

Chi Bao Le – 3D Generalist Artist

Project: Furniture & Studio
Visualization

Role: 3D Artist – Modeling, Texturing,
Lighting

Overview: A photorealistic studio
living room scene showcasing clean
topology, physically accurate
materials, and realistic lighting.
Modeled, textured, and rendered in
Blender.

Technical Overview: (Applies to All
Assets)

- Optimized topology and UVs
- PBR maps (Base Color |
Roughness | Metallic |
Normal | AO)
- Rendered in Blender Cycles
with HDRI + Manual Lighting

More Works:

baoledesigns.github.io/portfolio/main



Couch Asset Breakdown — Material | Modeling| Lighting Study



Beauty Render – Front View



Alternate Angle – Lighting Test



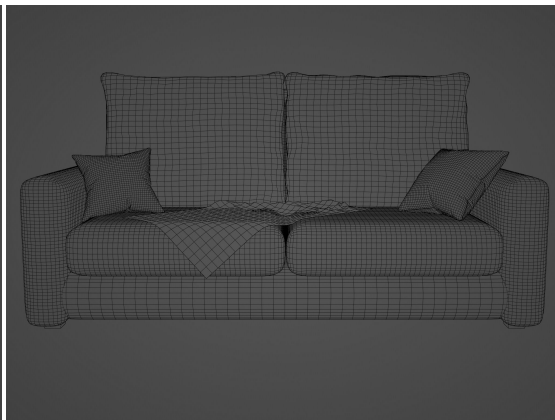
Alternate Angle – Lighting Test



Alternate Angle – Lighting Test



Solid View



Wireframe View

Coffee Table Breakdown — Material | Modeling| Lighting Study



Beauty Render – Front View



Alternate Angle – Lighting Test



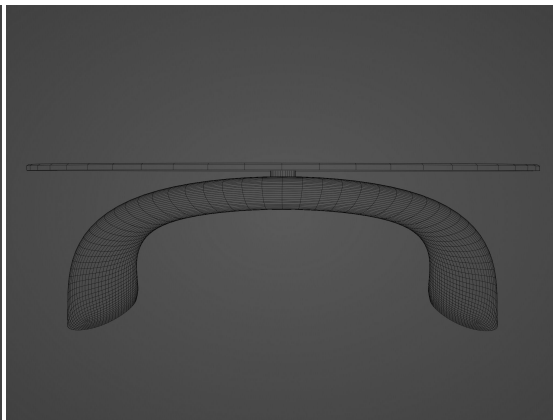
Alternate Angle – Lighting Test



Alternate Angle – Lighting Test



Solid View

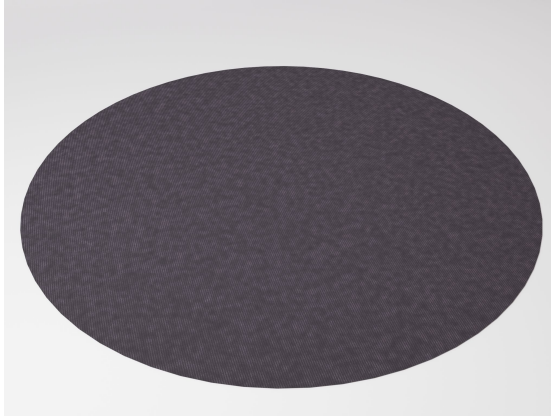


Wireframe View

Misc Prop Breakdown — Material | Modeling| Lighting Study



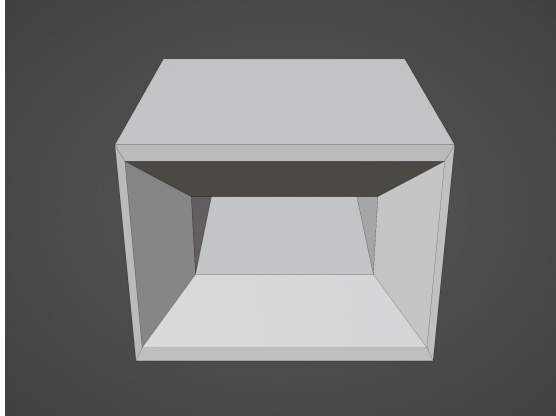
Beauty Render - Side Table



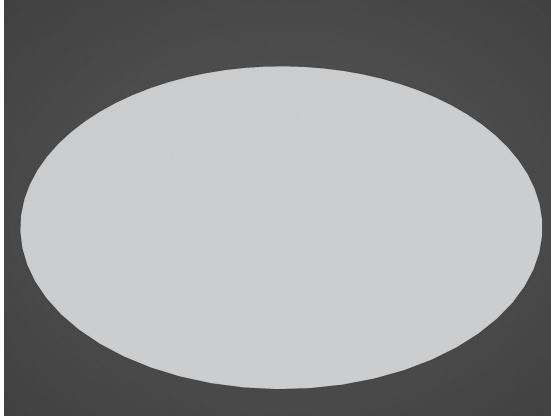
Beauty Render - Rug



Beauty Render - Lamp



Wireframe + Solid View



Wireframe + Solid View



Wireframe + Solid View