

HILDE
HJØNNEVÅG SUNDE

3D ARTIST | PORTFOLIO

2016

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JELLYFISH

This jellyfish is a shot from a animation
I made for FTO Services.
It's created using After Effects and
real footage of a jellyfish.

ABOUT ME



▷ INTRODUCTION

I am an Norwegian born 3D artist. After completing a degree in Graphic design and 3D design & animation in Noroff Institute in Bergen, I started working for a company called Colours, a design & communication company with expertise in ocean industries. I worked there for over 6 years as an 3D artist.

I then started working as a 3D & Graphic designer for FMC Technologies, they are the global market leader in subsea systems and a leading provider of technologies and services to the oil and gas industry. After working for over 4 years, I recently left my job at FMC Technologies in Norway, because I moved to Copenhagen. I`m hoping to find a permanent job here, but I am also interested in freelancing.

I love working with 3D, being creative and I really take pride in what I do. I am a perfectionist and always stribe to deliver high quality products.

I have over 10 years of experience producing 3D animations and illustrations. During that time, I have obtained a profound knowledge about the oil & gas, energy, shipping and maritime industry. And also insight in architect and constructions. I was responsible for everything from idea to production to final delivery. I have excellent experience leading large projects from start to finish and even training of new employees.

The pieces shown in this portfolio are my favorites from my work and I`ll let these pages represent me.

Thanks for Your time,
Hilde Hjørnevåg Sunde

HILDE HJØNNEVÅG SUNDE

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Denmark

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Born: November 13th 1983

▶ EMPLOYMENT

FMC TECHNOLOGIES

Senior 3D & Graphic Designer
October 2011 - November 2015

COLOURS

3D Designer
May.2005 - September 2011

BURGER KING

Shift leader
May 2001 - May 2005

▶ EDUCATION

NOROFF

3D design & animation
August 2004 - June 2005

NOROFF

Graphic design
August 2003 - June 2004

HIGH SCHOOL

Achieved general university
admissions certification
August 1999 - June 2002

▶ SOFTWARE

3Ds MAX
Mental Ray
Maxwell render
Adobe Photoshop
Adobe Premiere
Adobe After Effects
Adobe Illustrator
Microsoft Office

▶ SKILLS

Creative director
Project leader
Brushing in Photoshop
Modeling
Rigging
Animation
Texturing
Lighting
Render
Post prod

▶ COURSES

SUBSEA TECHNOLOGY LEVEL 1
Completion System
Introduction Surface
Subsea Structures
Tie-in & Intervention Systems
Well Access Systems
Wellhead UWD15

SUBSEA PROJECTS

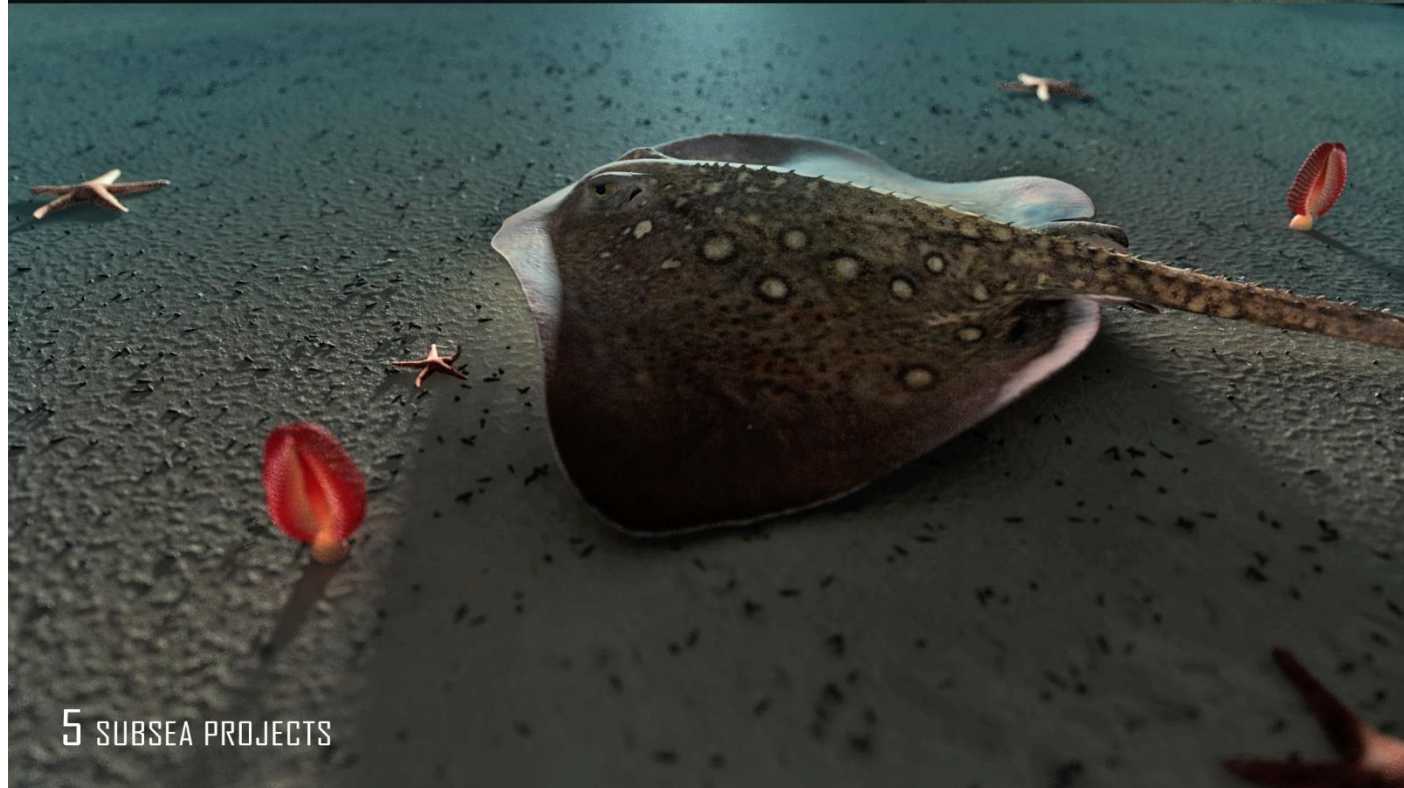
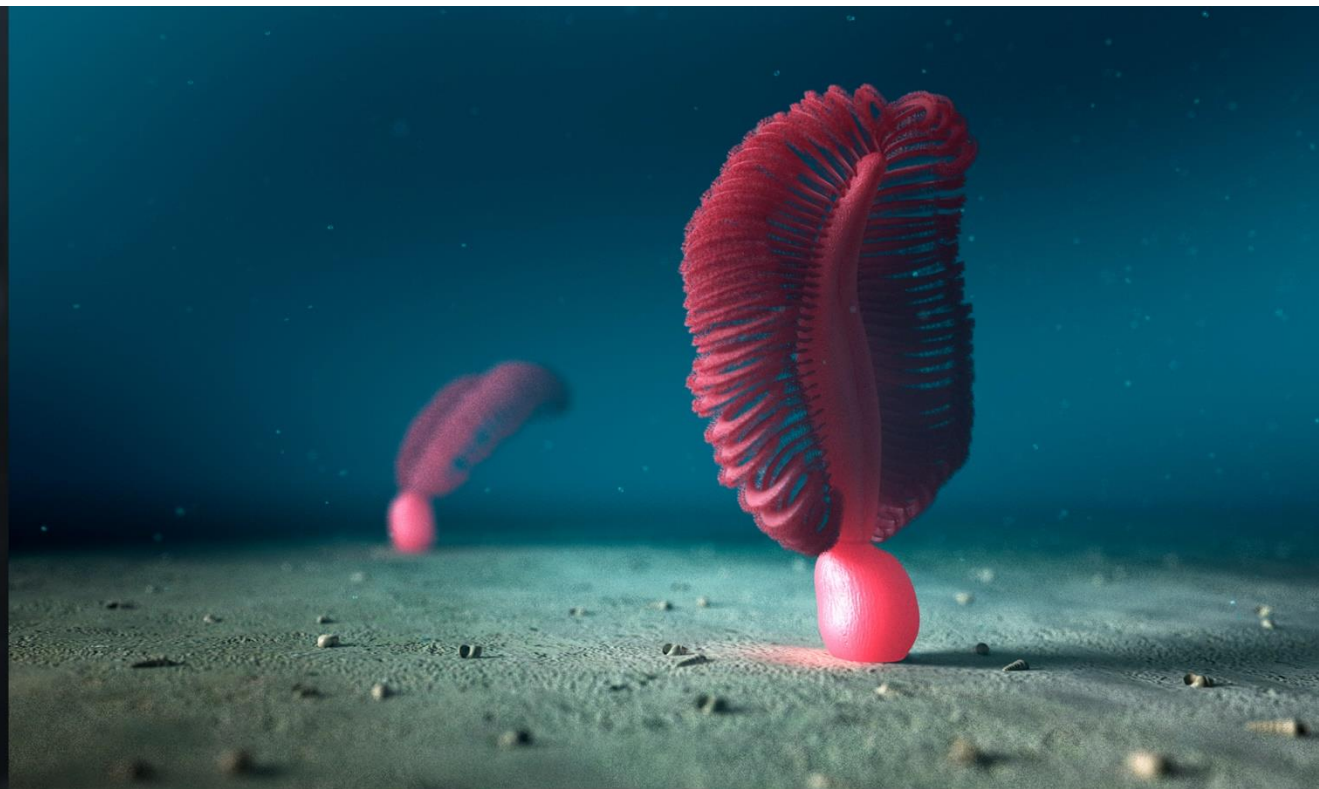
Working for FMC Technologies I created animations and illustrations of subsea equipment.

I visualized how components were installed, connected and used,

After this I have obtained a broad understanding of subsea equipment.

I mostly created show off movies intended for marketing, sale, exhibitions and training animations for personnel.

The next pages will show some of the projects I have done during my years in FMC Technologies.



SEAPEN PLANT AND STINGRAY FISH

Images shown here are screenshots from a subsea movie made for marketing in FMC Technologies.

Everything is done by me.

Modeling, lighting, textures, rigging and rendering in 3Ds MAX with Mental Ray.

Light fixes in Adobe Premiere.

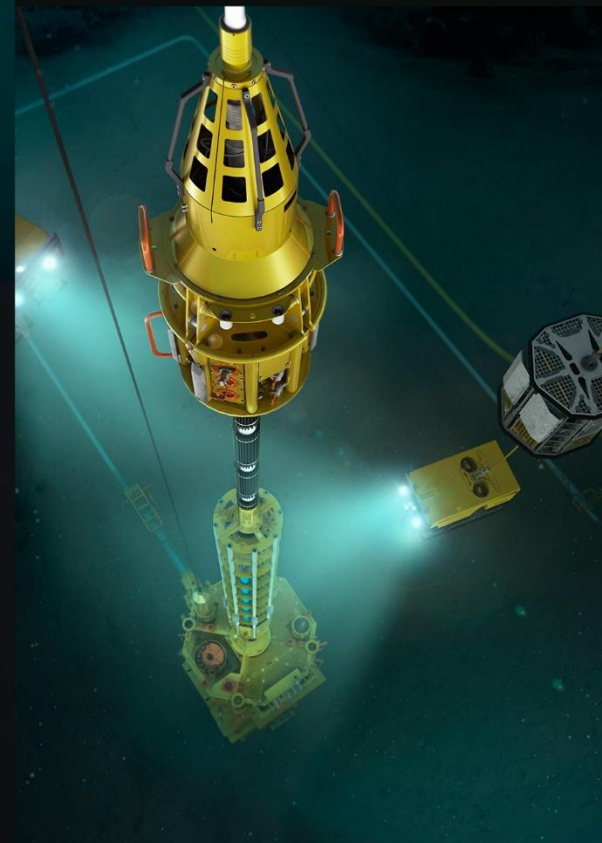
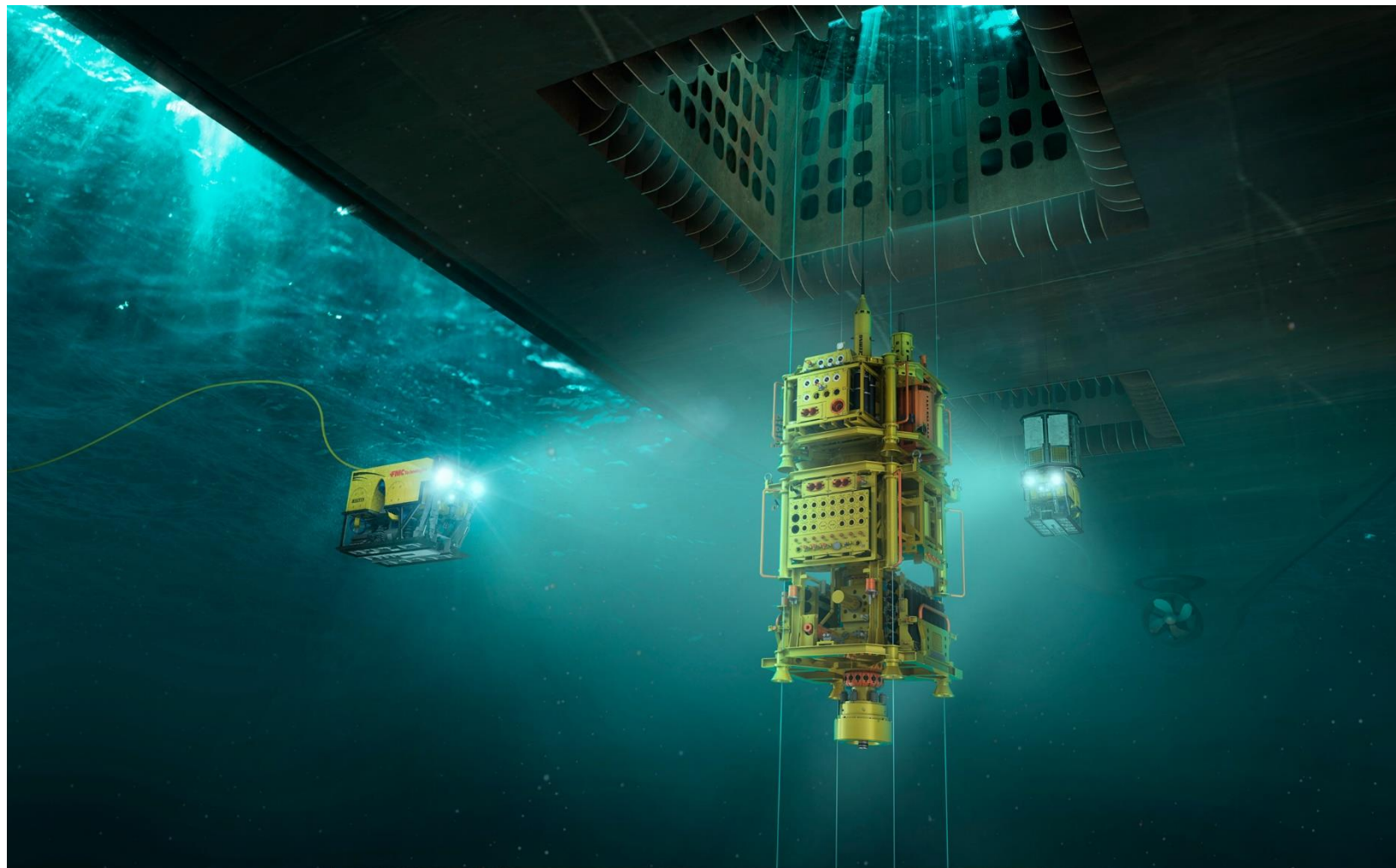
FTO SERVICES

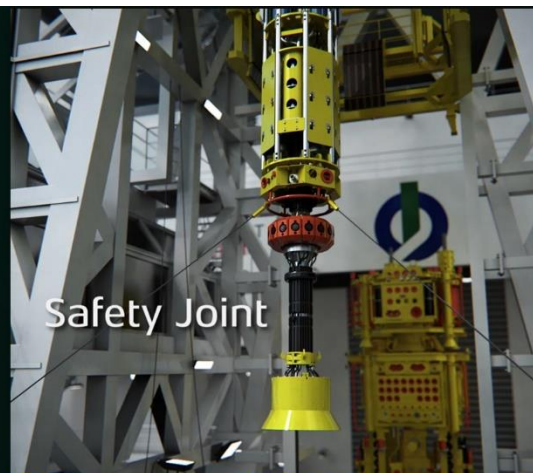
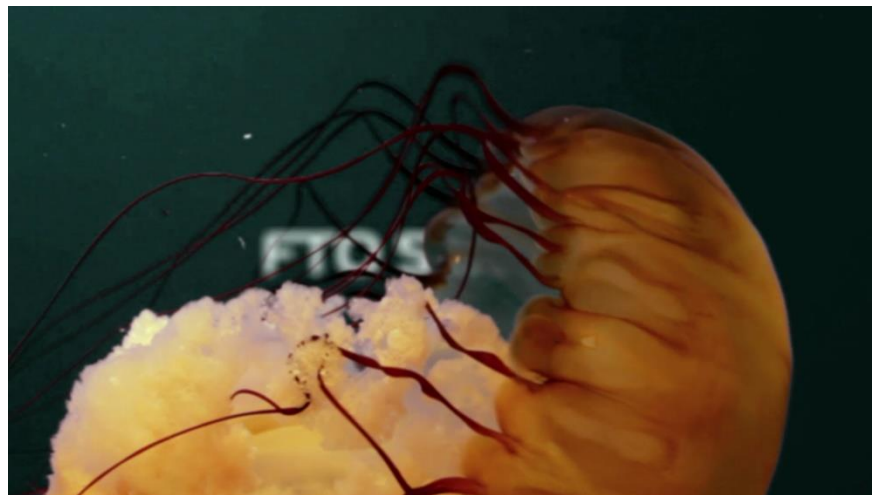
Images shown here are illustrations I did for FTO Services. They were used for marketing purposes.

Everything is done by me, except some of the heavy models that I recieved from engineers.

Models, lighting, textures and rendering in 3Ds MAX with Mental ray.

Brushing and effects in Adobe Photoshop and AftEr effects.





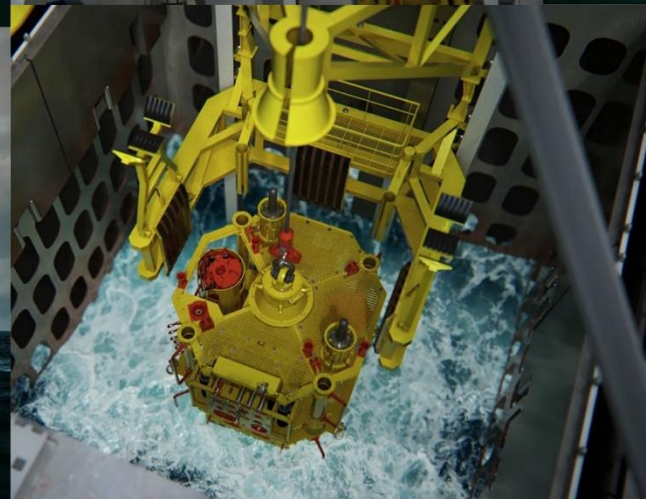
Safety Joint



RLWI Stack 4
Main components



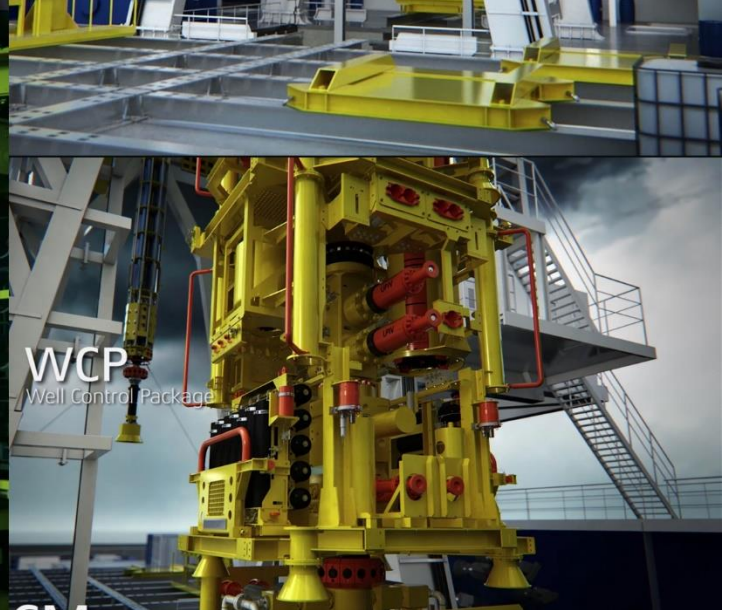
WCP
Well Control Package



FTO SERVICES MOVIE

Images are print screens from a movie I made for FTO Services. It shows installation of RLWI Stack 4.

I created everything in this movie from start to finish. Planning the story, modelling, rigging, animation, camera, textures, rendering and post-production.



WCP
Well Control Package

NITIES

AN EYE FOR SOLUTIONS



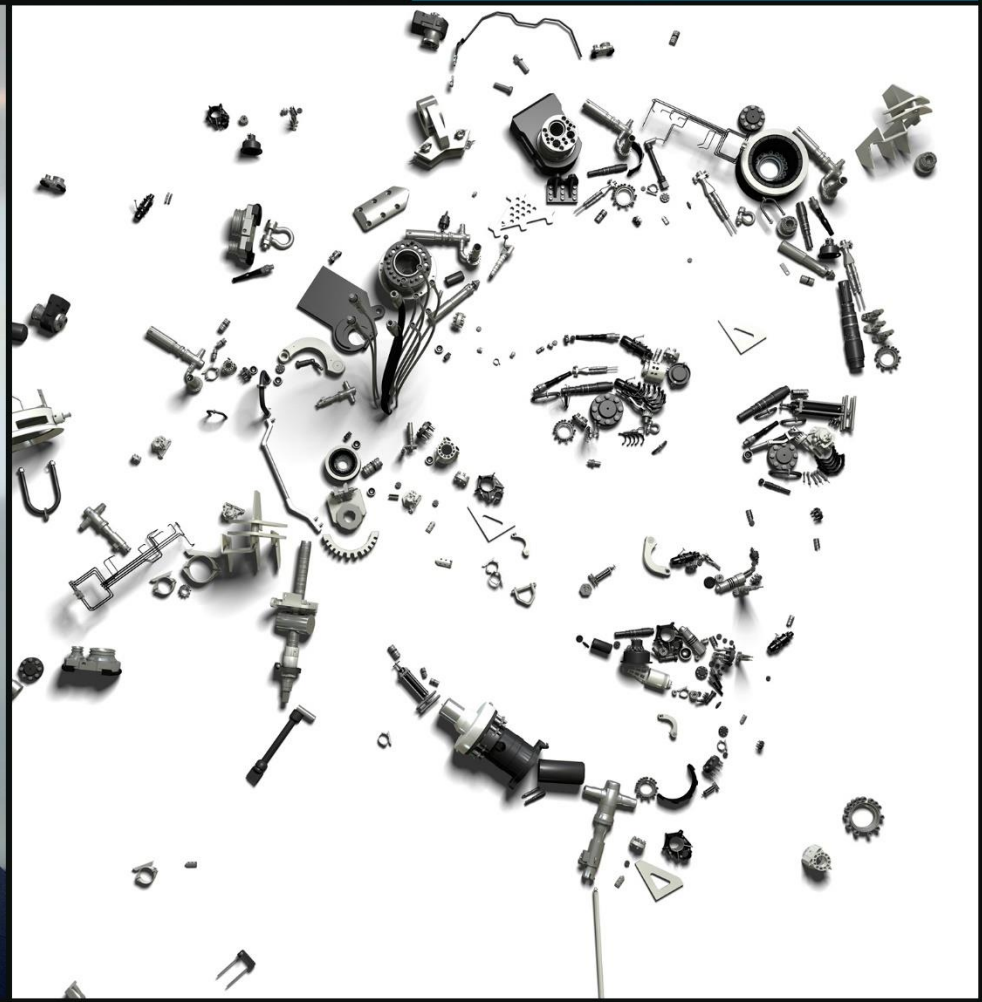
WALL DECOR

I made the 3D wall prints for this projects. I collaborated with Oktan Orangeriet who came up with the idea and design.

This illustrations was used on large walls in the new FMC Technologies offices in Ågotnes, Norway.

Everything is done in 3Ds MAX. I picked out models from FMCs equipment and put it together in my 3D scene.

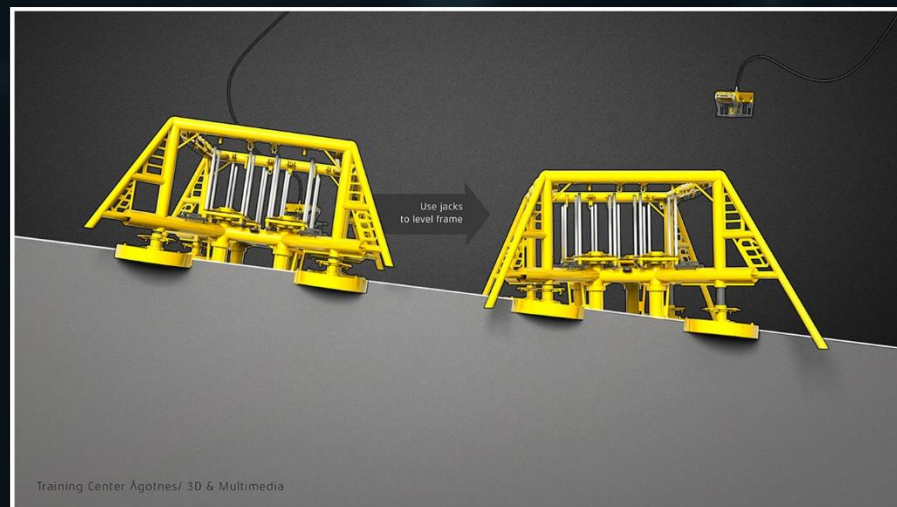
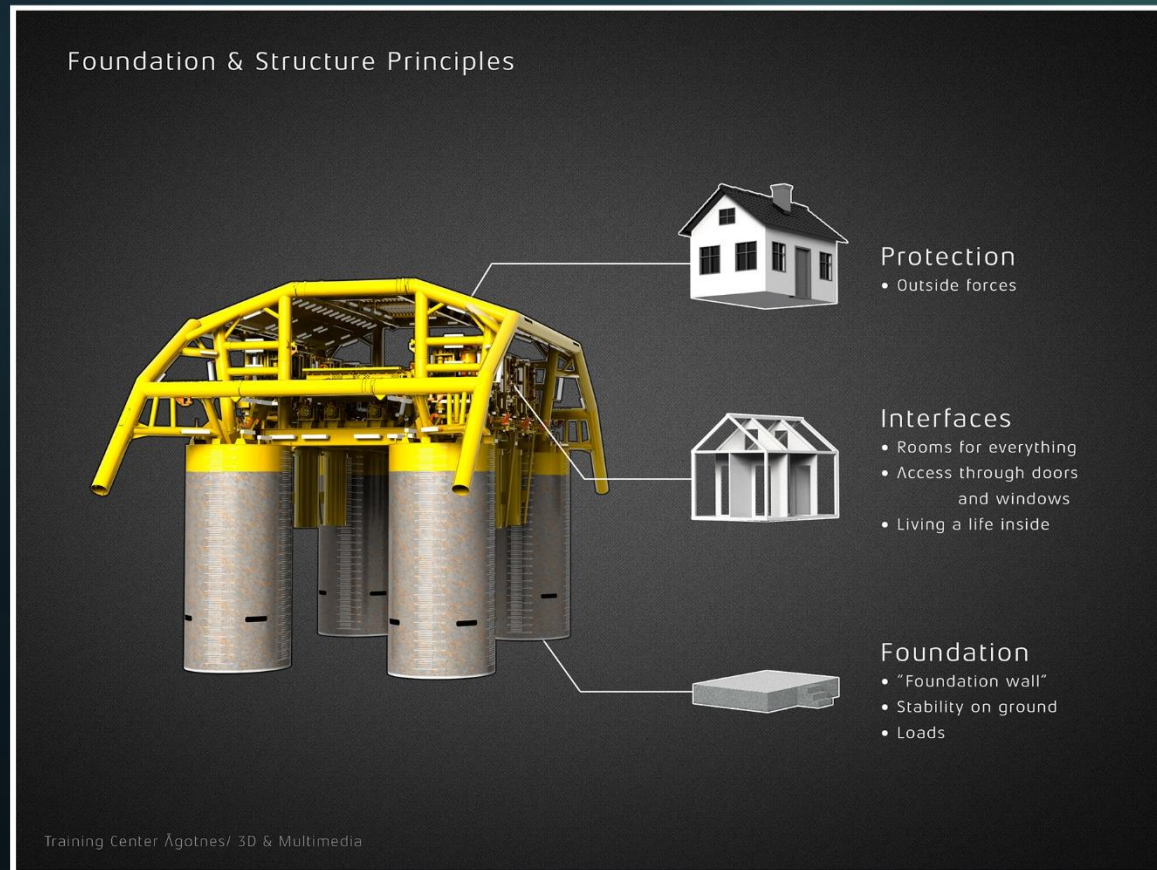
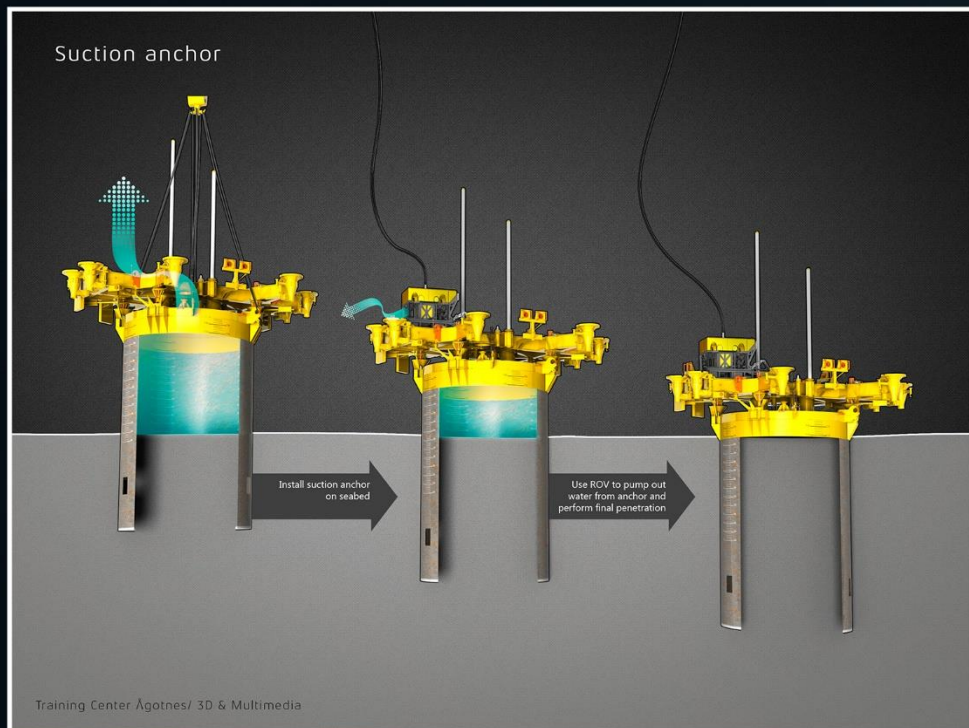
Rendered with Mental Ray.



TRAINING ILLUSTRATIONS

Images shown here are illustrations I did for the training department in FMC Technologies. They were implemented in classrooms and in training books, to easily explain how subsea equipment works.

Everything is done in 3Ds MAX, and put together in Adobe photoshop.



Protection philosophy

SUBSEA SCHOOL

Some of the illustrations I made for the Subsea school in FMC Technologies. Everything is done in 3Ds MAX, and brushed together in Adobe photoshop.

Fishing activities

- Snagging
- Impact

Dropped objects

- Size
- Impact

FMC Technologies

Subsea School

Competence makes the difference

FMC Technologies

Subsea School

Competence makes the difference

Level 2

Subsea Drilling Systems

Intervention & Connection Systems

Well Completion Systems
Well Access & Well Intervention System
iWOCS

FMC Technologies

Subsea School

Competence makes the difference

Level 1

Subsea Technology Introduction
Field Development
Structures & Manifold Systems
Subsea Drilling Systems
Well Completion Systems

Well Access System

Well Intervention Systems
Intervention & Connection Systems
iWOCS
Production Control Systems
Processing Introduction

Level 2

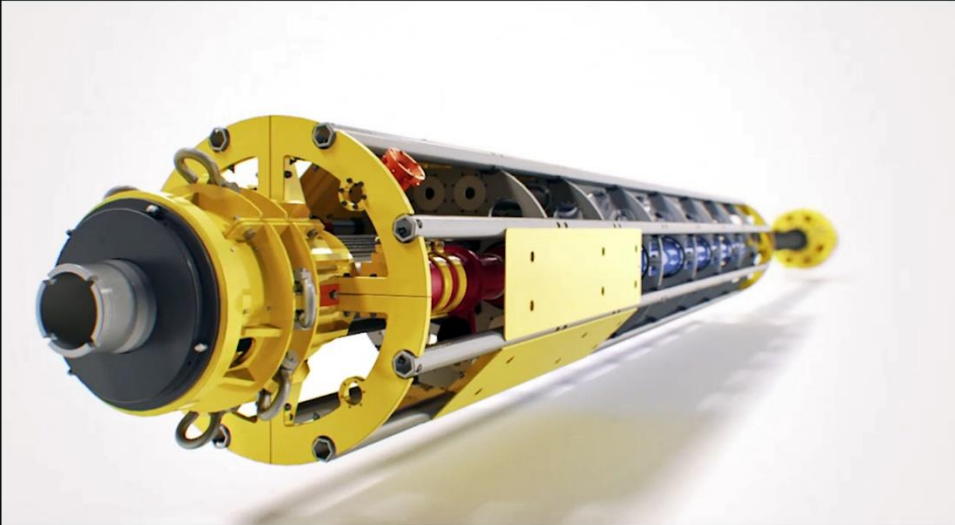
Subsea Drilling Systems
Intervention & Connection Systems

Well Completion Systems

Well Access & Well Intervention System
iWOCS

10 SUBSEA PROJECTS

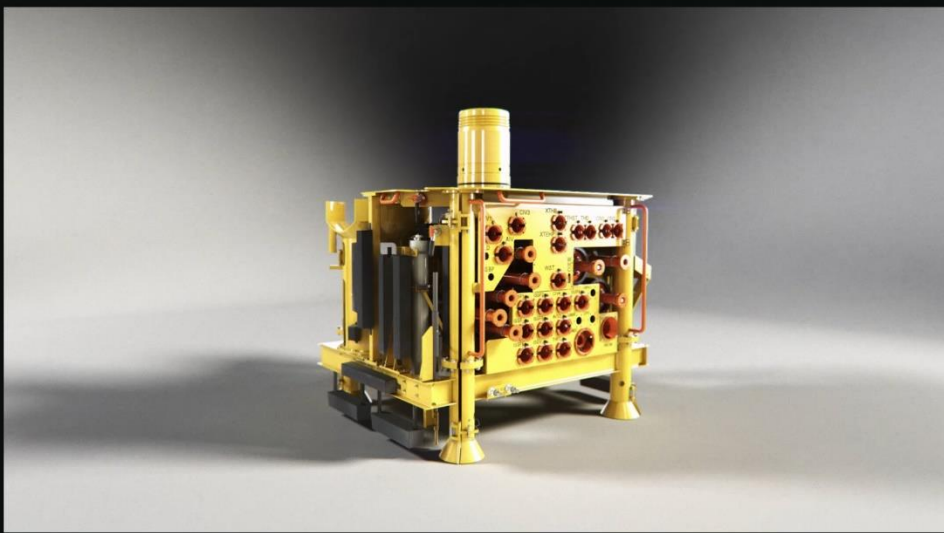


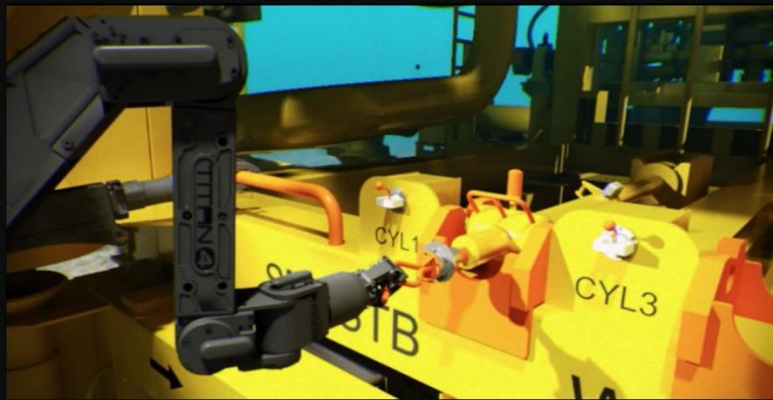


PRODUCT VISUALIZATION

Images shown here are visualizations of some of the products FMC Technologies produce.

Everything is done in 3Ds MAX, and rendered with Mental ray.





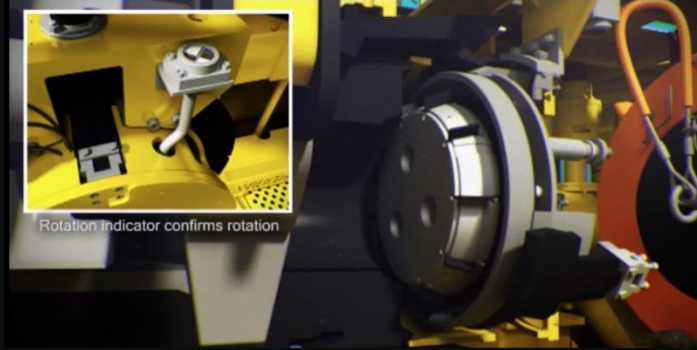
Land wellhead in Conductor Housing



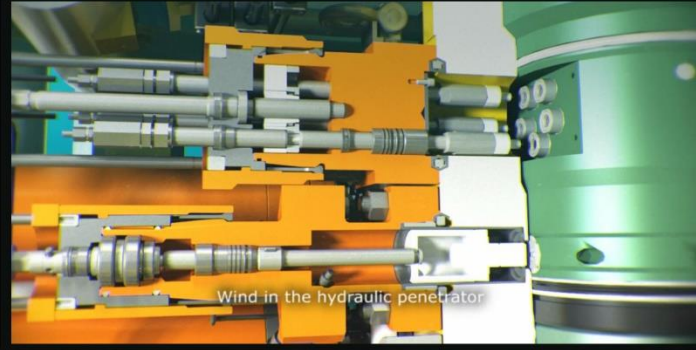
ANIMATIONS

I have created a lot of technical animations working for FMC Technologies. These images are screen grabs from some of them. See my showreel for more.

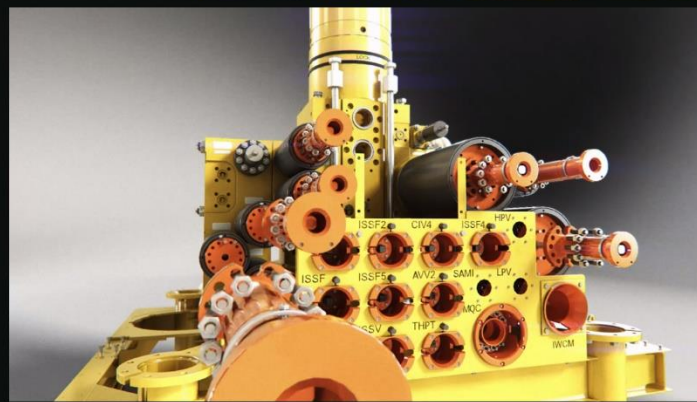
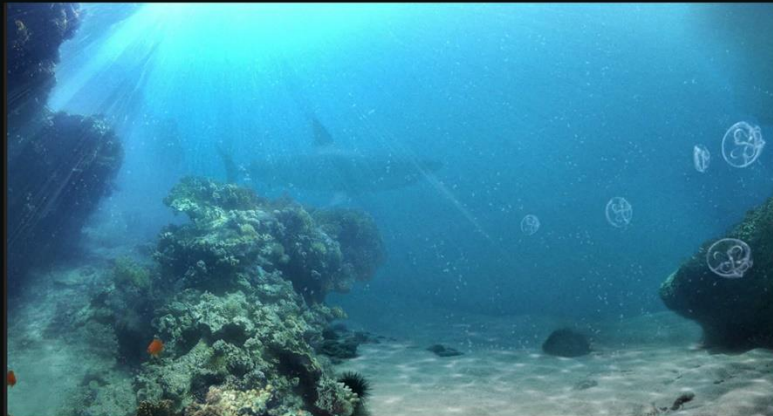
I was usually involved from the start of the animation. Sometimes working in teams, and sometimes alone. I like to lead projects and do a bit of everything, and decide the outcome of the finished product.



Rotation indicator confirms rotation



Wind in the hydraulic penetrator

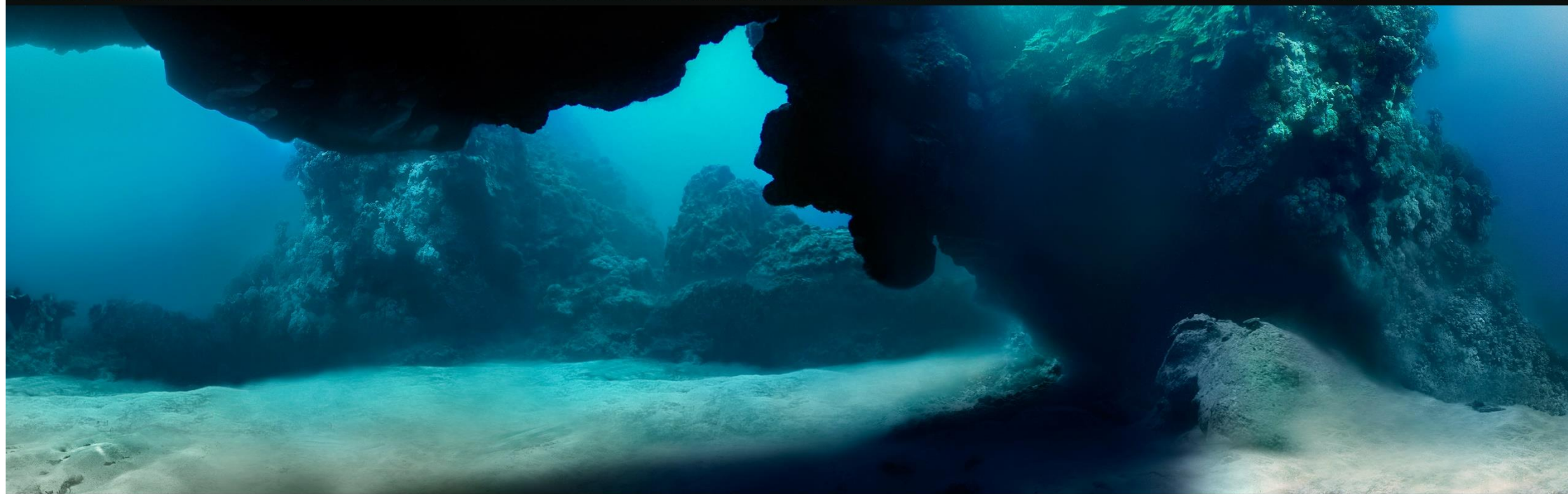
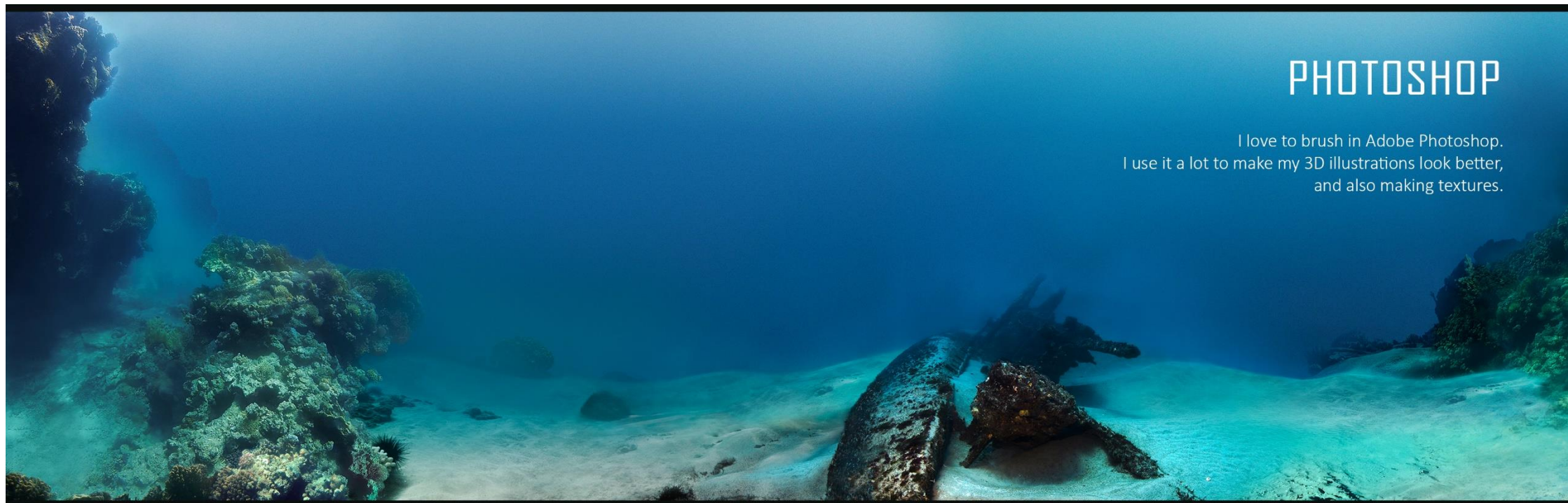


Remove high pressure cap plate from connector PGS



PHOTOSHOP

I love to brush in Adobe Photoshop.
I use it a lot to make my 3D illustrations look better,
and also making textures.

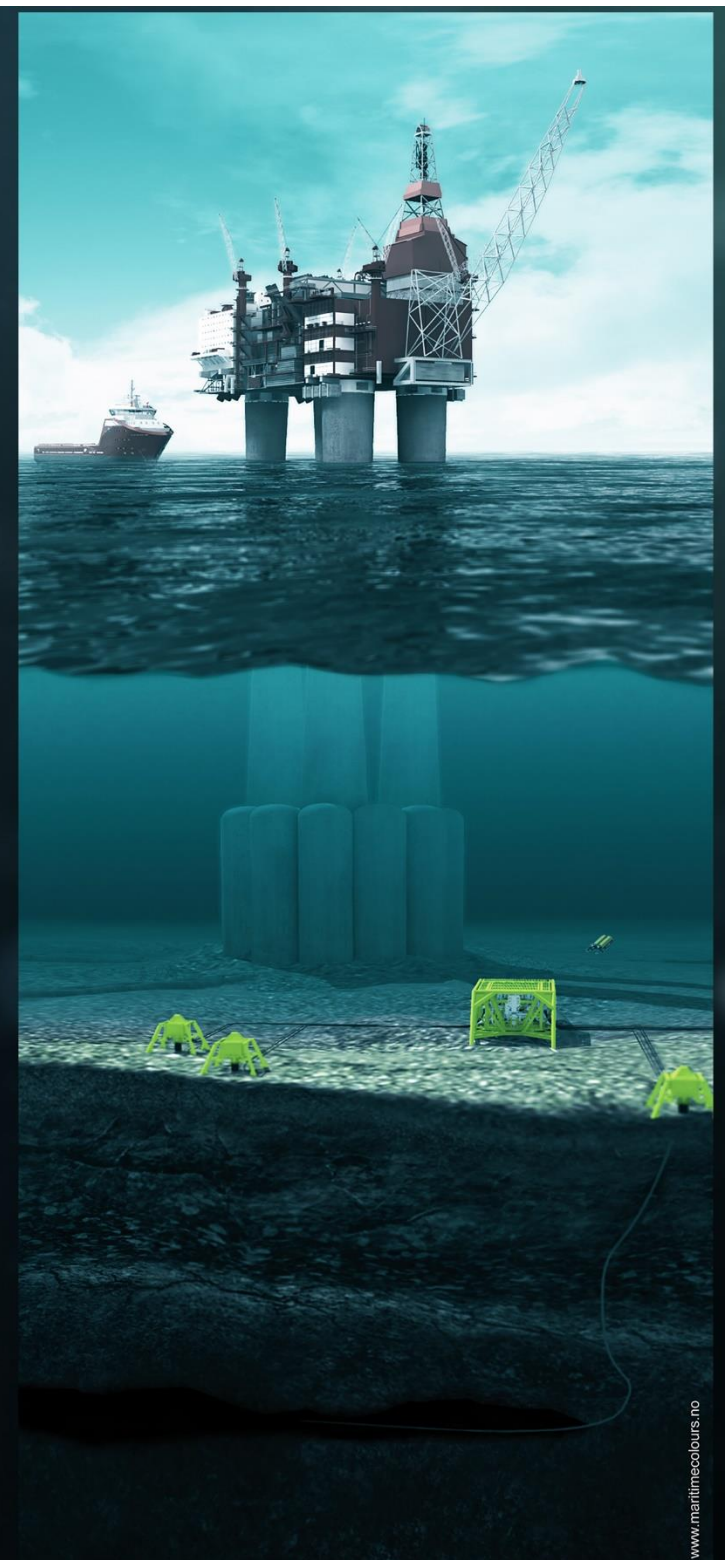


OCEAN & MARITIME PROJECTS

My first job as a 3D artist was working for Colours (earlier named Maritime Colours). Colours is a strategic design & communication company with expertise in ocean industries.

Working there for six and a half years I created 3D animations and illustrations for shipping and maritime industries. And also some for architects. I possess profound knowledge concerning ships (seismic, container, tankers, FPSO, FTO, etc) after modelling everything from CAD drawings, and then animating functions onboard.

The next pages show some of the projects I did in my early years working with 3D for Colours.



COLOURS

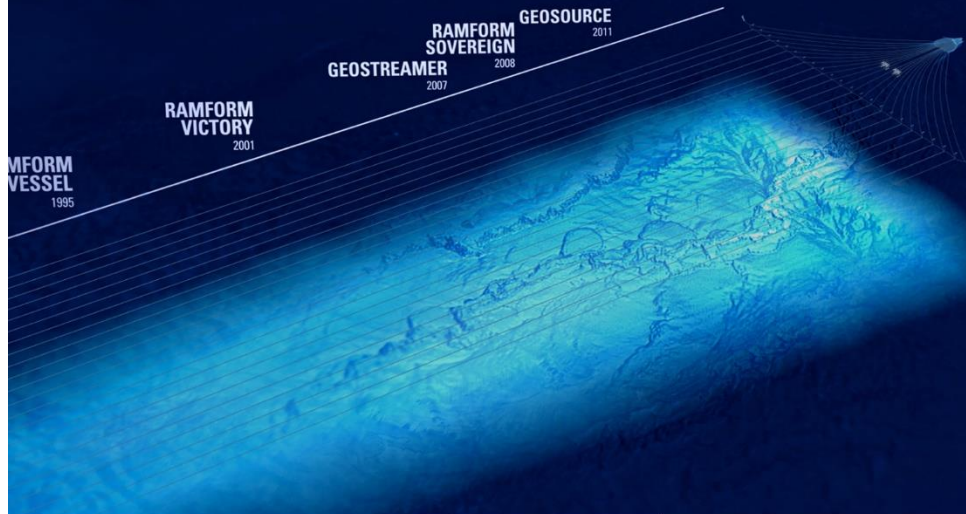
This is a small selection of typical illustrations I made working for Colours.

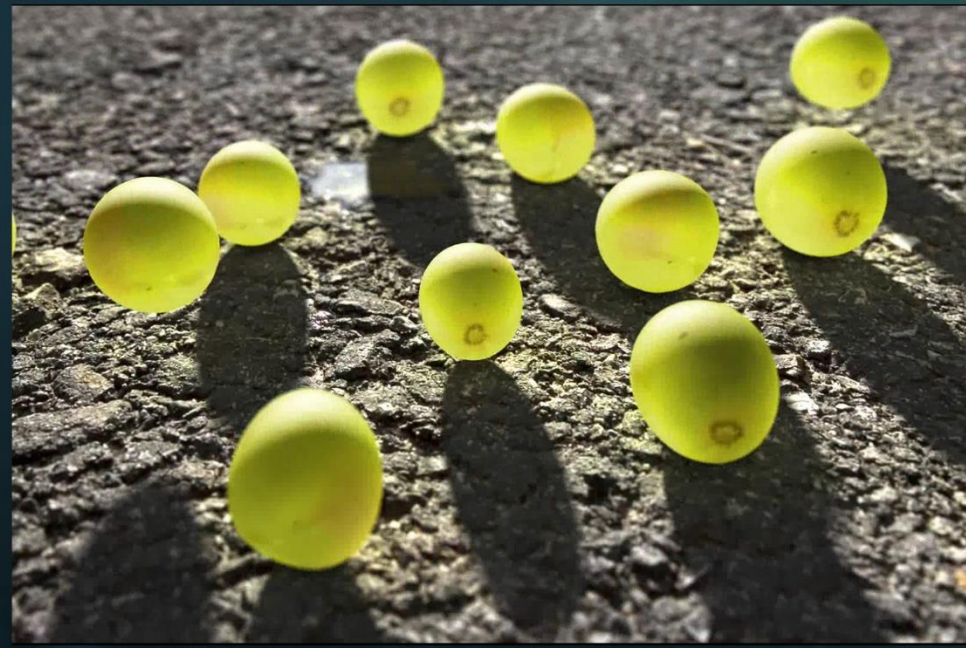
The renders are old now, but I wanted to include them to show my work besides subsea equipment.

Rendered with Maxwell and Mental ray.



It can be operated by one person and is always prepared to be deployed.





These images are also from when I worked in Colours.

Customers are DNV, Flex LNG, Oslo kommune, Mac Gregor and PGS Ramform.

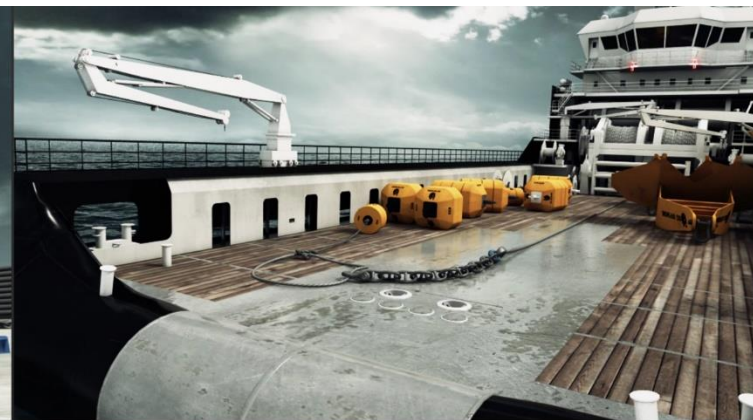
Everything is made in 3Ds MAX and After effects.



LEADING SUPPLIER OF
MOORING SOLUTIONS SINCE 1986



COMPLETE RANGE OF
QUALITY SOLUTIONS



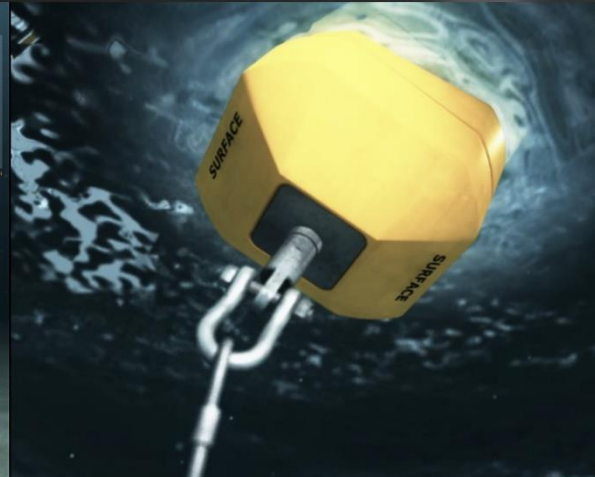
IOS OFFSHORE

I have done many animations working for Colours. These images are screen grabs from a movie I did for IOS Offshore (Now IOS InterMoor). I have done everything myself in this animation, from planning, modelling, rigging, textures, animation, lights, rendering and post production. I used Dreamscape for the sea (now Final Render sea)

See full movie on YouTube:
https://www.youtube.com/watch?v=xdiB7SV9_n8



ANCHOR EMBEDMENT
AND PRE-TENSION



ELECTRONIC ID MARKING
"CYNTAG ID CHIP"



FIBER ROPE
INSTALLATION

3D ARTIST | PORTFOLIO 2015

Thank You very much for having a gander at my work. I appreciate it.
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▷ +45 53823898

