

ANDREA ARCE DUVAL

CONCEPT ILLUSTRATION



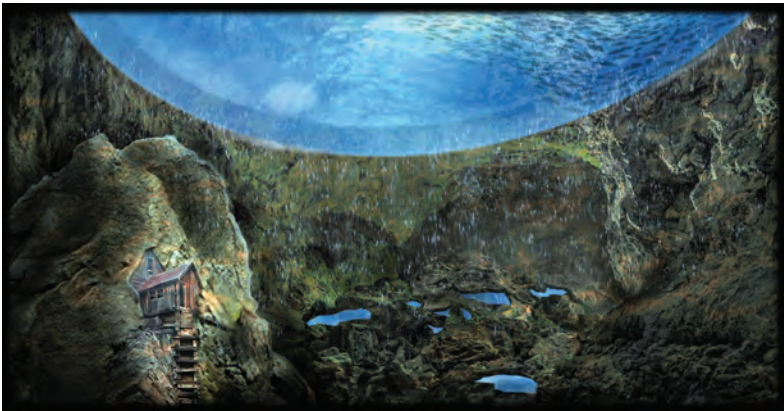
BLINDNESS - Interior Hospital Ward (Painted in Photoshop)



BLINDNESS - Exterior Hospital (Image Composite)



BLINDNESS - Unknown City (Image Composite)



EL MUKI - Underneath the lake (Image Composite)



EL MUKI - Lake (Image Composite)



EL MUKI - Interior El Muki's house (Painted in Photoshop)

CONCEPT ILLUSTRATION



PERFUME - Interior Crypt (Painted in Photoshop)



PERFUME - Exterior Crypt (Image Composite)



PERFUME - French Village (Image Composite)



EL CUCUY (Hand-Drawn, Painted in PS)



BEHIND THE MIRRORS - Int. Motel (Hand-Drawn, Painted in Photoshop)

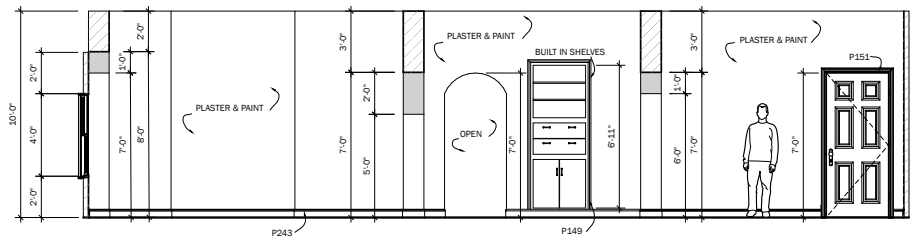


EL CUCUY - Interior Daycare (Hand-Drawn, Painted in Photoshop)



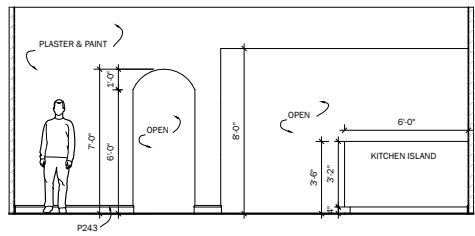
EL CUCUY - Int. Living Room (Hand-Drawn, Painted in Photoshop)

DRAFTING



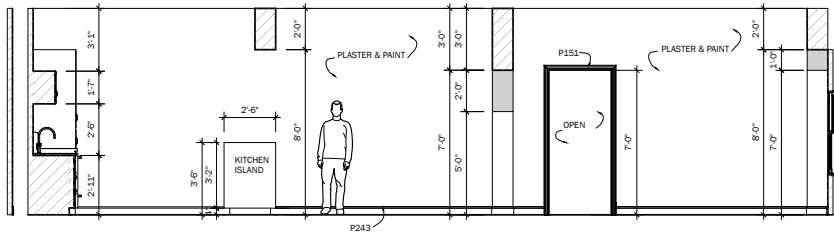
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1/4"=1'-0"

A



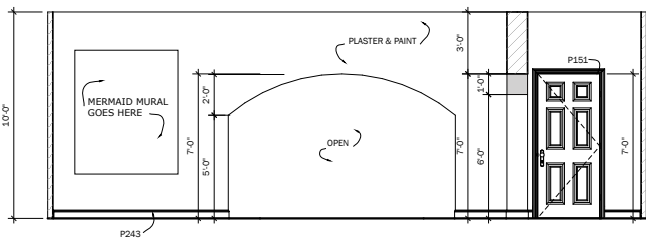
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B



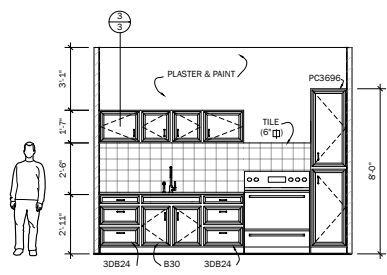
ELEVATION
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C



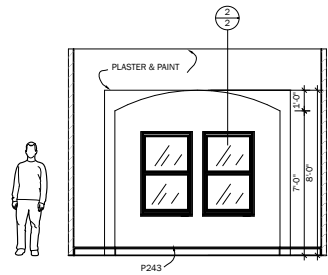
ELEVATION
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D



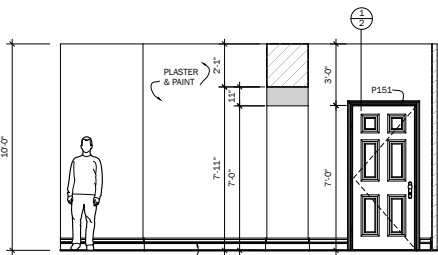
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E



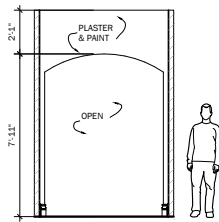
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F



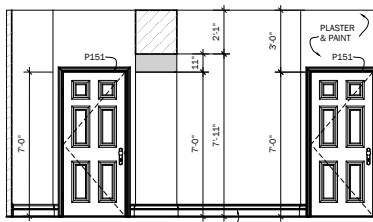
ELEVATION
1/4"=1'-0"

G



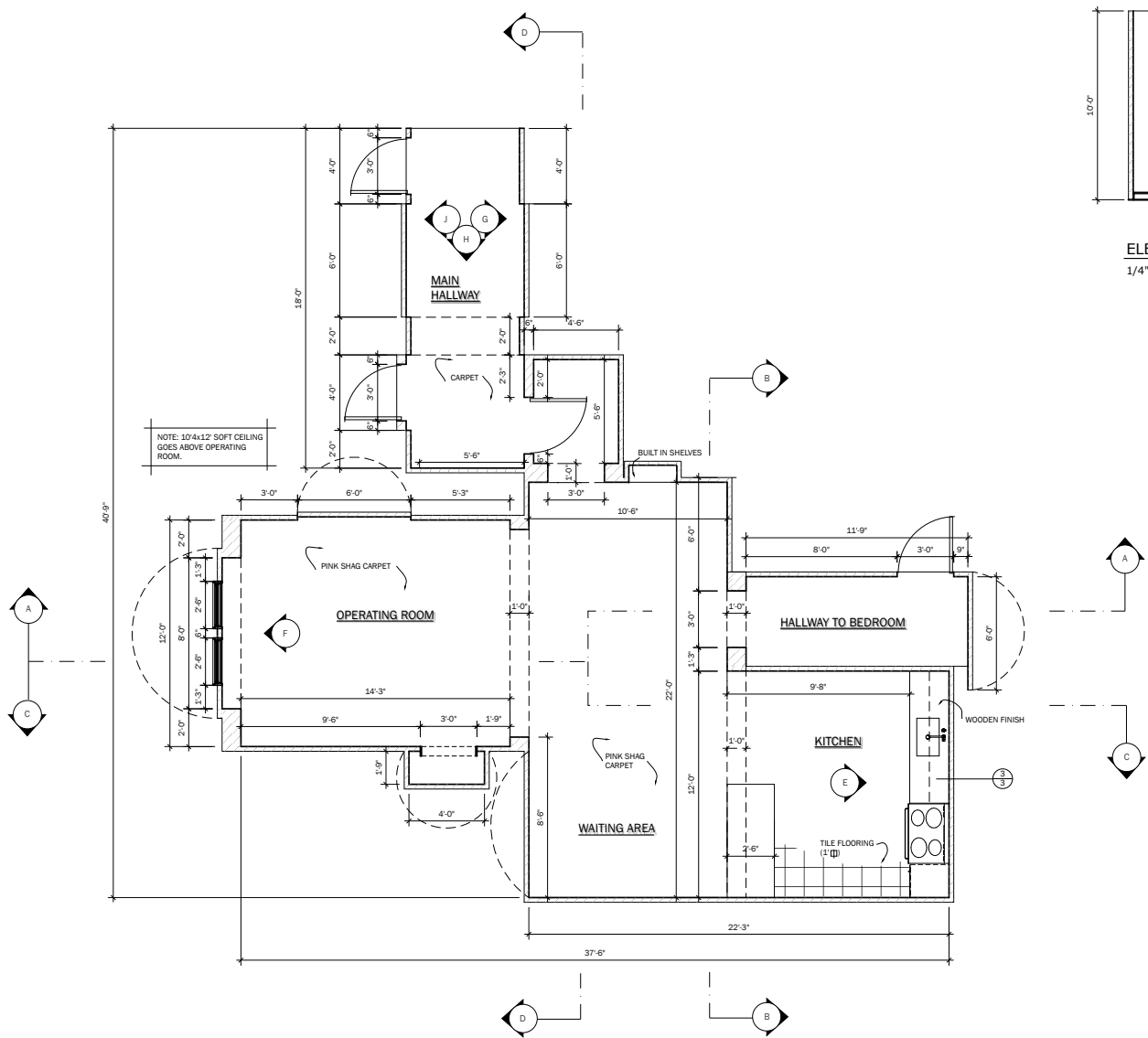
ELEVATION
1/4"=1'-0"

H



ELEVATION
1/4"=1'-0"

I



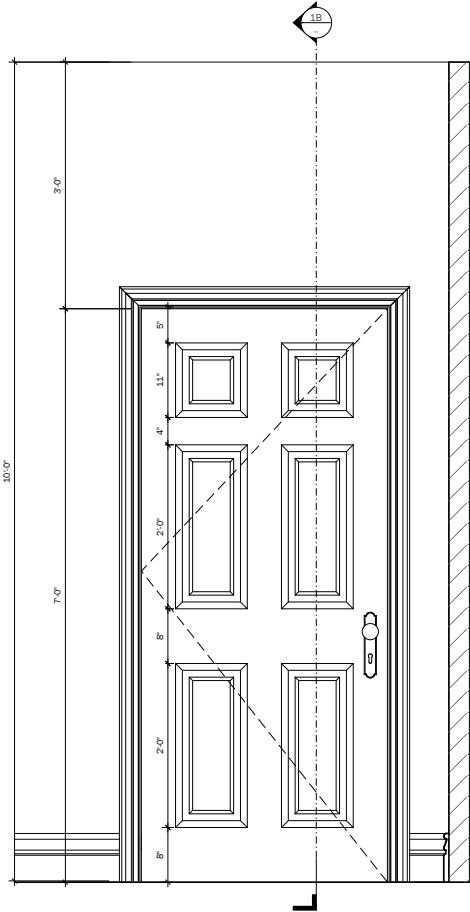
FLOOR PLAN INT. PRAYLEEN APT. & HALLWAY
1/4"=1'-0"



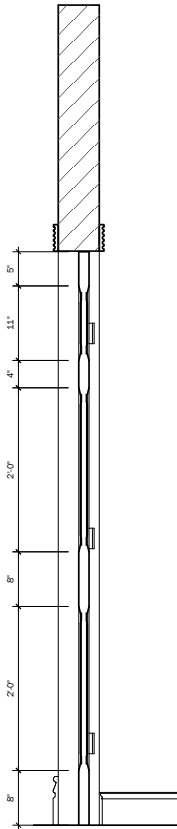
1

SET NAME: INT. PRAYLEEN APT. & HALLWAY
TITLE: PLAN AND ELEVATIONS
SET DESIGNER: ANDREA ARCE DUVAL
scale: 1/4"=1'-0" date: 03/07/15

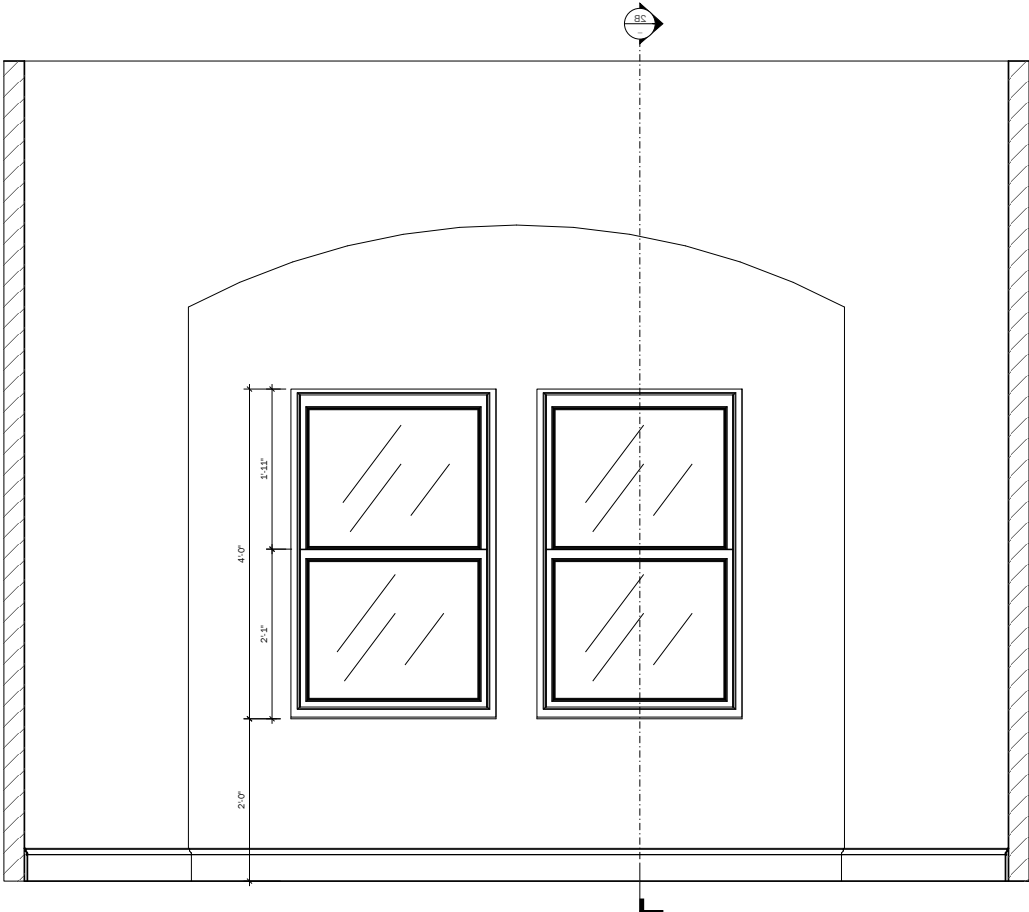
DRAFTING



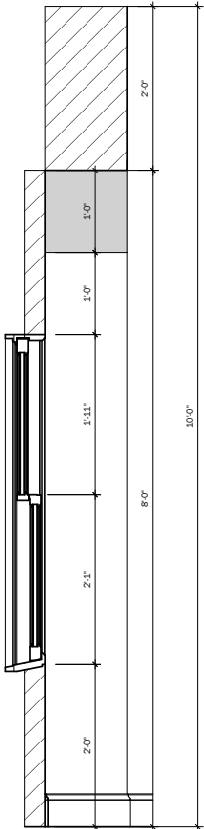
ELEVATION
1"=1'-0" 1A



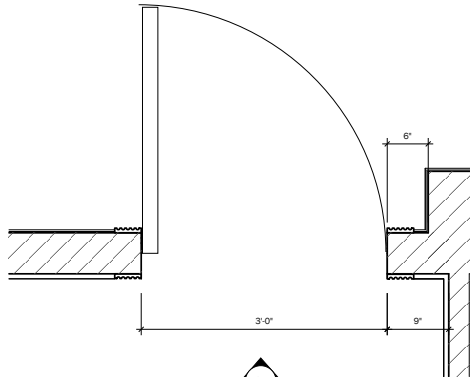
SECTION
1"=1'-0" 1B



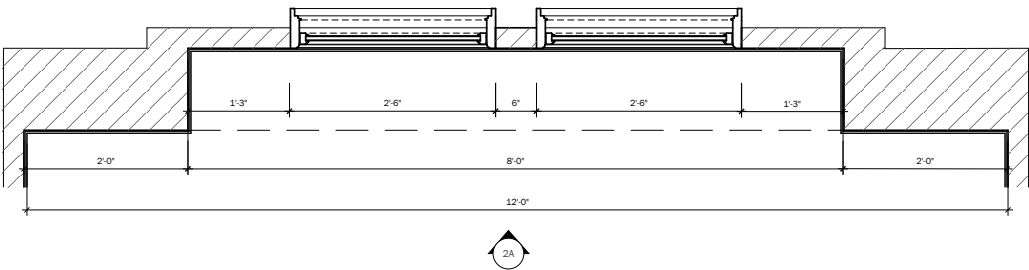
ELEVATION
1"=1'-0" 2A



SECTION
1"=1'-0" 2B

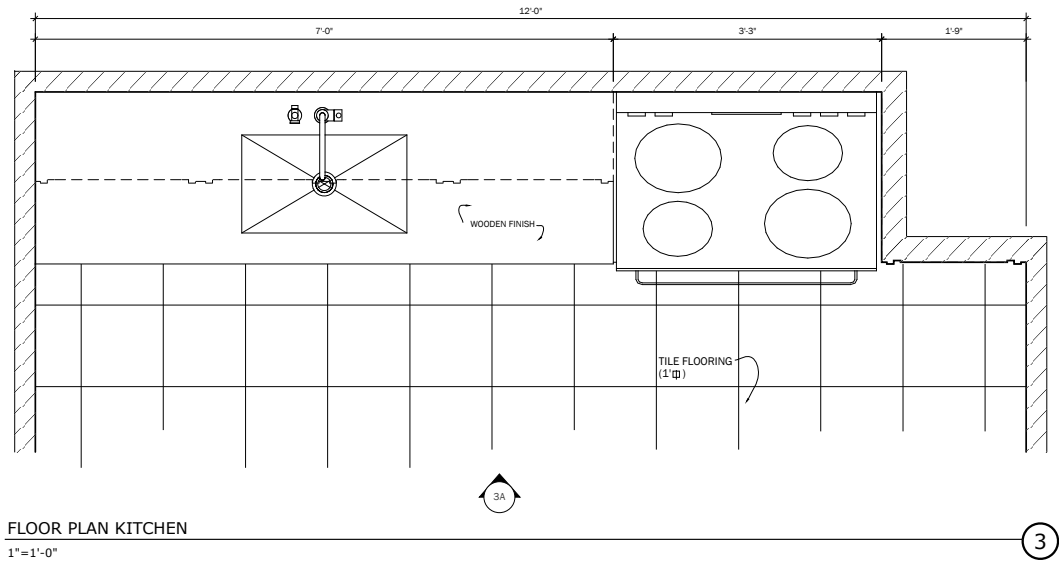
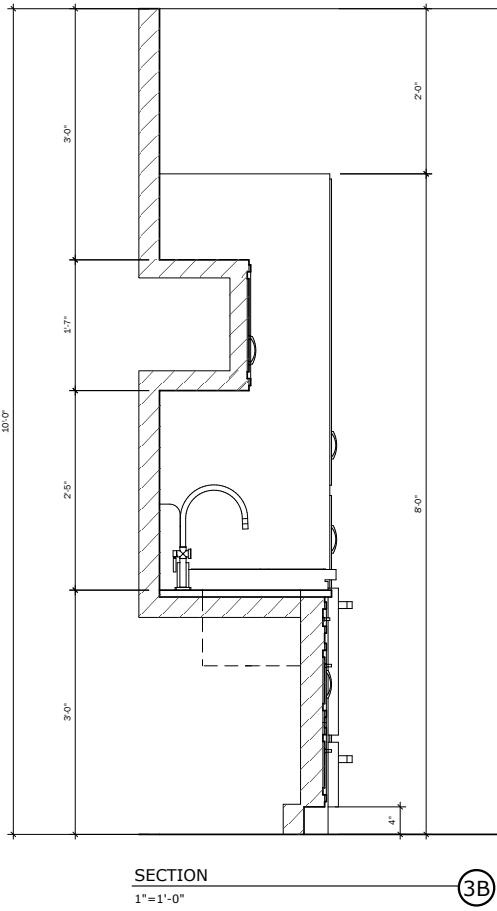
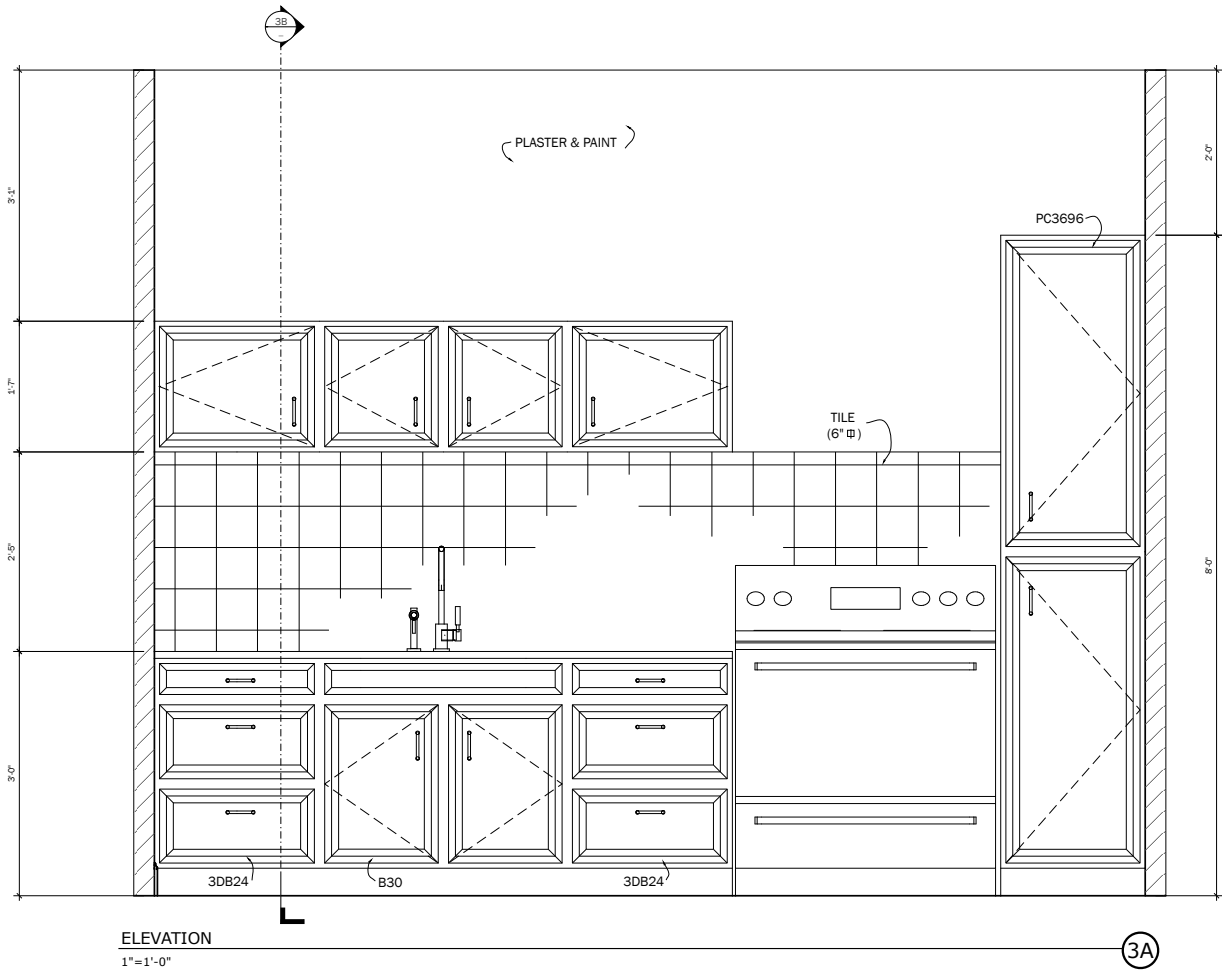


FLOOR PLAN ENTRANCE DOOR
1"=1'-0" 1

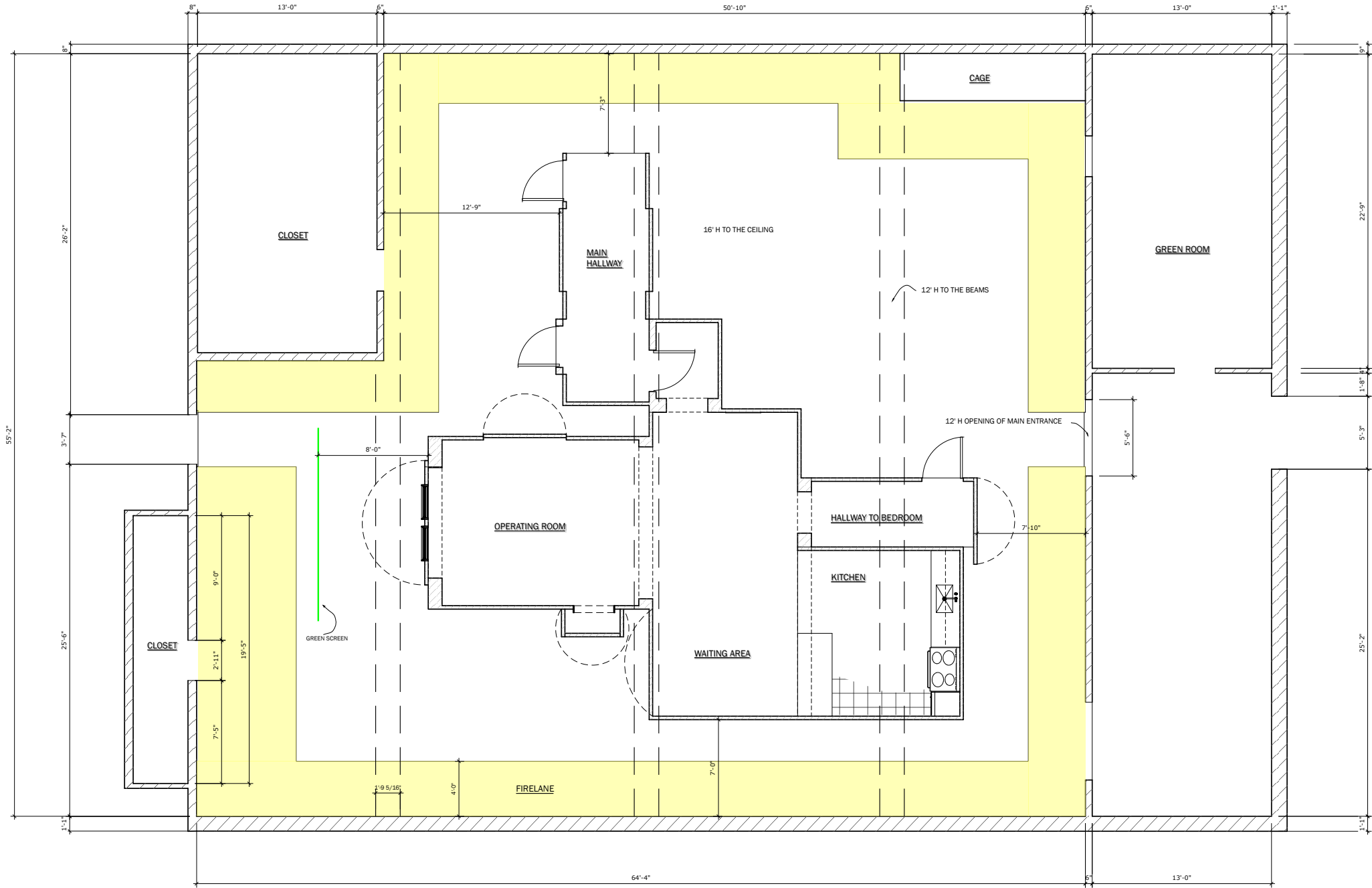


FLOOR PLAN WINDOW
1"=1'-0" 2

DRAFTING

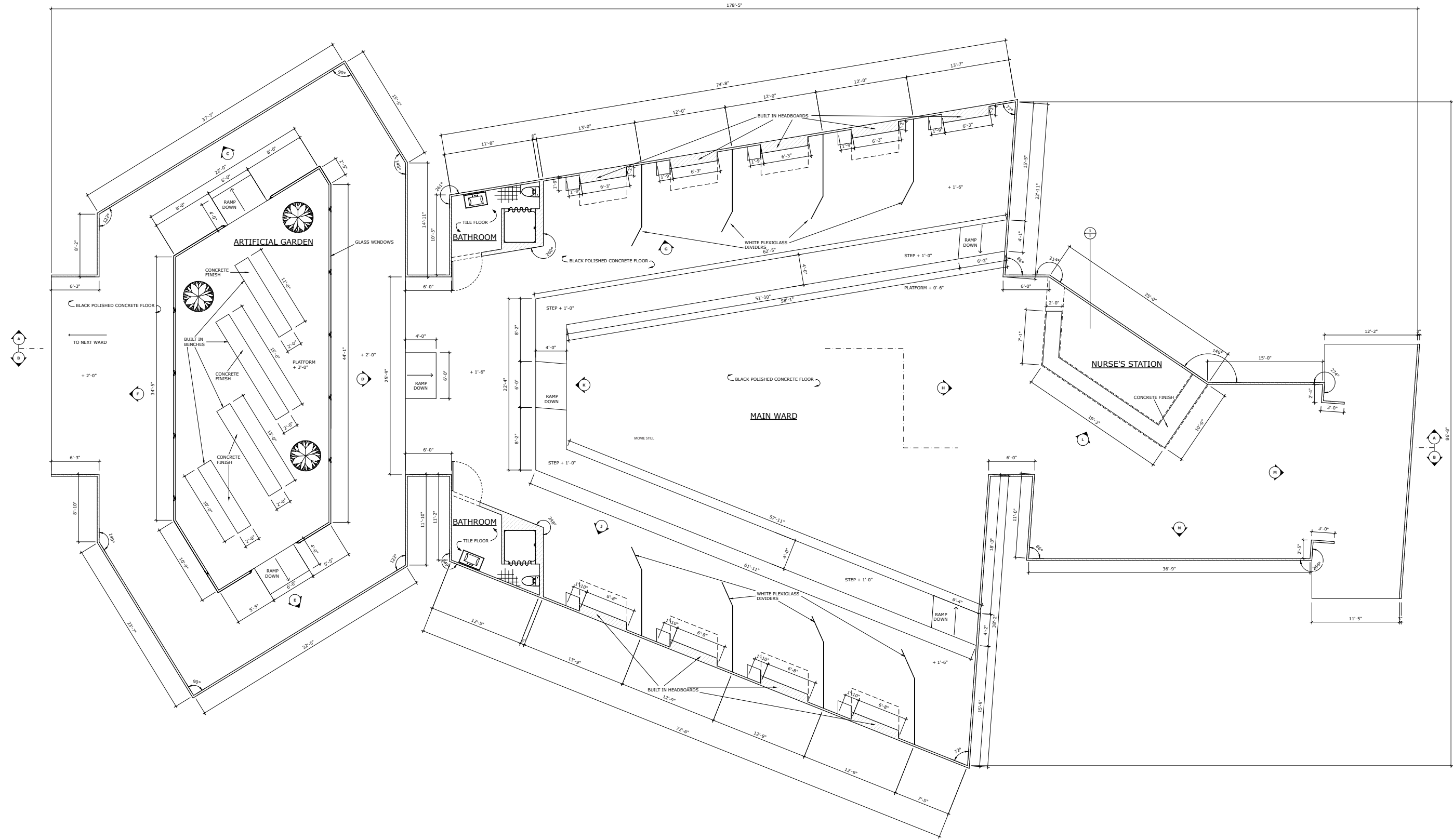


DRAFTING



STAGE PLAN - AFI SOUNDSTAGE
1/4"=1'-0"

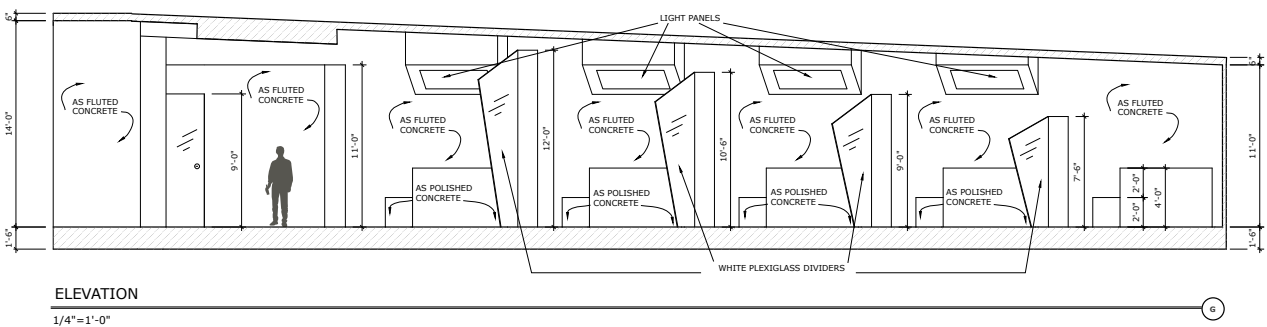
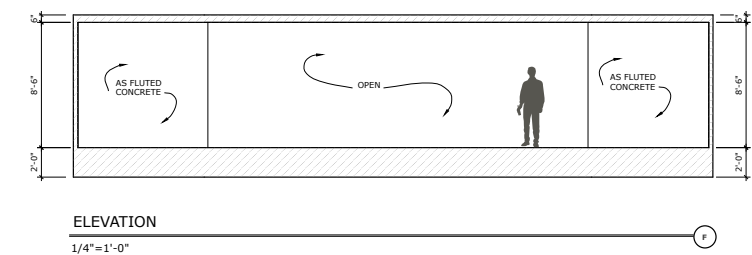
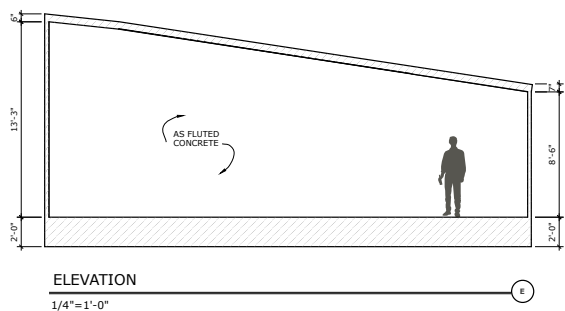
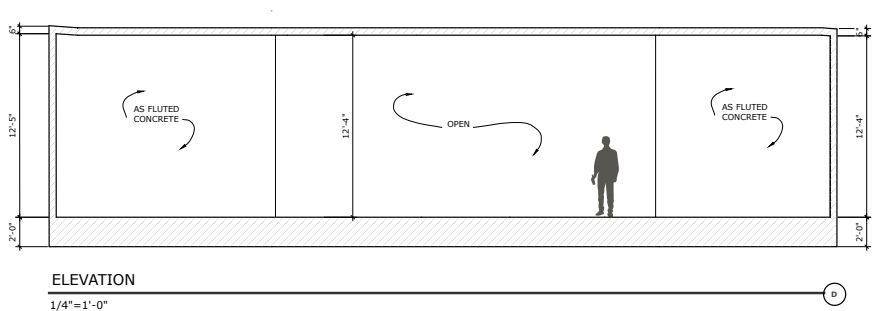
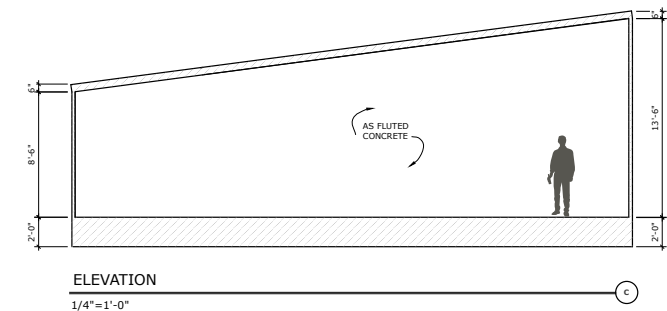
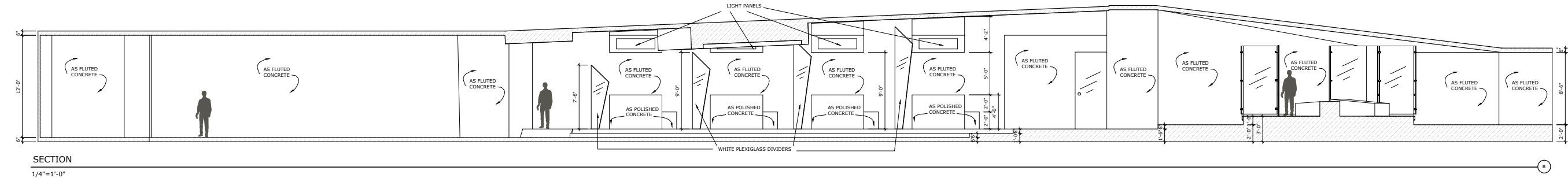
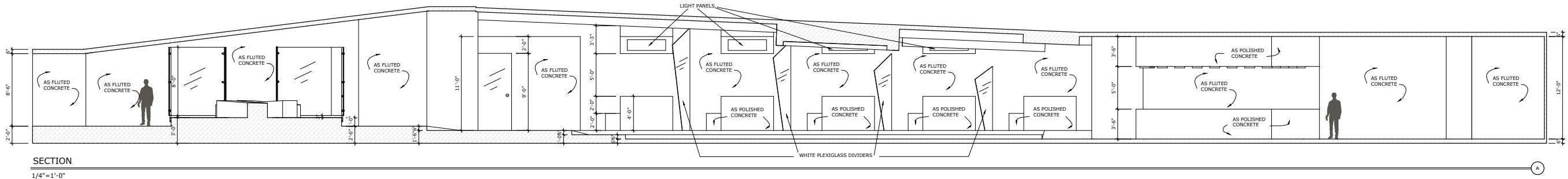
DRAFTING



PLAN - INT. HOSPITAL WARD & ARTIFICIAL GARDEN
1/4"=1'-0"

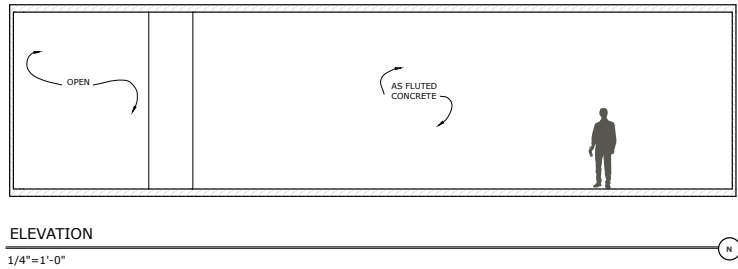
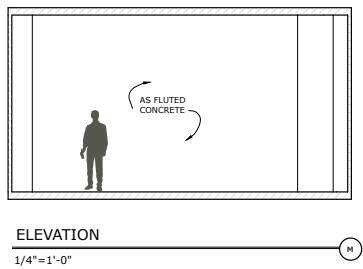
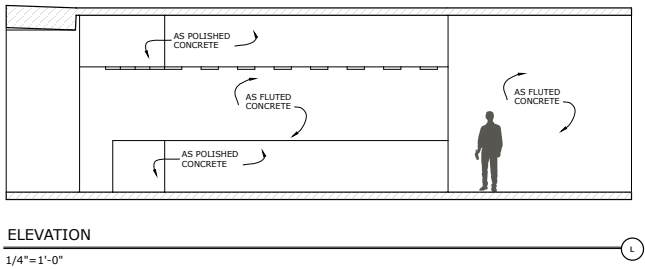
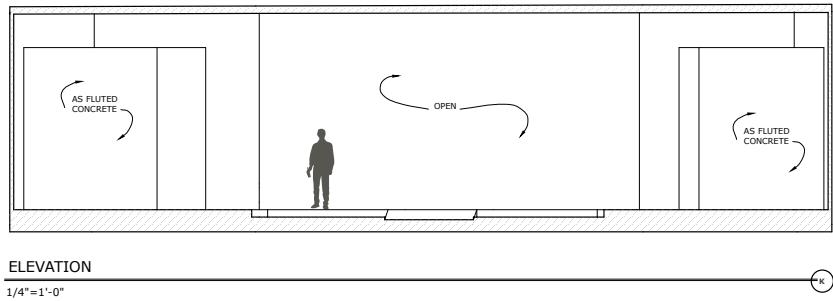
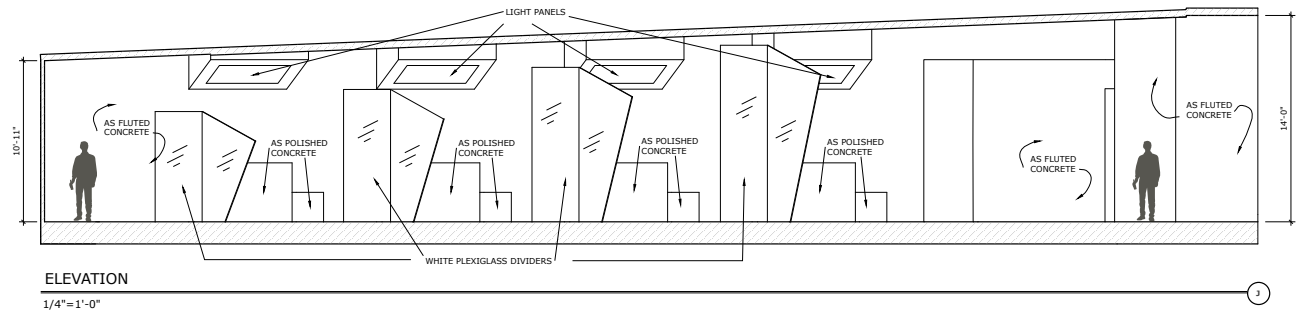
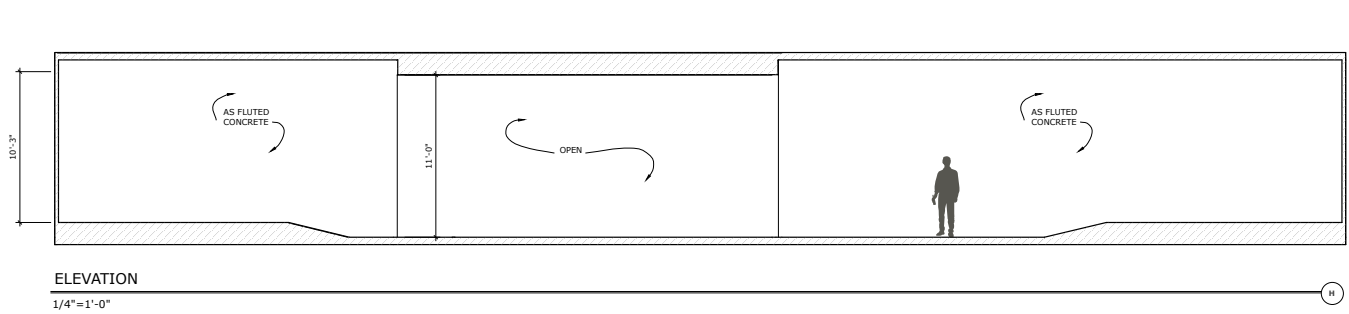
1	BLINDNESS	
	SET NAME: INT. HOSPITAL WARD & ARTIFICIAL GARDEN	
	TITLE: FLOOR PLAN	
	SET DESIGNER: ANDREA ARCE DUVAL	
	SCALE: 1/4" = 1'-0"	DATE: 05/05/2015

DRAFTING



BLINDNESS	
2	SET NAME: INT. HOSPITAL WARD & ARTIFICIAL GARDEN
	TITLE: ELEVATIONS
	SET DESIGNER: ANDREA ARCE DUVAL
	SCALE: 1/4" = 1'-0" DATE: 05/05/2015

DRAFTING



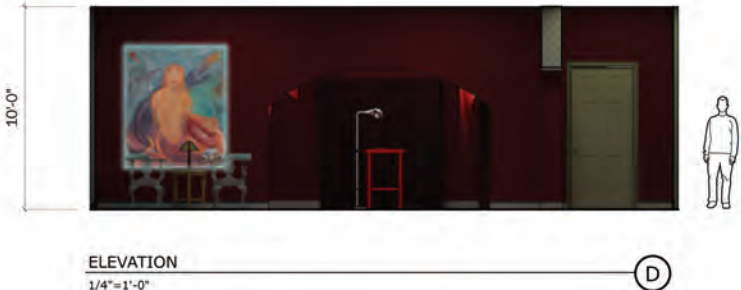
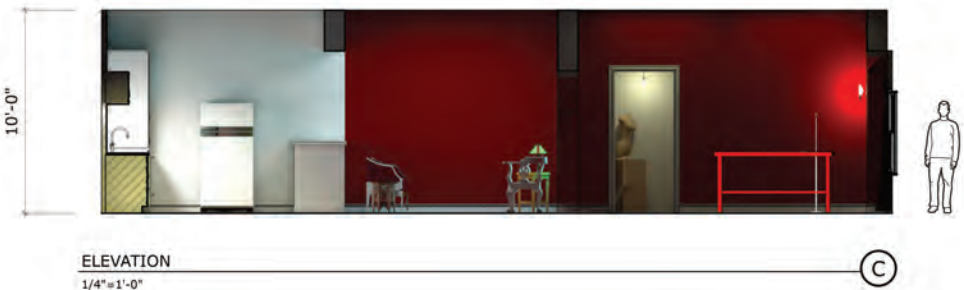
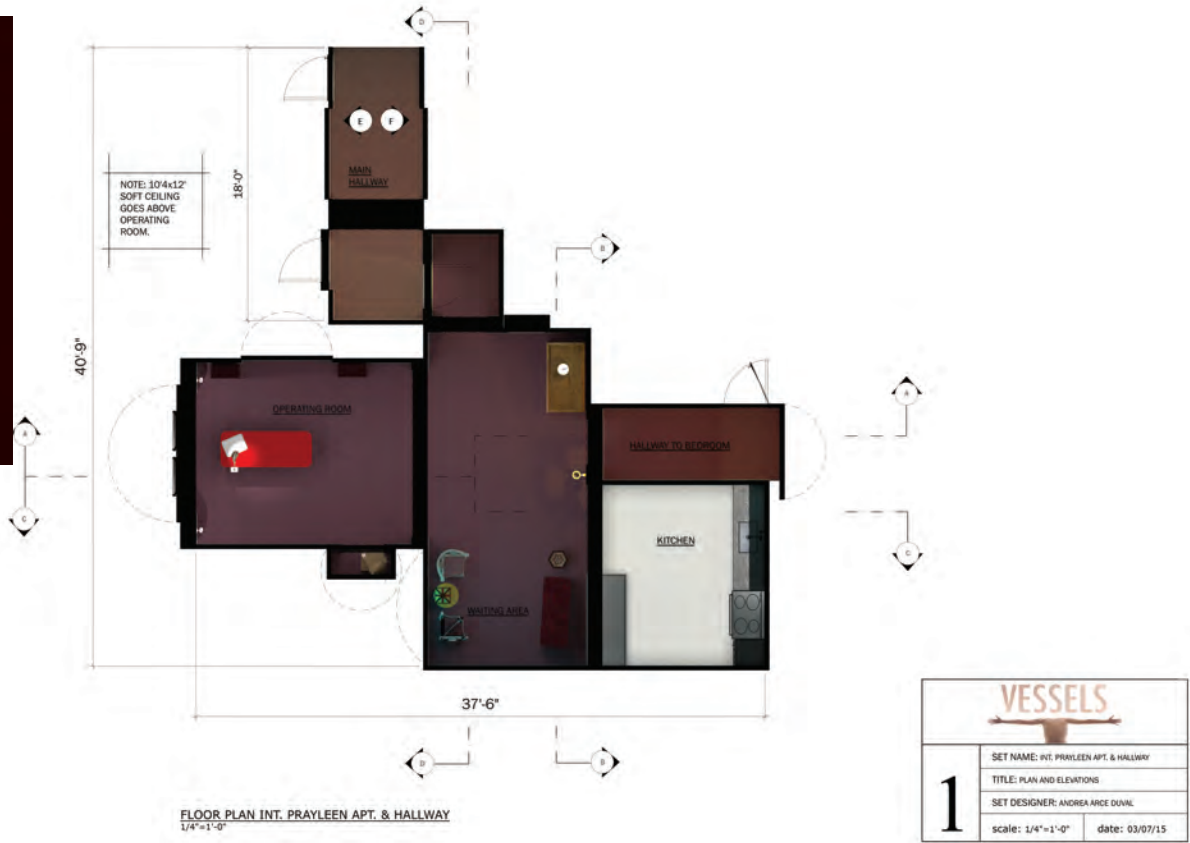
3D MODELING



VESSELS - Rendered Isometric (using Shaderlight)



VESSELS - Rendered Key Frame (using Shaderlight)



VESSELS	
1	SET NAME: INT. PRAYLEEN APT. & HALLWAY TITLE: PLAN AND ELEVATIONS SET DESIGNER: ANDREA ARCE DUVAL scale: 1/4"=1'-0" date: 03/07/15

VESSELS	
3	SET NAME: INT. PRAYLEEN APT. & HALLWAY TITLE: PLAN AND ELEVATIONS SET DESIGNER: ANDREA ARCE DUVAL scale: 1/4"=1'-0" date: 03/07/15

A 3D rendered isometric view of a hospital interior. The scene is dark and stylized, featuring a large central hall with a reception desk and several patient rooms, each containing a bed. The rendering is done in a dark, stylized manner, with a focus on geometric shapes and light/shadow. The perspective is from an elevated position, looking down into the building. The overall aesthetic is modern and somewhat abstract, with a focus on the layout and structure of the space. The lighting is dramatic, with strong highlights and deep shadows, creating a sense of depth and volume. The colors are muted, with a palette dominated by greys, blacks, and whites, accented by the green of the plants in the central area. The rendering is a high-quality digital creation, likely using a software like Shaderlight as mentioned in the caption. The image is presented in a square format, with the building's structure filling most of the frame. The perspective is consistent throughout, providing a clear view of the spatial relationships between different parts of the hospital. The overall impression is one of a well-planned and modern healthcare facility, rendered in a unique and artistic style. The use of isometric projection allows for a clear and unambiguous representation of the 3D space, making it easy to understand the layout and structure of the building. The dark and stylized aesthetic adds a layer of visual interest and sophistication to the rendering, making it stand out from more traditional architectural visualizations. The image is a testament to the capabilities of modern 3D rendering software, showcasing the ability to create highly detailed and visually striking digital environments. The caption below the image provides additional context, identifying the project as 'BLINDNESS' and the rendering method as 'Rendered Isometric (using Shaderlight)'. This information is presented in a simple, black font, centered below the image. The overall composition is clean and professional, with a clear focus on the 3D rendering itself. The image is well-suited for use in a presentation or report, providing a clear and concise visual representation of the project. The use of a dark and stylized aesthetic is a deliberate choice, likely intended to create a specific mood or atmosphere for the project. The overall impression is one of a well-planned and modern healthcare facility, rendered in a unique and artistic style. The use of isometric projection allows for a clear and unambiguous representation of the 3D space, making it easy to understand the layout and structure of the building. The dark and stylized aesthetic adds a layer of visual interest and sophistication to the rendering, making it stand out from more traditional architectural visualizations. The image is a testament to the capabilities of modern 3D rendering software, showcasing the ability to create highly detailed and visually striking digital environments. The caption below the image provides additional context, identifying the project as 'BLINDNESS' and the rendering method as 'Rendered Isometric (using Shaderlight)'. This information is presented in a simple, black font, centered below the image. The overall composition is clean and professional, with a clear focus on the 3D rendering itself. The image is well-suited for use in a presentation or report, providing a clear and concise visual representation of the project. The use of a dark and stylized aesthetic is a deliberate choice, likely intended to create a specific mood or atmosphere for the project.

BLINDNESS

1	SPT NAME: JIM ADRIANO, BARRY & MORTIMER SANCHEZ
	TITLE: PLANNING
	SPT DESIGNER: ADRIANO AND ASSOC.
	SCALE: 1/8" = 1'-0"
	DRAW: DWG000001

BLINDNESS	
1	SET NAME: DUTY HOSPITAL, WARD & ARTIFICIAL GARDEN
	TITLE: PLYING PLAN
	SET DESIGNER: ANDREA ARCE DUVAL
	SCALE: 1/4" = 1'-0" DATE: 05/05/2015

PRODUCTION DESIGN

VESSELS - Short Film



PRODUCTION DESIGN

SOLITARY - Short Film



PRODUCTION DESIGN

EL CUCUY - Short Film



PRODUCTION DESIGN

MERRIMAKER - Short Film



PRODUCTION DESIGN

BEHIND THE MIRRORS - Short Film



PRODUCTION DESIGN

NOW OR NEVER - Short Film



CONCEPT ILLUSTRATION

One hour illustrations

