

SELECTED WORK · 2018 - 2026

袁显君 EMERSON XYUAN

3D Generalist · UE5 Real-Time · Product & Concept Visualization

三维设计师 · UE5 实时渲染 · 产品与概念设计可视化





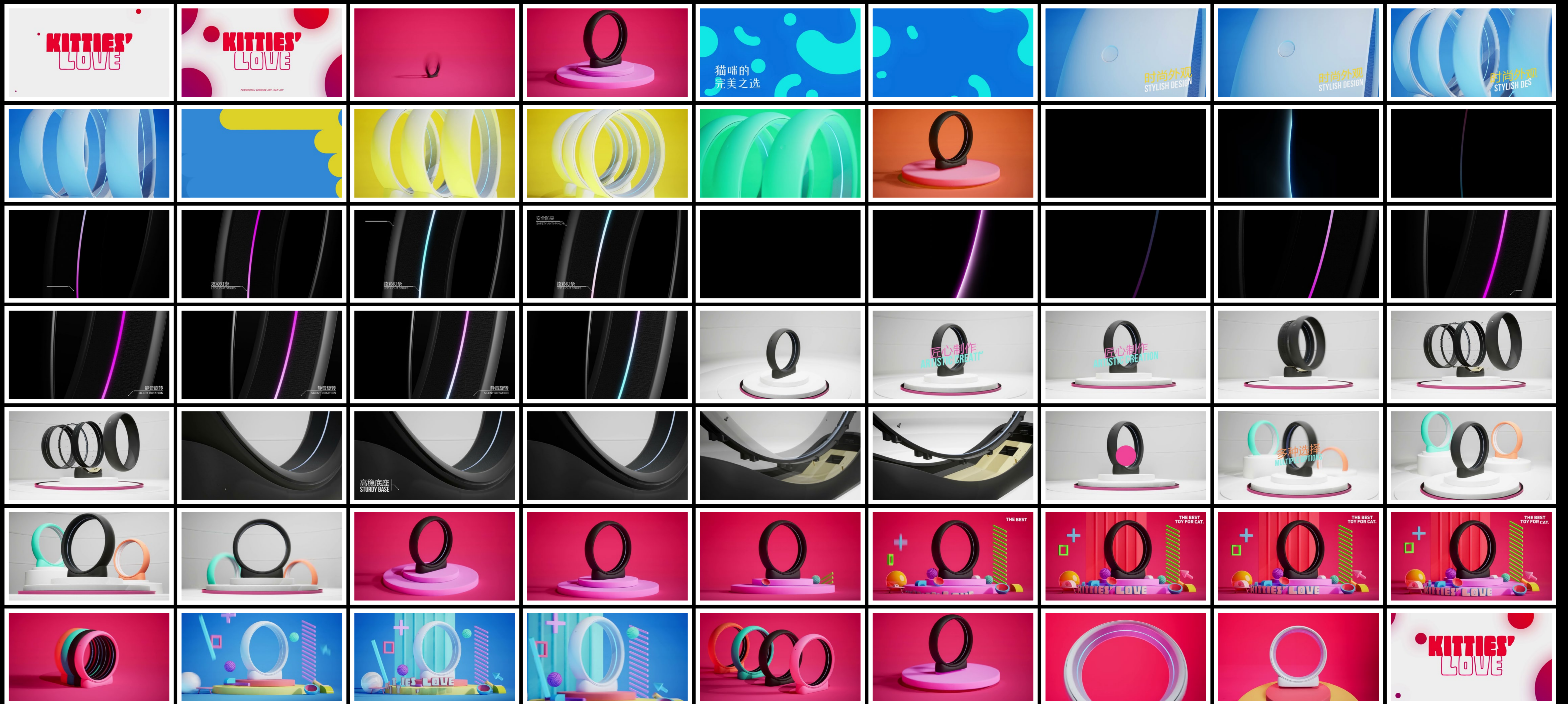
Catwheel — 《Kitties' Love》

UE5 real-time product film · key visual

Key visual, look-development, lighting, real-time render & compositing — solo

2023 · 吉青汽车设计 / JC SHOP · UNREAL ENGINE 5

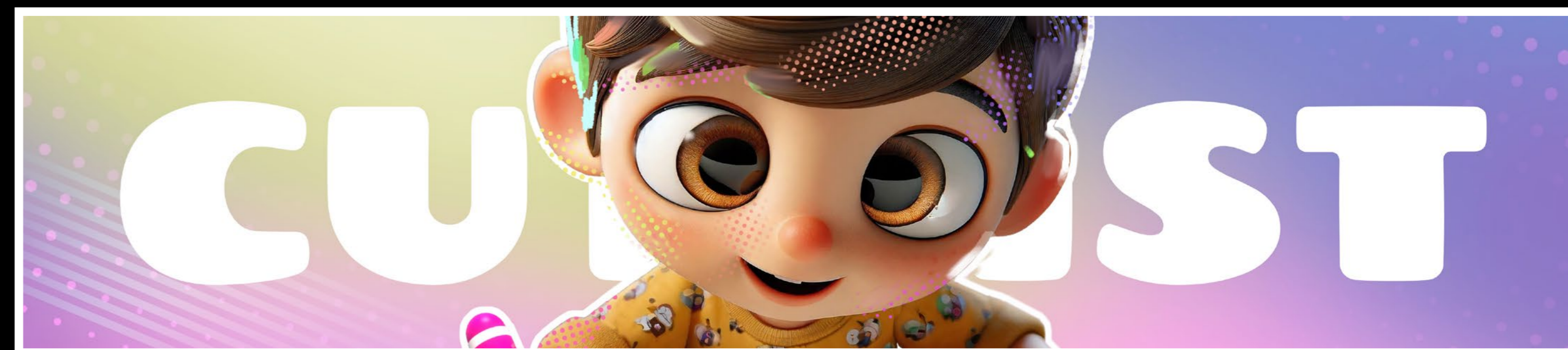




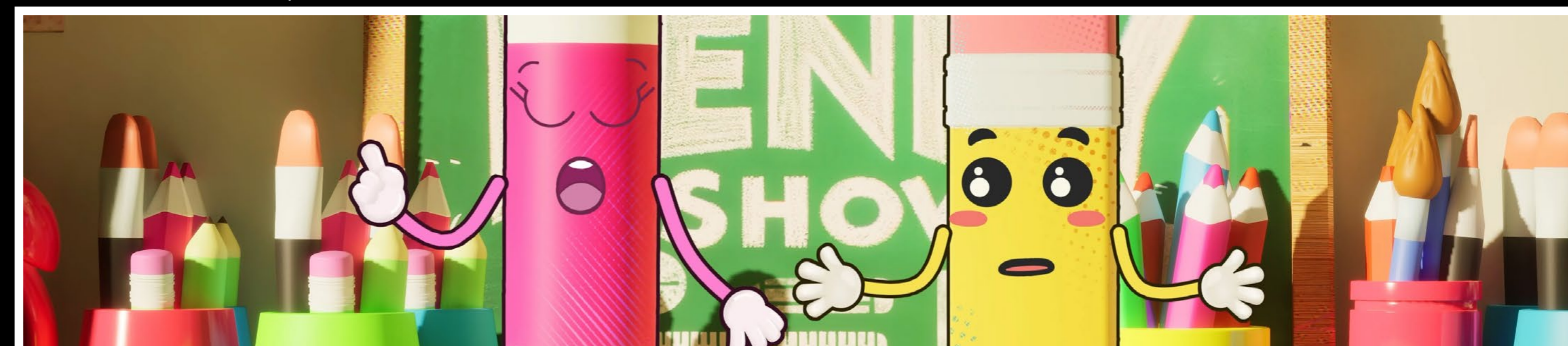
Catwheel — Real-Time Motion Key-Frames

1-SECOND SEQUENCE RENDERED IN ENGINE

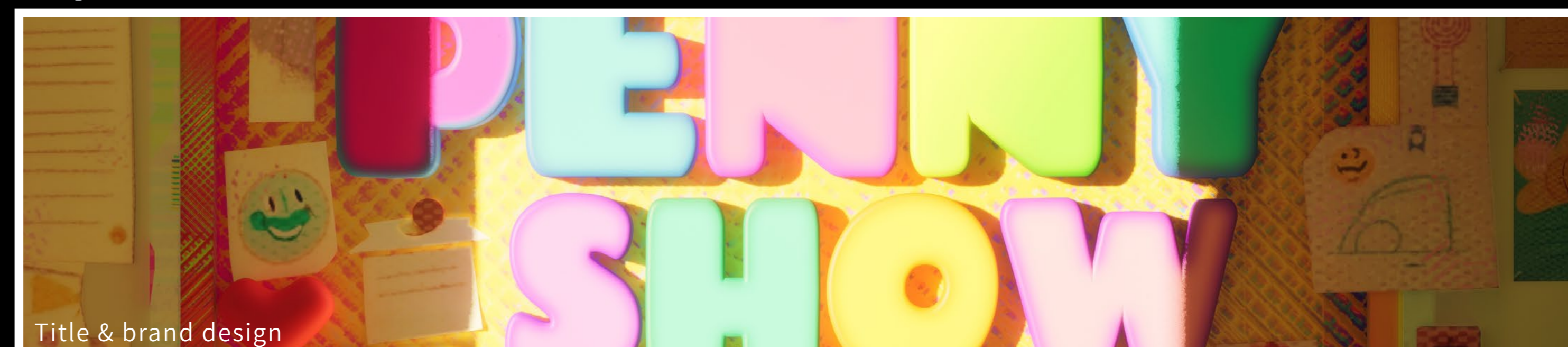
2023 · JC SHOP · UNREAL ENGINE 5



Character — AI base pass → hand linework, halftone & color 「角色: AI 基础稿 → 本人勾线、半调网点与上色」



Original characters, modeled & lit



Title & brand design

《铅笔潘妮 · The Penny Show》— Ep.01

Original kids' animation IP · Director

Written, designed, modeled, lit, animated & rendered — solo (Blender + UE5).

41,000 organic views in the first month, zero ad spend.

— AI directed as a production tool under full art direction: a character base pass and select 2D elements (window backdrop, in-world children's drawings) began as AI generations, then were redrawn, restyled, recolored & composited by hand to final. Nothing shipped straight from AI.

「AI 作为受艺术指导的生产工具: 角色基础稿与部分二维元素(窗外背景、画面内儿童画)由 AI 生成, 再经本人重绘、重塑风格、调色并手工合成至最终; 无任何元素直接采用 AI 输出。」

腾讯视频 VIP

修罗武神

善良的蜜蜂 著

众生视我为修罗

我以修罗成武神



腾讯视频 不负好时光

极光TV 不负好时光

出品方

企鹅影视

中文在线

承制

原力

原著方

17K 小说网

《修罗武神》Key Visual

Tencent Video · dir. 刘阔 · Original Force

Final-image art direction — composition, color grade, lighting integration, graphic design, typography & layout.

2021 · 腾讯视频 / 原力动画

— Environment matte base by a studio colleague; I led the final composite & grade.

「场景 matte 底图由工作室同事完成;最终合成与调色由本人主导。」



《修罗武神》 Environment Concept

「万骨坟冢」— Valley of Ten Thousand Bones

Environment concept design and final production art

2021 · DIR. 刘阔 · 原力动画 ORIGINAL FORCE

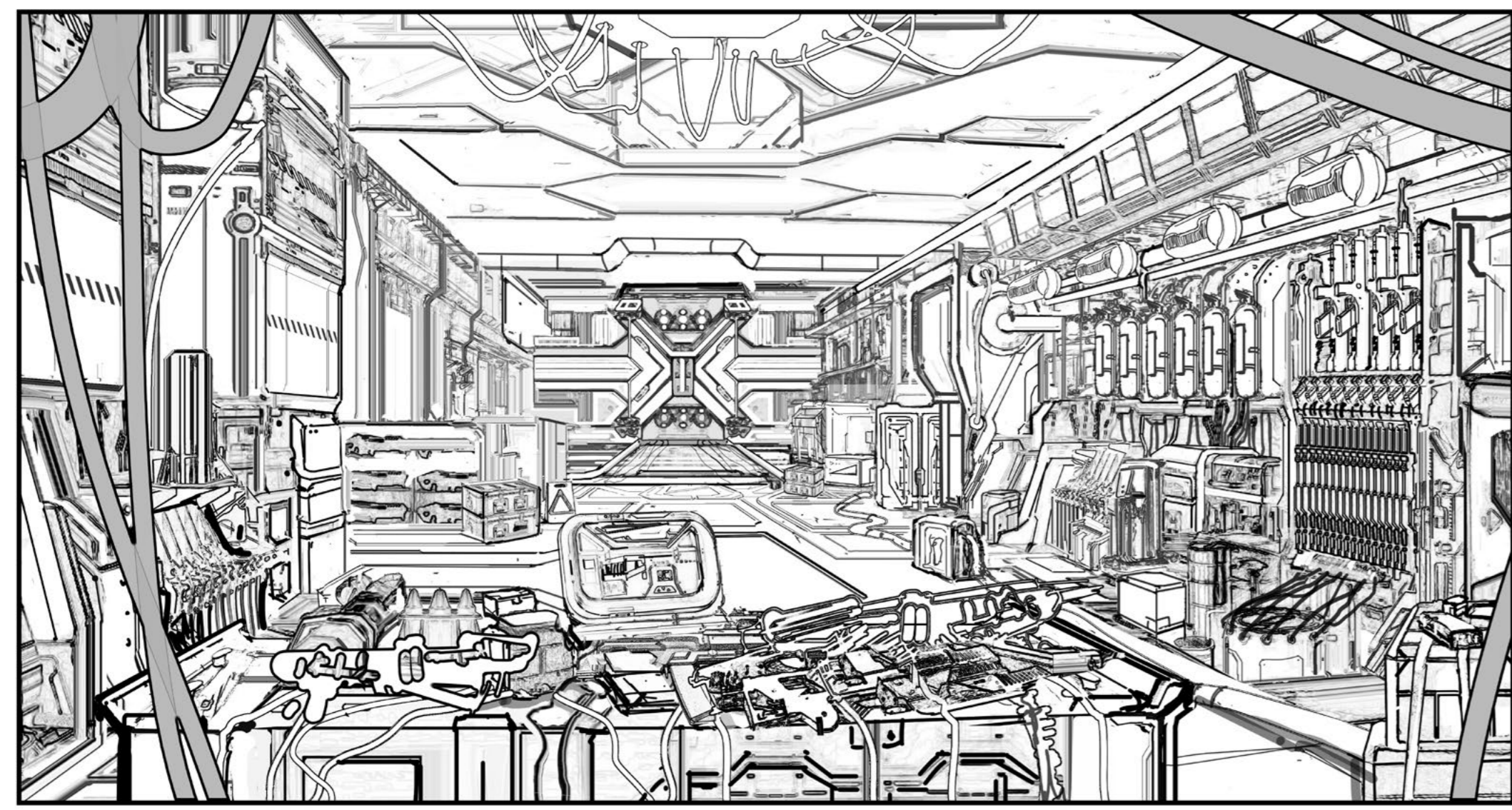


Floating City — Environment Concept

写实动漫场景概念 — realistic-animation scene

Environment concept & matte.

2018-2019 · 山水原创动漫 SHANSHUIANIMATION

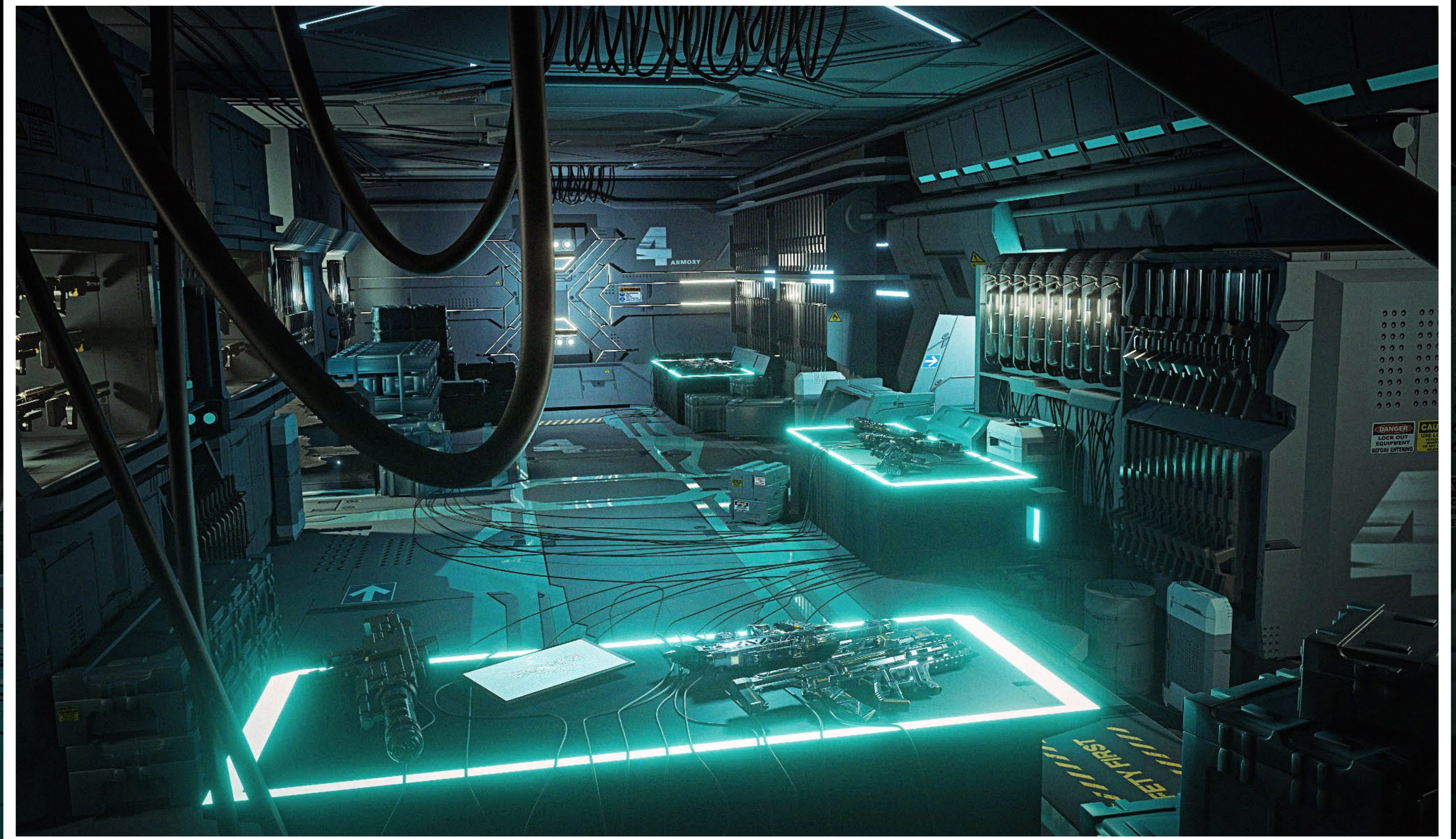


Armory — Environment Design

Sketch — Final

2018 · ART TEST FOR TENCENT / TIMI STUDIOS (CALL OF DUTY MOBILE)

— *Concept sketch developed through to final render.
Hero weapon model provided by the studio.*





Gainward RTX — Product Visualization

commercial product render

Modeling, lighting, look-development & render.

~2020 · COMMERCIAL COMMISSION



Esperado Speeder — Desert Hero

sci-fi vehicle concept & 3D

Concept, model, lighting & render.

2020 · PERSONAL

T H A N K Y O U

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Every piece is presented with its real production method — final output hand-authored and fully disclosable.