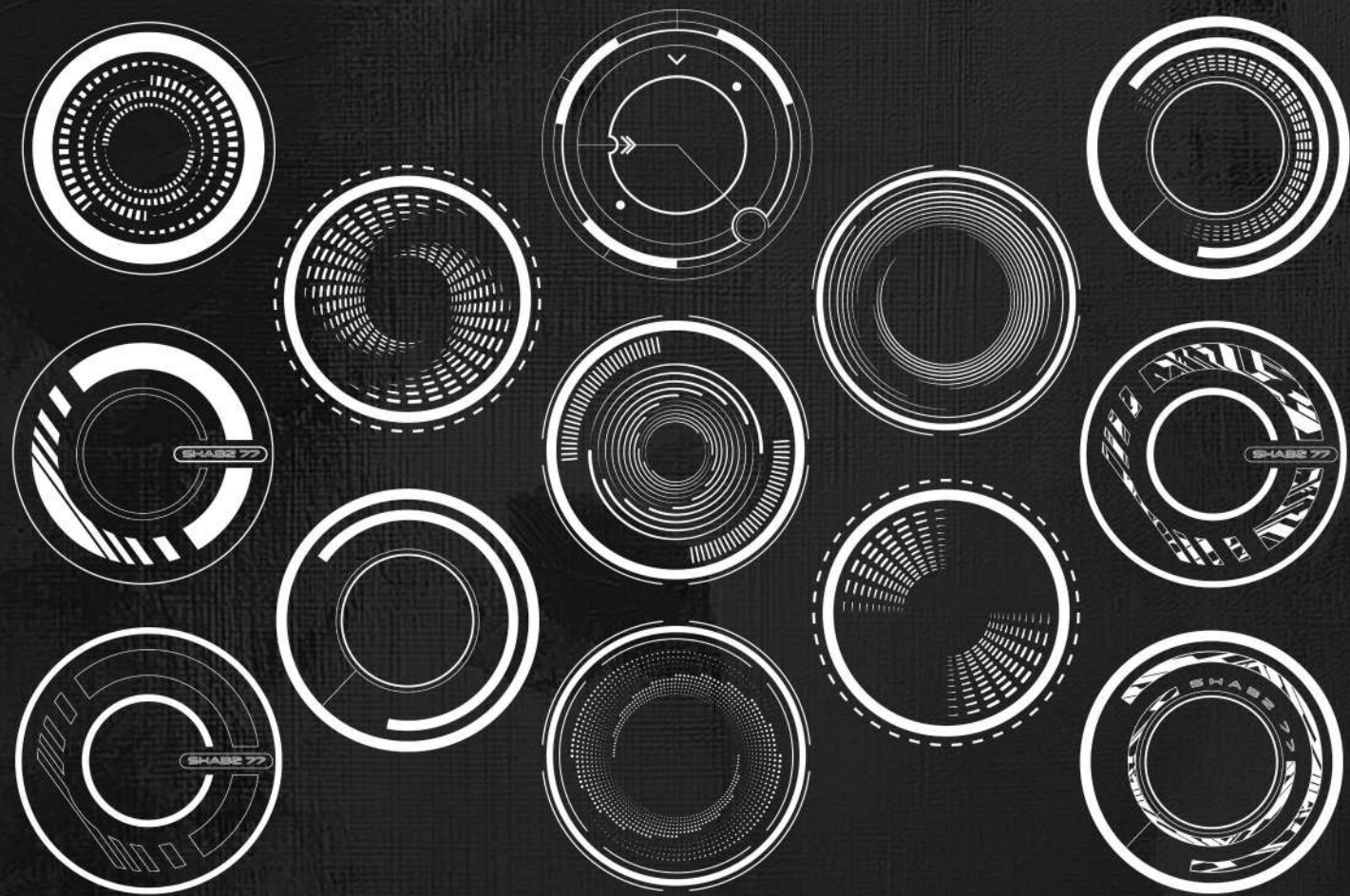
INSIDE THE

WORKFLOW



DIGITAL STUDY

// AERODISC LIVERY EXPLORATION



Vector artwork created in illustrator



UV mapped + rendering in keyshot

// LOTUS X JPS: POWER IN SILENCE

DESIGN PROCESS

01: solid fill



02: artistic overlay



03: vector artwork created in illustrator



04: Final touches with logo



// PORSCHE X ABUSHI: CHASING THE HORIZON

DESIGN PROCESS



// PORSCHE X MARTINI: SPIRIT IN MOTION

DESIGN PROCESS



01: graphic pattern



02: painted artwork



03: 2nd color painted artwork



04: Final touches with logo



// NISSIAN X SONY: DRIVEN BY PLAY

DESIGN PROCESS



04

PORSCHE 997

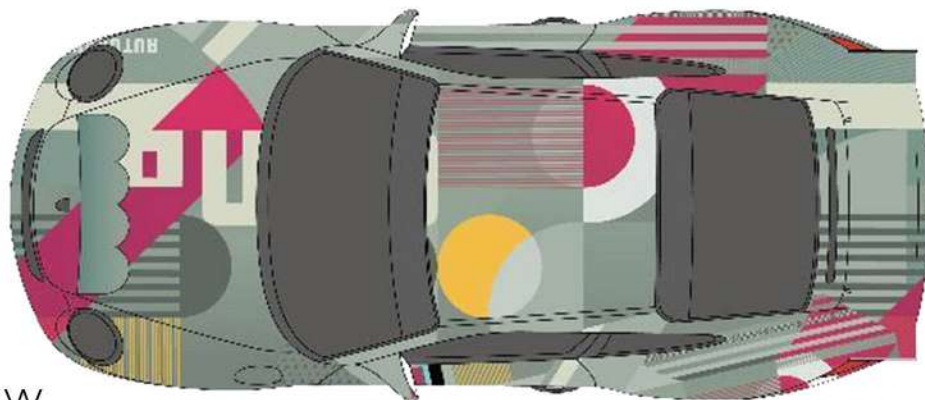


BRAID PHYSICAL WRAP

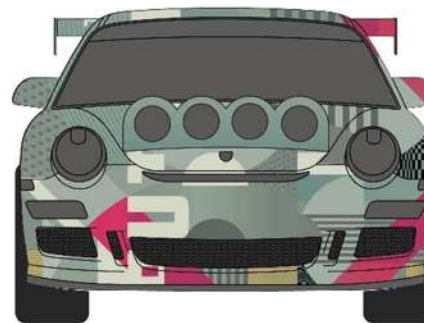
// GRAPHIC POSITIONING



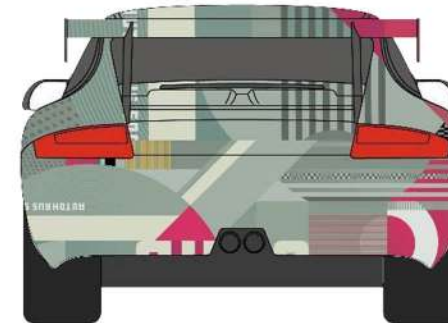
ORIGINAL ARTWORK



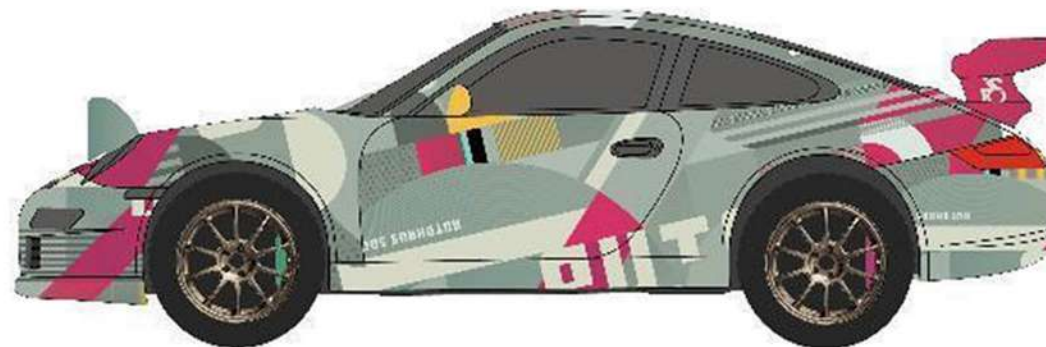
Top View



Front View



Back View



Side View

// TEXTURE REFINEMENTS



// OUT IN THE WILD



05

MARV GTS



PHYSICAL WRAP

// GRAPHIC READJUSTMENT

A fast paced 2-day project for a client's widebody BMW E36T. We explored over 100 AI generated concepts and quickly created print-ready files for the car's debut at SEMA



Final AI design selected



Original Image



Overlaid graphics

// AI EXPLORATION V1



Key Livery Prompt: Pure geometry graphics in red and black color

// AI EXPLORATION V2



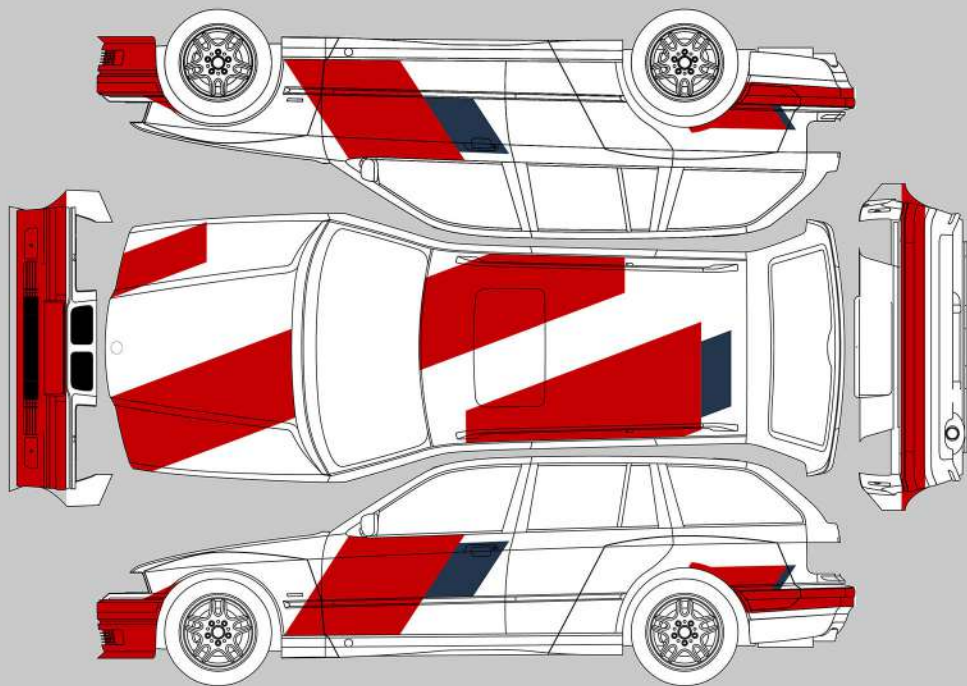
Key Livery Prompt: Pure geometry graphics in blue and yellow color

// AI EXPLORATION V3

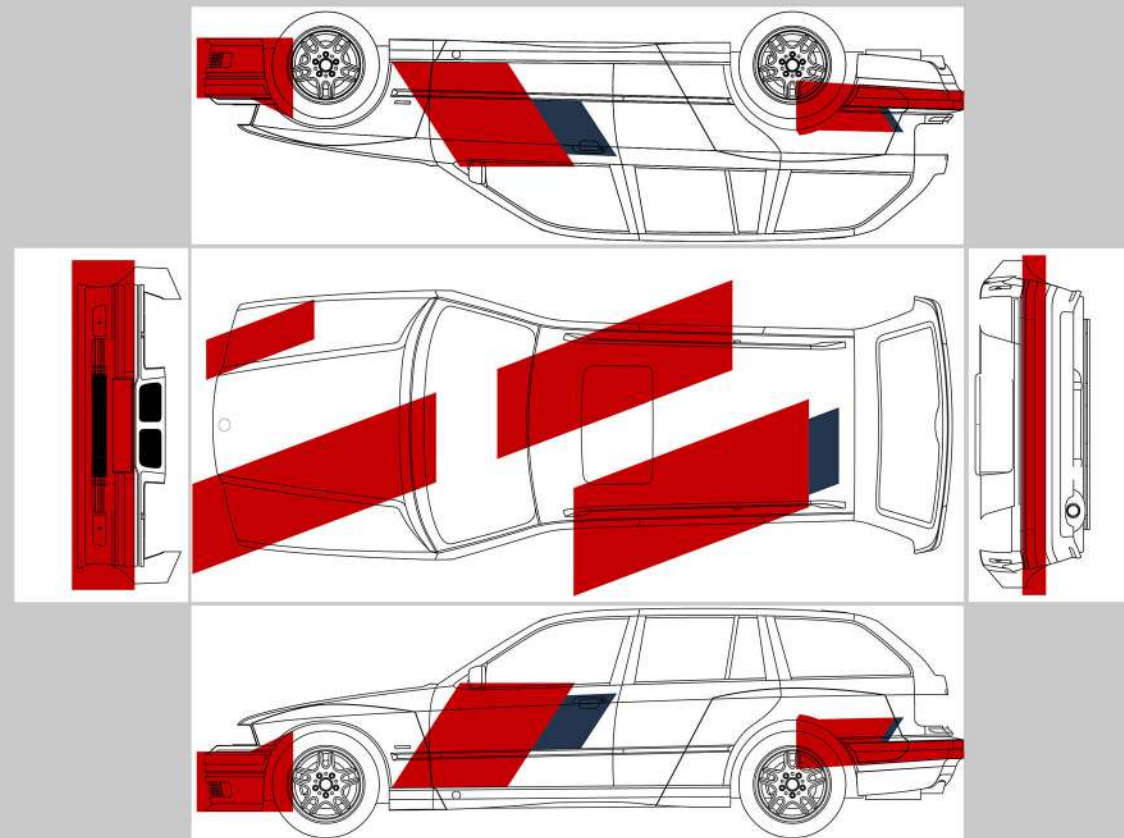


Key Livery Prompt: Pure geometry graphics in white and red color

// PRINT READY PACKAGE



Wrap Cut Layout



Print Ready Layout

// OUT IN THE WILD



06

LIVERY LAB



DIGITAL STUDY

// FERRARI X CREATIVE BESPOKE: HERITAGE IN MOTION



// RIMAC X GOOGLE: WIRED FOR WONDER



V1

V2



// MCLAREN X GULF: PRECISION MEETS PLAY



V1

V2

// FERRARI X INTEL: CODE MEETS CURVE

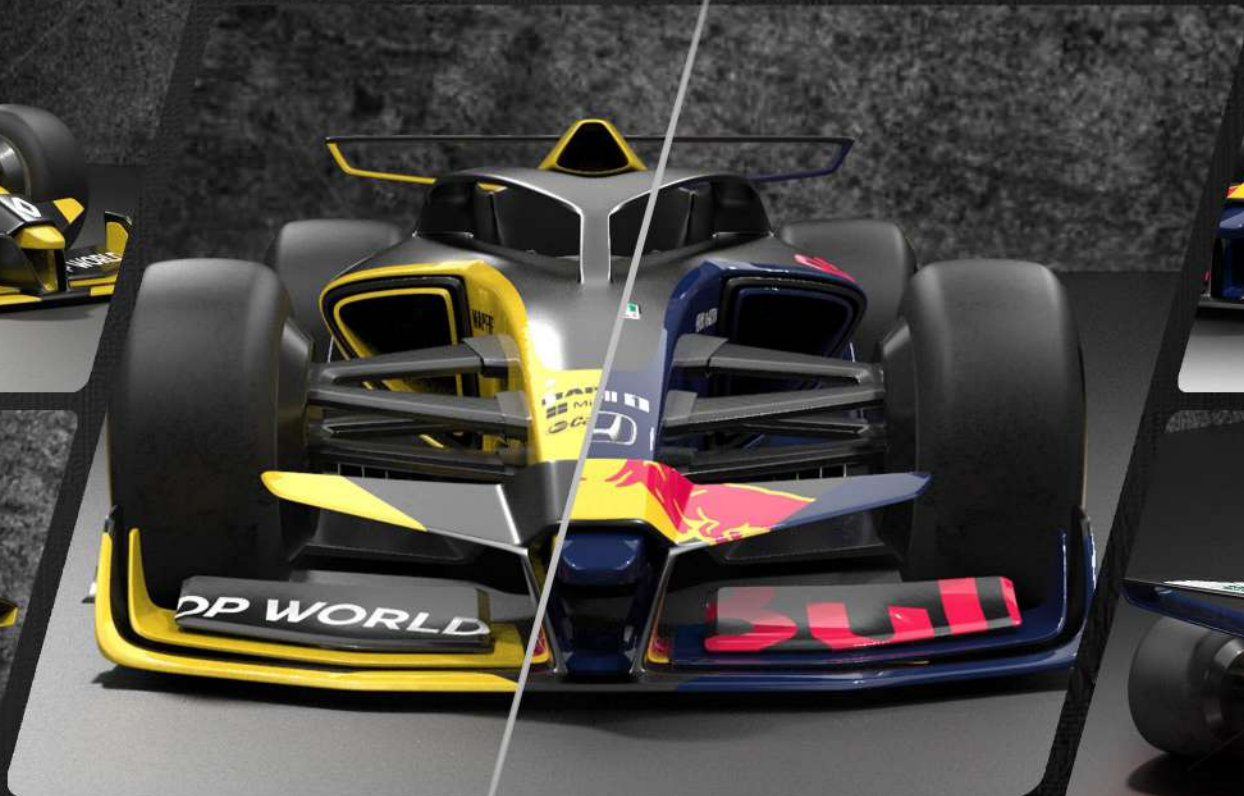


V1

V2



// FORMULA 1: ENGINEERED IDENTITY



V1

V2



THANK YOU



@SHABZ77