

# **Benneji Slim**

## **3D Artist - Product Designer**

As a passionate 3D Artist with over 10 years of experience, I bring visuals to life across various media – film, games, and advertising. My expertise lies in creating captivating 3D models and animation, adding depth with texturing and visual effects. Beyond 3D, I bridge the gap into interactive design using Figma for mockups and Webflow to build responsive web experiences. Always learning, I'm skilled in app icon and menu screen design, ensuring your brand shines.

### **Contact informations**

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## Duplex Modeling and Texturing (Client Project)

Leveraging AutoCAD files as a foundation, I meticulously modeled the duplex in Autodesk Maya, ensuring an accurate and detailed representation. To breathe life into the models, I utilized Substance Painter and Maya's texturing capabilities, crafting realistic and visually stunning textures. Finally, I employed Vray 5 for next-level rendering, producing high-fidelity images that effectively showcased the project's design intent.

### Key Achievements:

**Accurate Modeling:** Faithfully translated the client's AutoCAD plans into precise 3D models.

**Rich Textures:** Created high-resolution textures that added depth and realism to the models.

**Vray Rendering Expertise:** Delivered exceptional-quality renderings that effectively communicated the project's final look and feel.





## Living Room & Kitchen Visualization (Client Project)

They had this vision for their living room and kitchen, and I turned it into a super realistic 3D experience. I used Maya to model everything perfectly, down to the tiniest detail. Then, to make it look amazing, I used Substance Painter and Maya's texturing tools to create these crazy realistic textures for all the walls, furniture, everything! The final touch was rendering it all in Vray 5, which basically makes it look like a photo. The client was floored! They couldn't believe how good it looked.





## Cosmetics Product Design For Brasileia

This project was all about bringing a client's vision to life: the stunning "Brazilia" cosmetics line. My role was to design both the product itself and the packaging, creating a cohesive and visually captivating experience.

For the product models, I utilized Maya to meticulously sculpt each item, ensuring every curve and detail perfectly captured the desired aesthetic. Then, I jumped into Substance Painter to create rich and luxurious textures that would entice potential customers. Imagine dazzling metallic finishes or pearlescent effects – textures that would truly elevate the brand's image. Finally, I used Vray for the rendering, generating hyper-realistic images that showcased the product in all its glory.



## Characters and Props for the Mobile Metaverse (Studio Gameplay Galaxy)

I worked on this project for Studio Gameplay Galaxy, creating all sorts of cool stuff for their mobile metaverse game. We're talking characters, props, the whole shebang! I used a bunch of different software to make it happen, like Maya and Blender for modeling, Substance Painter and 3D Coat for textures, even some animation in Maya. Then, to make sure everything looked awesome in the game, I used Marmoset for those super realistic previews. Finally, I put it all together in Unity 3D, which is what makes the game run on your phone. The key was making everything look great but also run smoothly on mobile devices.





## Creating a Hyper-Detailed Game Boy Model

This project was all about creating a showstopper for a client! They needed a hyper-detailed Game Boy model to use in their marketing campaign, something that would really grab attention. So, I got to work using Maya to meticulously model the Game Boy, capturing every button. To make it truly pop, I utilized Substance Painter to create incredibly realistic textures. We're talking worn buttons, subtle scratches, that perfect hint of plastic sheen – everything to make it look like you could pick it up and play! The final touch? Marmoset with its RTX technology. This powerhouse render allowed me to create a hyper-realistic image.





**Key Achievements:**

Optimized Workflows: Established a streamlined pipeline that ensured efficient character and prop creation while maintaining high quality.

Mobile-Friendly Assets: Created low-polygon models with detailed textures, specifically optimized for smooth performance on mobile devices.

Engaging Visuals: Achieved visually stunning characters and props that contribute to an immersive mobile metaverse experience.







## Tim Burton Inspired Character Creation For Client Project

They wanted some cool characters, kind of like the ones Tim Burton creates, you know, all quirky and unique with that dark but fun vibe? So I used Zbrush and Maya to model them, making sure the proportions and details were spot on. Then, to really bring them to life, I textured them in Substance painter and 3D caot to give them that signature Tim Burton look with the perfect colors and textures. The final step was rigging them, which basically means making them ready to move around and animate. The client loved them! They were exactly what they were looking for.



## Small dagger project

So this wasn't a huge project, but it was a ton of fun! I made this stylized dagger to push myself and try some new things with modeling, colors, and textures. Think of it as a practice run to level up my skills. I used Maya to get the basic model down, then jumped between Maya and 3D Coat to hand-paint the textures. It gave me a lot more control to really get the stylized look I was going for. Finally, I threw it into Marmoset to render it all out and see it come to life. This project was all about experimenting and learning new techniques,



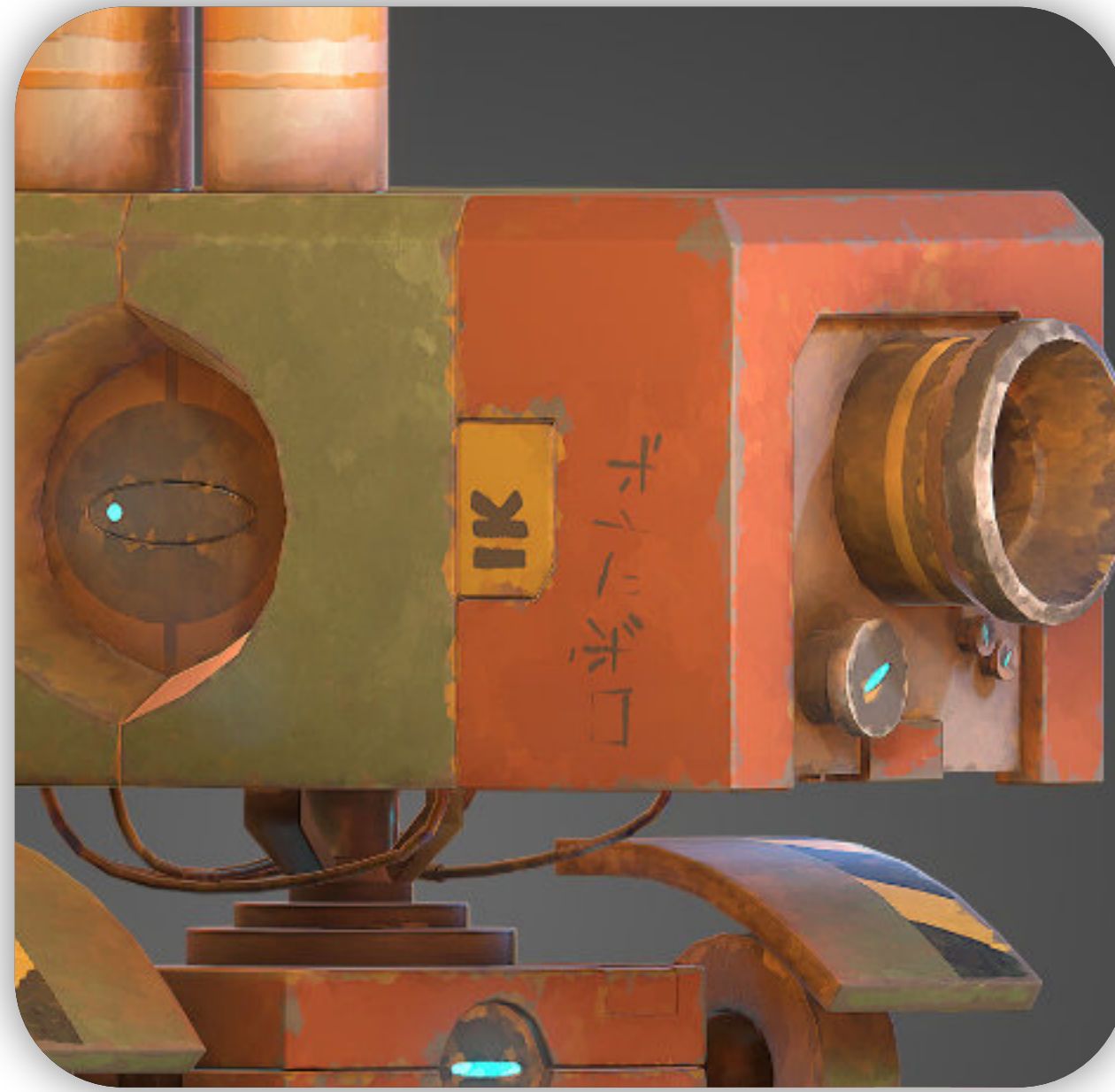
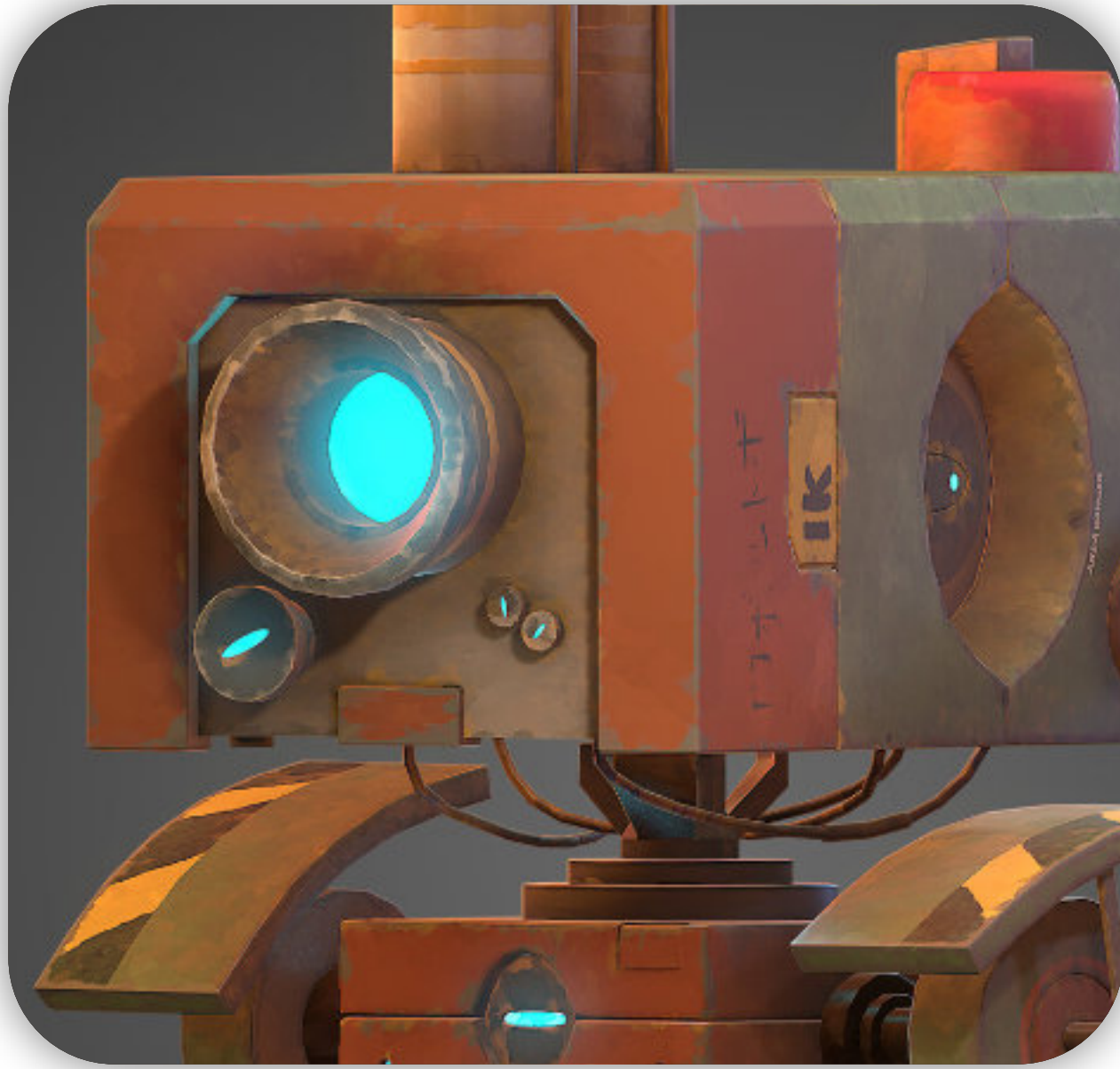


## Props For Environment

The goal of this personal project is to improve my art style especially for texturing and to achieve hand painted texture and got the 2D look .

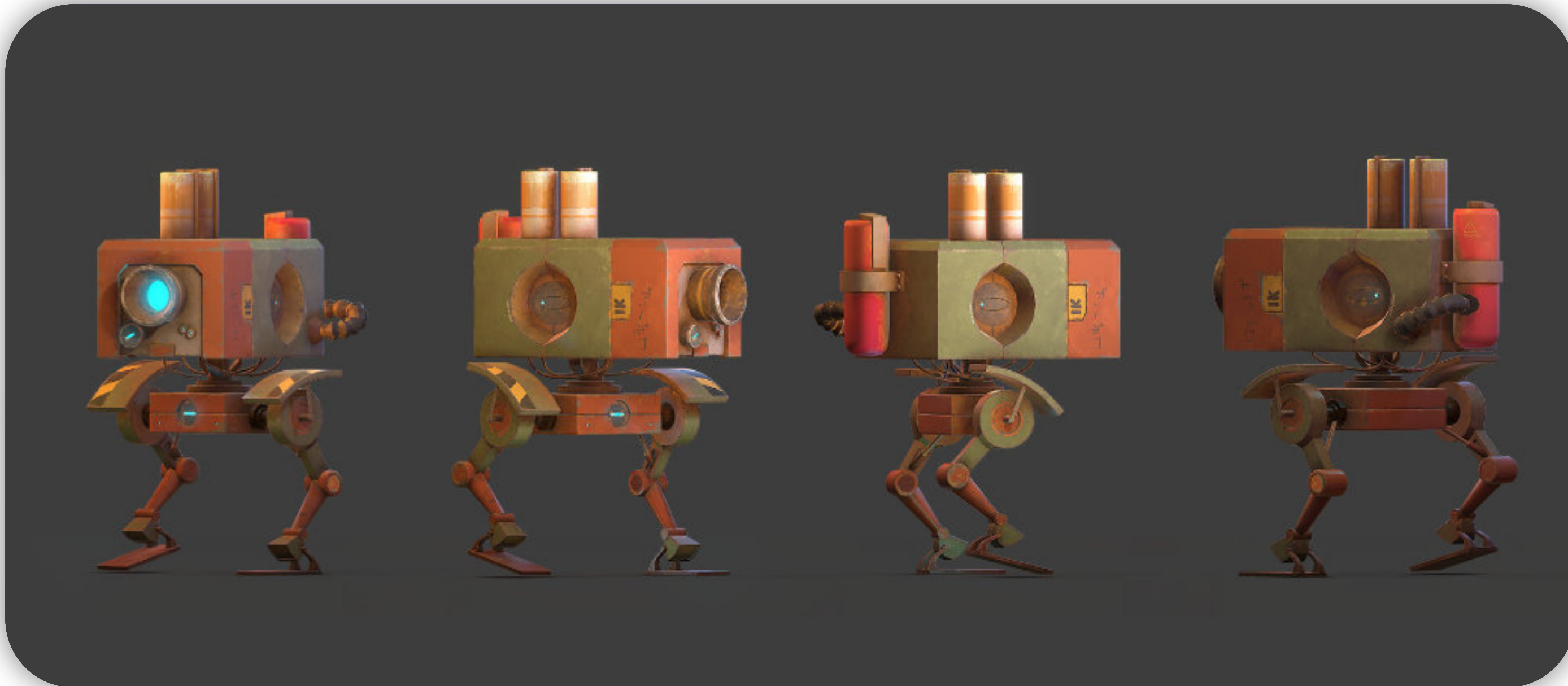
For this project i used Maya for modeling and substance painter for texturing and Unreal engine 5 for rendering ,





### Stylized robot

The goal was to experiment and learn some new techniques. I built the robot model itself in Maya, then jumped between Maya and 3D Coat to hand-paint the textures. This way, I had more control to create that cool, stylized look I was after. Lots of bright colors and smooth gradients! Finally, I popped it into Marmoset to render it all out and see my little robot come to life. This project was all about pushing myself with colors and textures, and I'm really happy with how unique



## Personal Project, A Sketchy Stylized

This project was all about taking the iconic hero of Hyrule and giving him a unique visual twist.

I started by sculpting the base model in ZBrush, capturing Link's classic proportions while adding a touch of exaggeration for that sketched look. Then, I jumped into Maya to refine the details and ensure everything flowed smoothly. The real magic came with the textures in Marmoset. I used a combination of hand-painted and procedural techniques to create a textured style that resembled a sketch come to life. The final render is this awesome mix of classic Link with a modern, stylized feel.



## A Futuristic Plane for Mobile Games

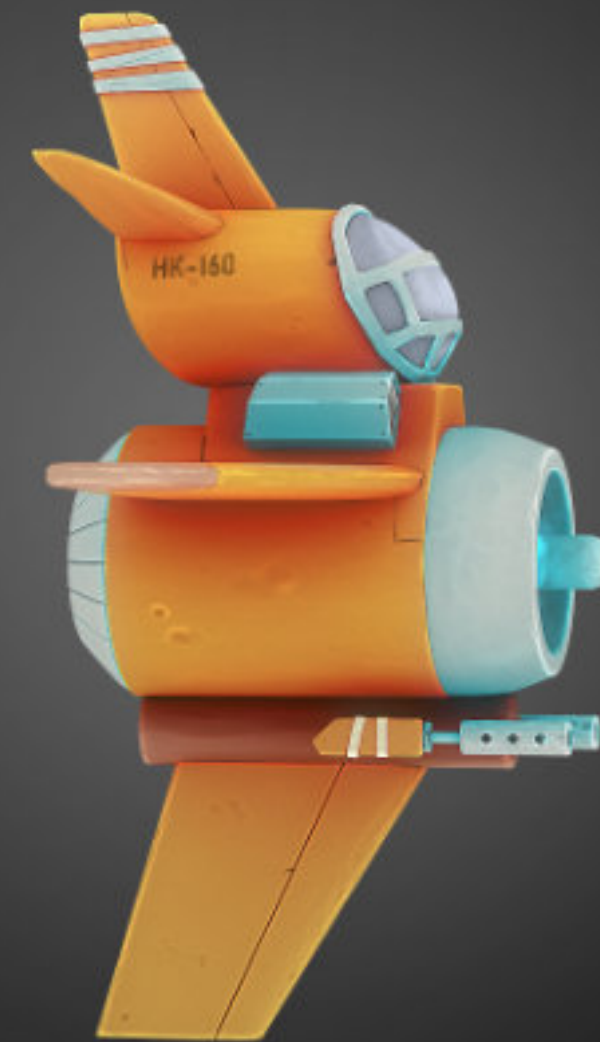
I used Maya for the core modeling. Every curve and detail was carefully crafted to achieve that perfect balance between aerodynamic and awesome. Then, I jumped into 3D Coat to add the finishing touches – the textures! This is where the plane truly took flight (pun intended). Using 3D Coat's powerful tools, I created a stylized look with bold colors, cool metallic accents, and maybe even some glowing elements for an extra futuristic punch.



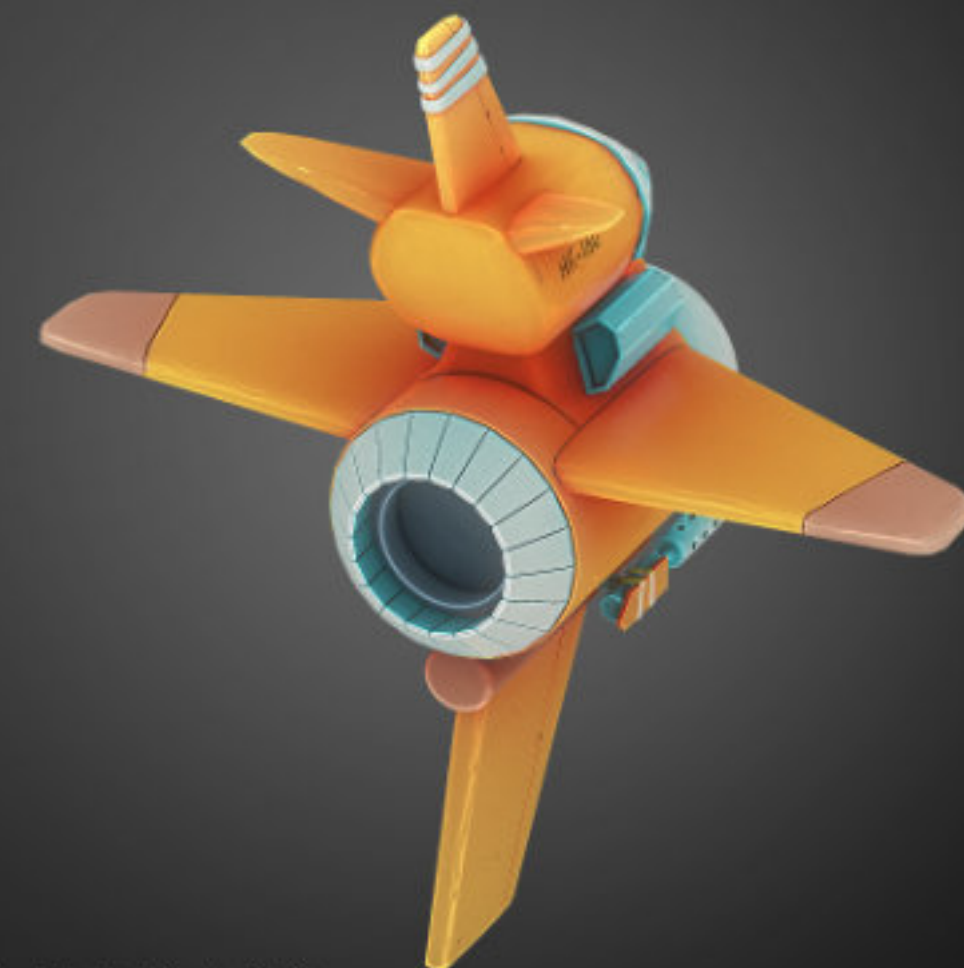
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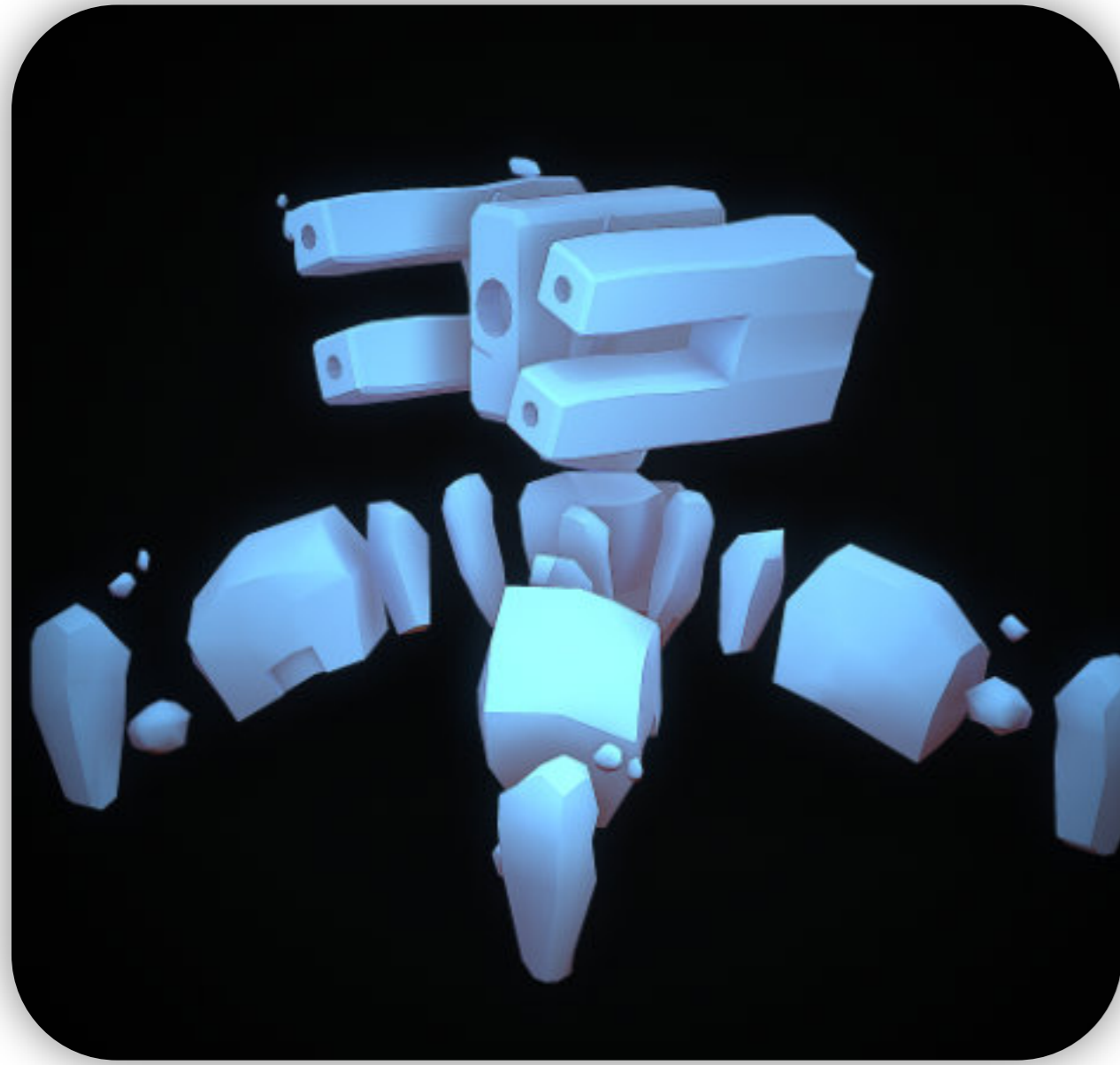
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Thank you for your time and consideration,  
I look forward to hearing from you!

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