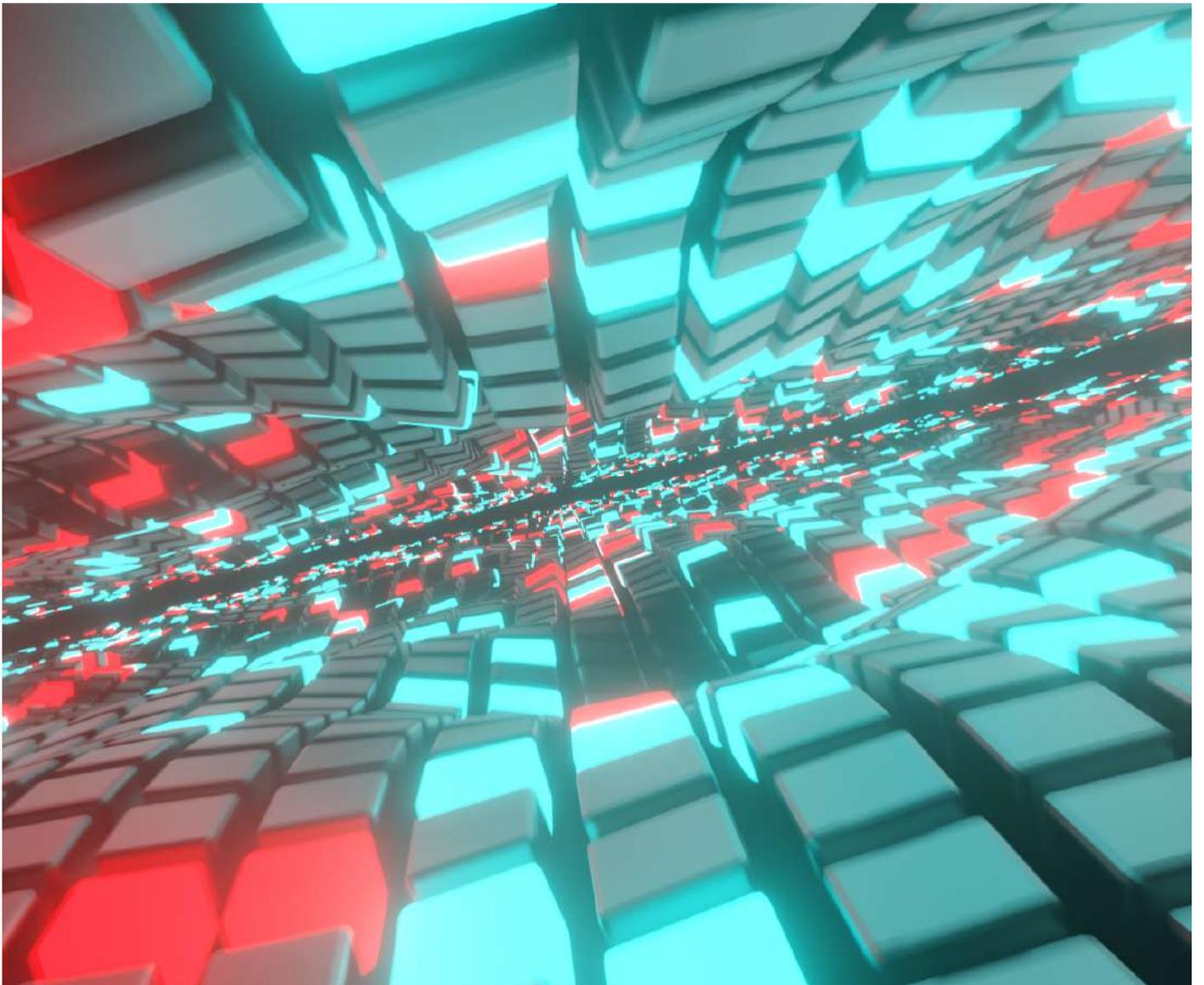


Robert W S Hulland

Email: rwshullanddesign@gmail.com

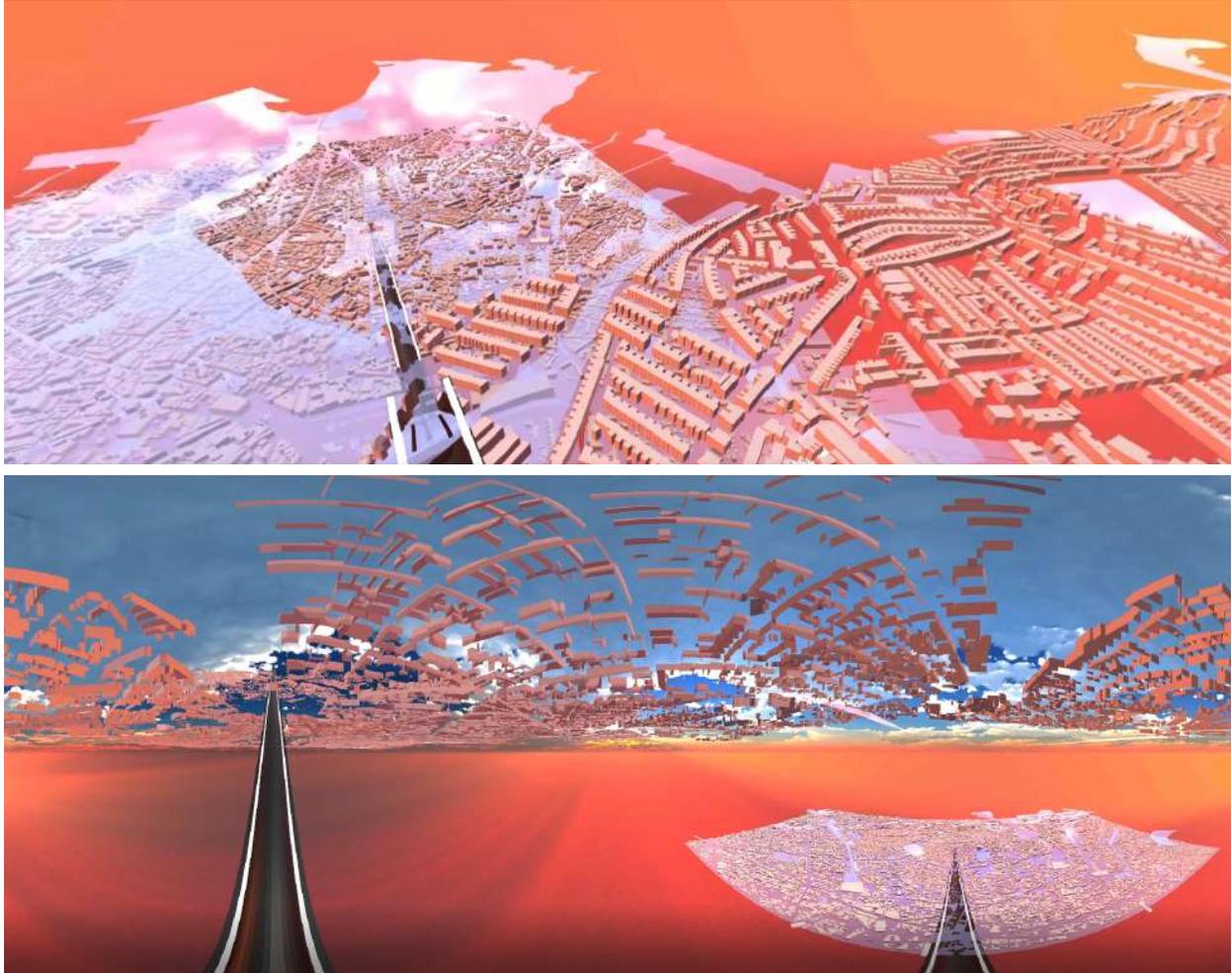
Phone: +33 7 68 41 66 10

AR/VR/XR Developer, Game Developer and Digital Artist



Gather no Moss / "No Home: Radius (20,000km)": Cite Internationale des art, Montmartre, Paris, 2021 - Group exhibition, 3D - VR video, sound design.

This piece was a VR 3D video created using Blender and Unity for the exhibition No Home Radius 20,000km, Christmas eve, group exhibition in Villa Radet in Cite Internationale des Art, Montmartre site. It is a representation of a short journey through life and the adaptation to new environments. It explores the concept of fate and the seemingly uncontrollable nature of a life path, but with a peaceful tone of acceptance and enjoyment in the meditative melancholy.

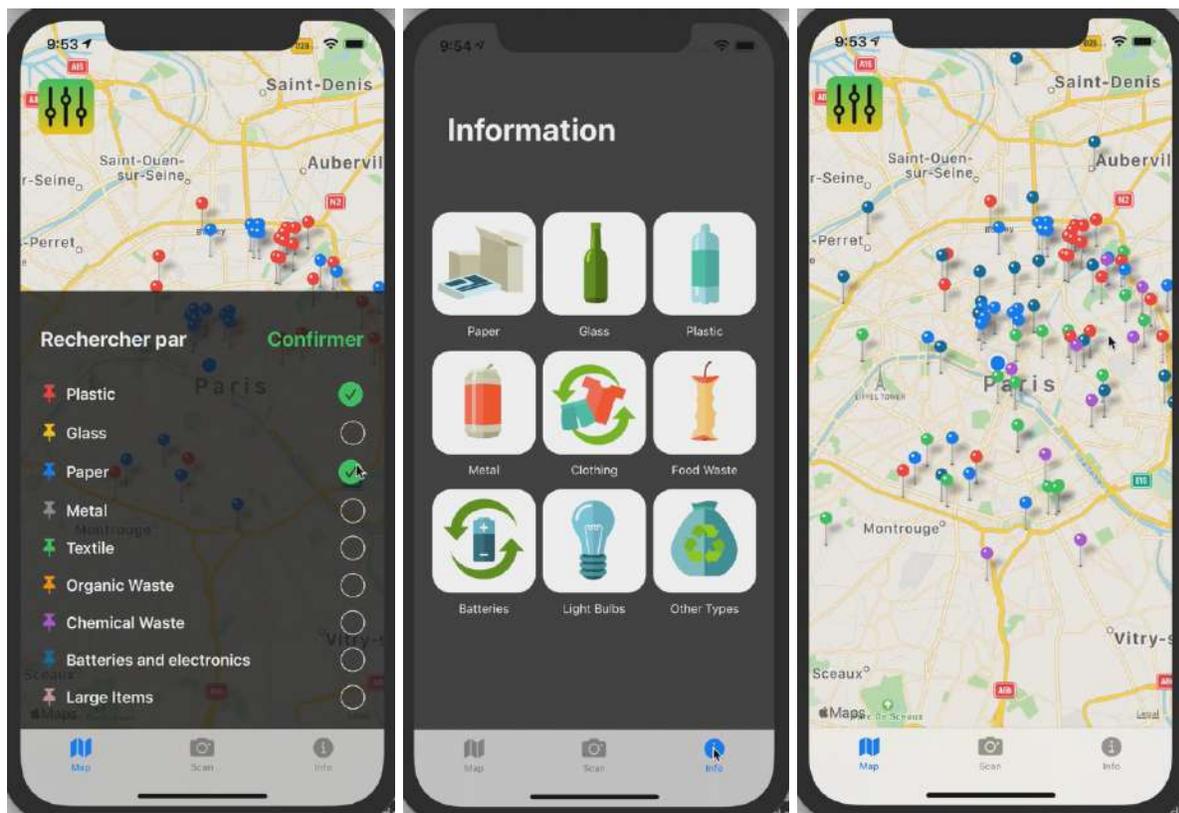


This animation is based on a gravity physics simulation which causes the marble to fall and run along the track.

<https://youtu.be/91XwbvFnLGw>

TourCycle App: Recycling Application for Apple devices, 2020, programming and development.

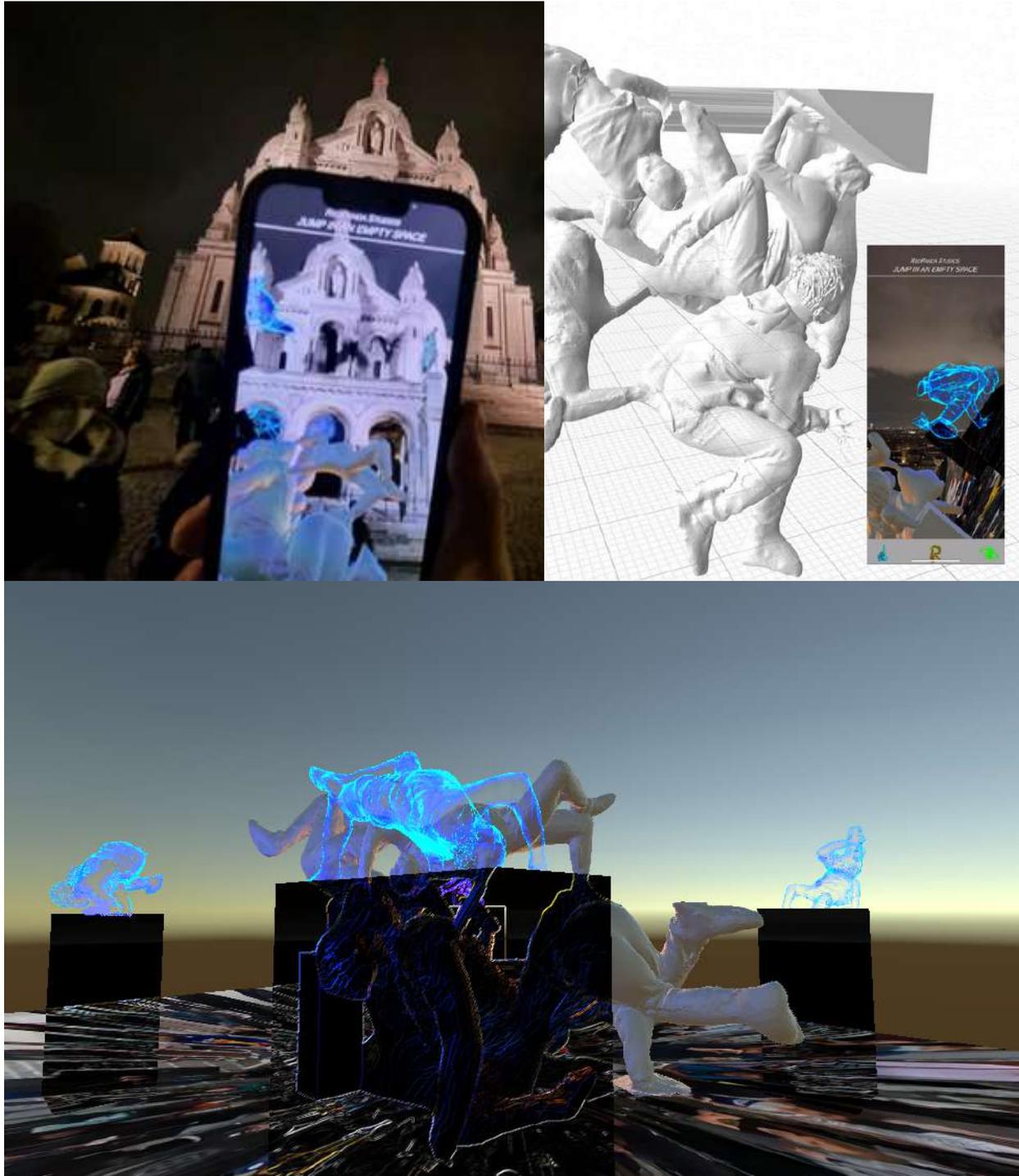
The TourCycle app was created as a prototype for a recycling application for tourists in Paris. It was a group project based on the concept of environment. The application was programmed in Swift programming language for IOS devices. The main features of the APP include an interactive map showing the different places around Paris where you can recycle different rubbish types, as well as a scanning feature that allowed the user to scan the barcode of their rubbish and identify which rubbish type it was. The app then gave more information about the rubbish type, the best ways to dispose of the rubbish and the location of recycling bins closest to the user.



These pictures show the interactive menu for the map with the individual rubbish types, the information page with everything someone might need to know about a rubbish type and how to recycle it, and then the Map itself with the user location and the map pins corresponding to the locations of recycling bins.

Arthlète: Cite Internationale des art, Marais, Paris - Mixed reality exhibition, AR and VR development. Collaboration with the Artlete collective and artist - Mona Young-eun Kim

This was a mixed AR and VR installation in collaboration with the Artlete art collective in Cite Internationale des art in Paris. It shows 3D scans of hip-hop dancers and allows viewers to explore the momentary sculptures they create with their bodies.



Doublage, Augmented Reality application: Gallery AL/MA, Montpellier, 2021 - Mixed reality exhibition, AR and VR development. Artist - Mona Young-eun Kim.

This was a collaboration with the artist Mona young-eun Kim, in her solo exhibition Doublage. The exhibition mixed real-world sculptures with an augmented reality application to create different layers of reality for the viewers of the exhibition. One blank world in the analogue and a second where personalized information is shown around the gallery.



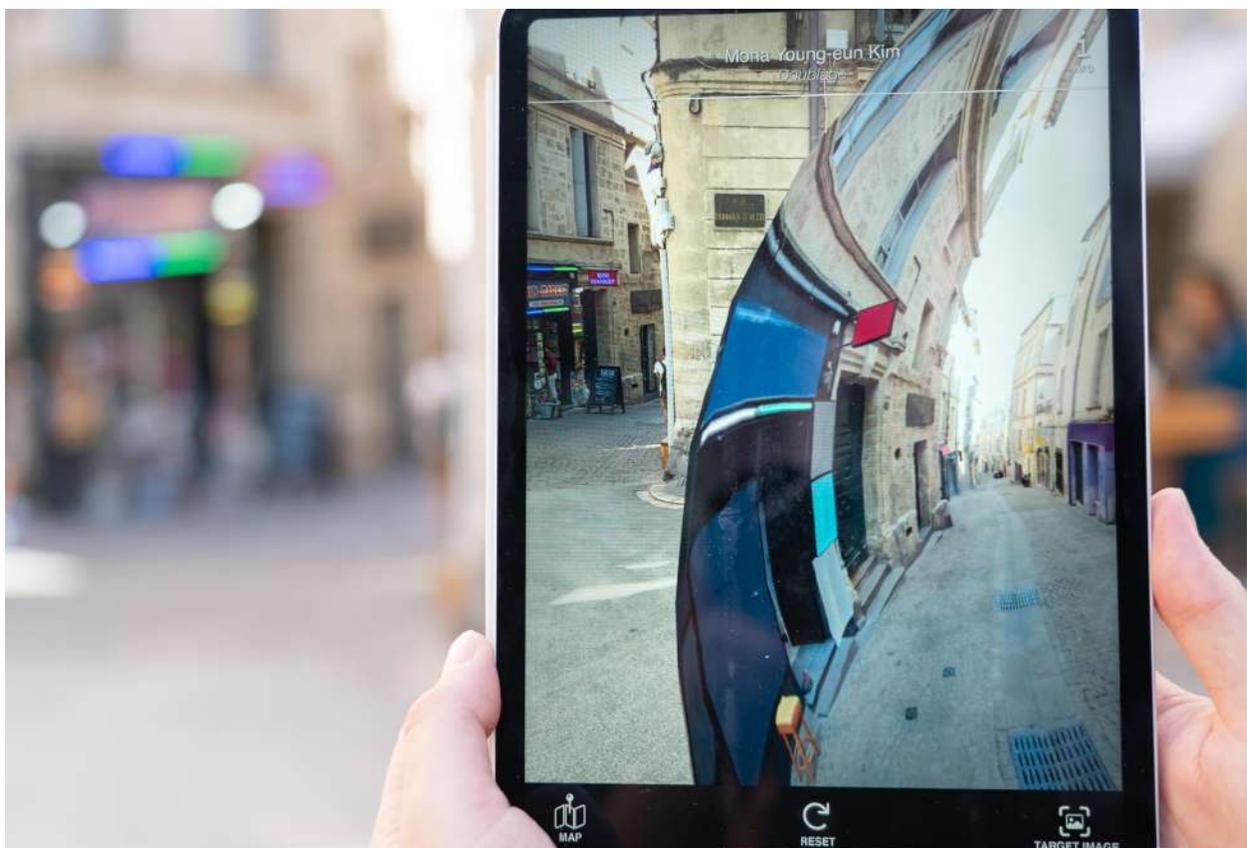
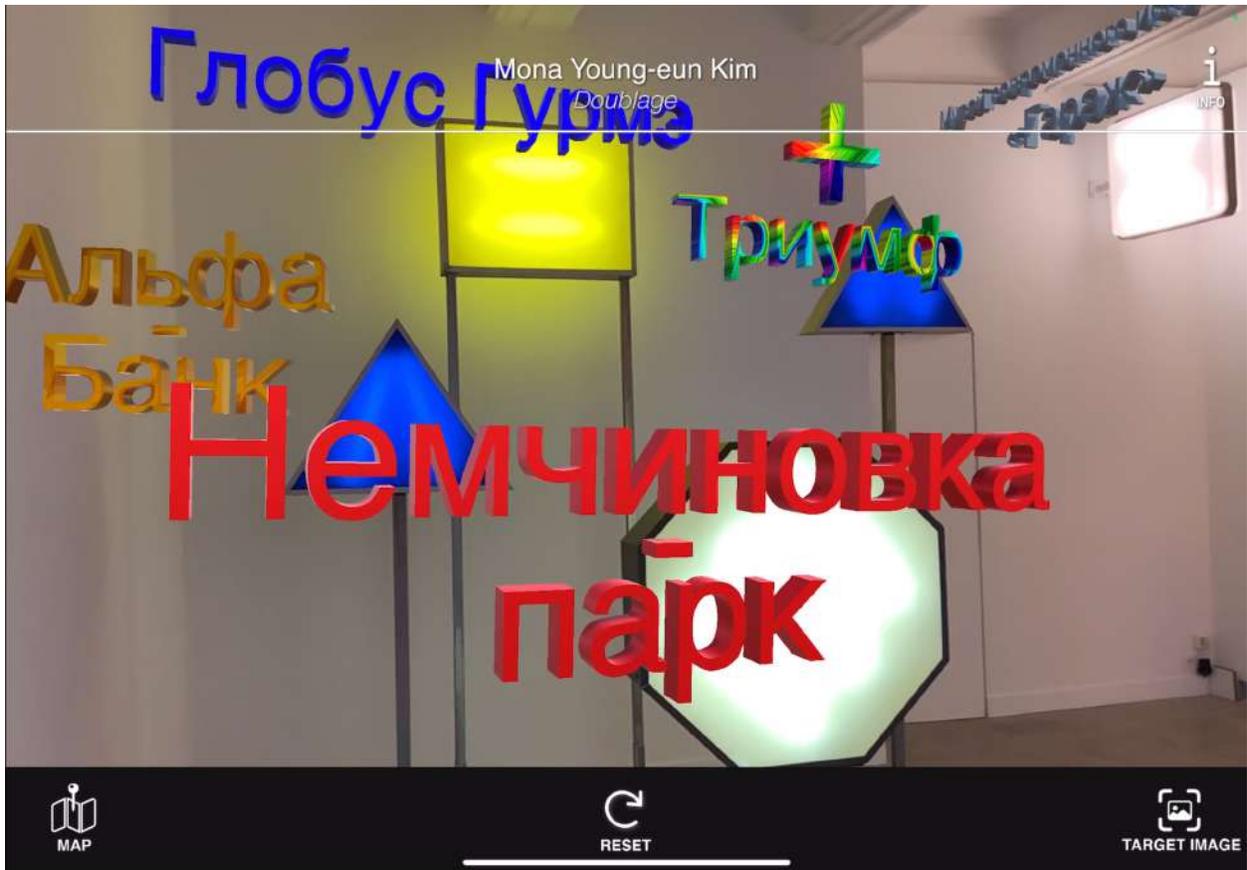
The AR application incorporates image tracking with 3D models in the gallery space and GPS placement of photo bubbles around the city that the users can find and explore. The image recognition was also used to recognise the facades of shops and censor or obscure the visual information.

https://vimeo.com/643310240?embedded=true&source=vimeo_logo&owner=112731902

This is my explanation of the app

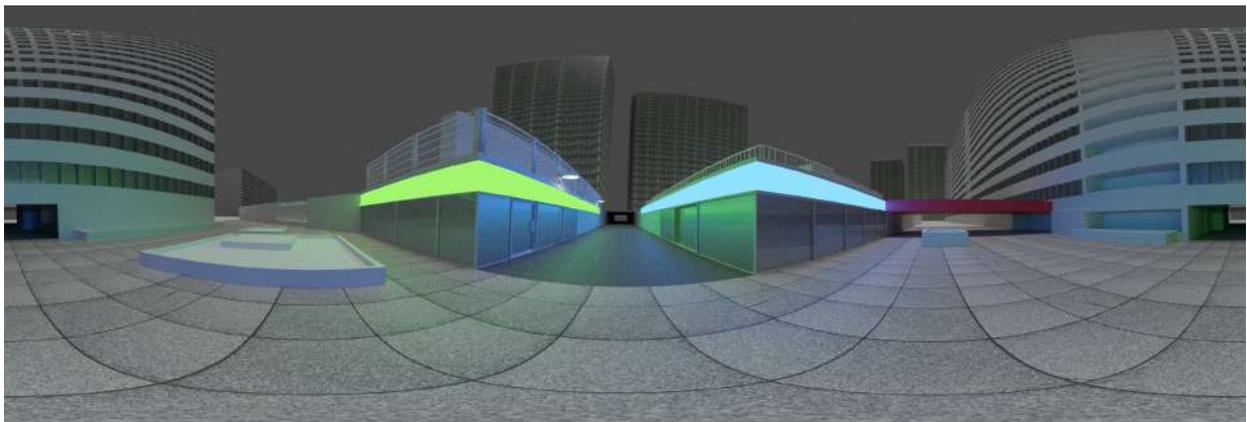
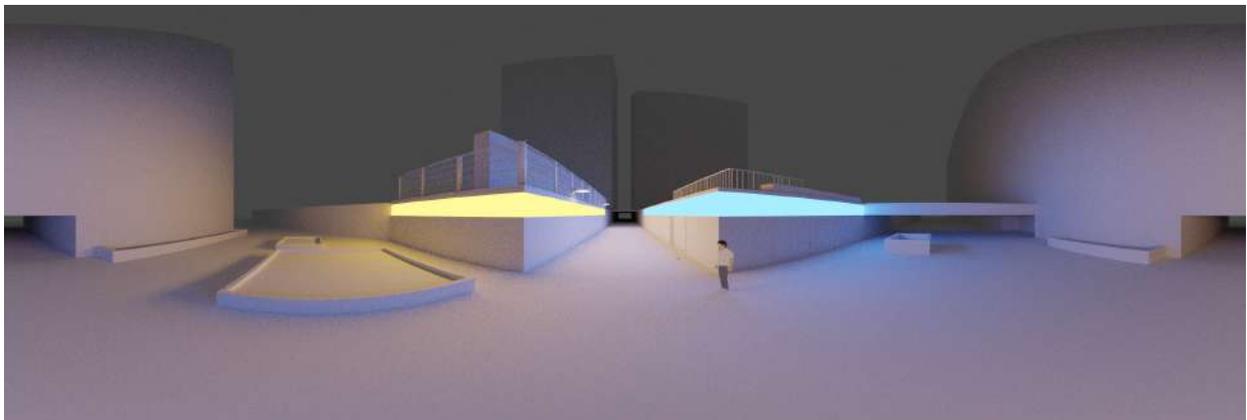
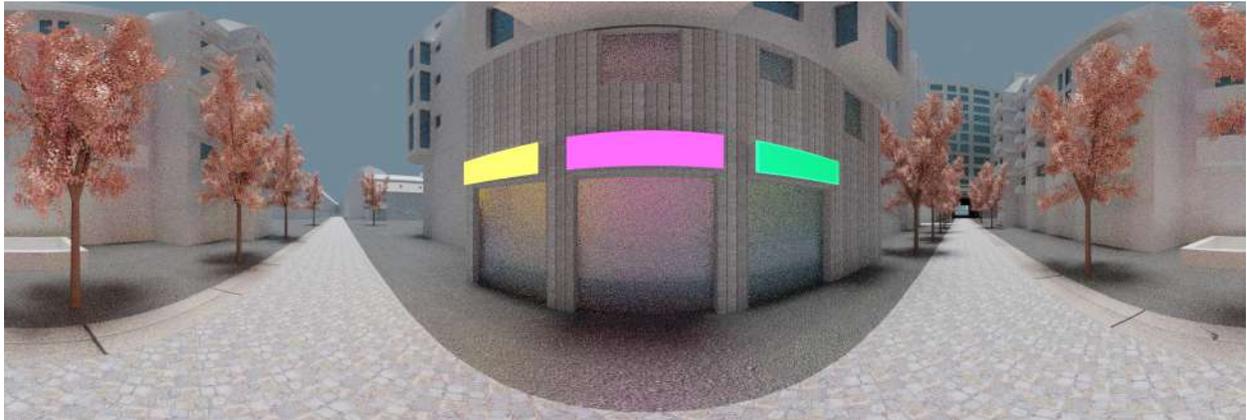
<https://www.monayoungeunkim.com/doublage>

This is the webpage related to the project and exhibition



Numérscope: 3D Environment Artist and Actor
le 104, Paris, 2019 - Virtual Reality installation, Mixed 3D and Video work.
Artist - Mona Young-eun Kim

This was the work of Artist Mona Kim, seeking to merge the lines between the virtual world and the real world and imagine a future where all digital information is personalised. The mixed reality created presents an image of techno-dystopia.

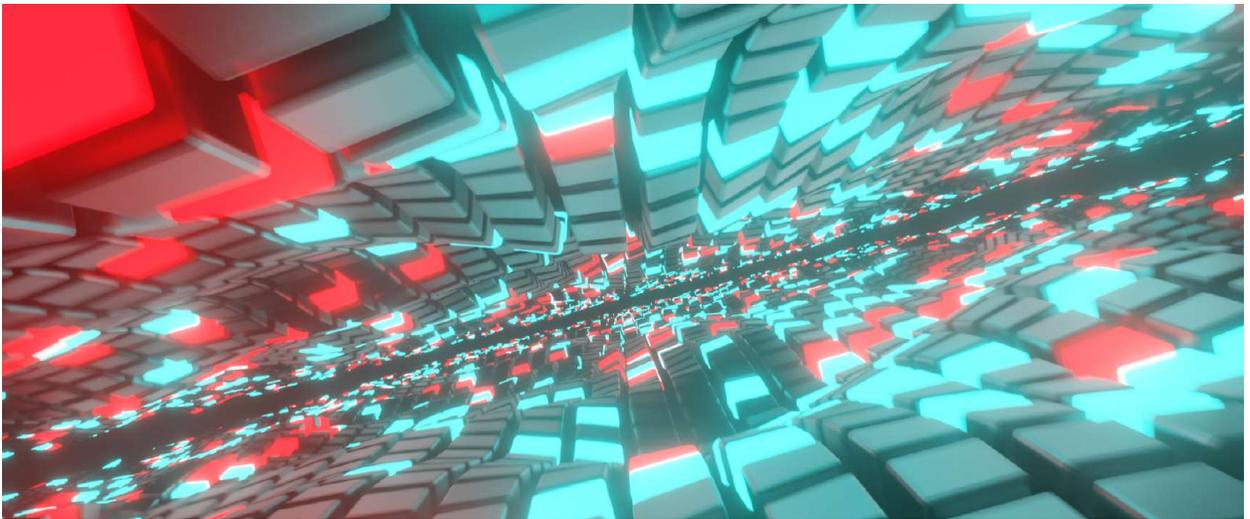


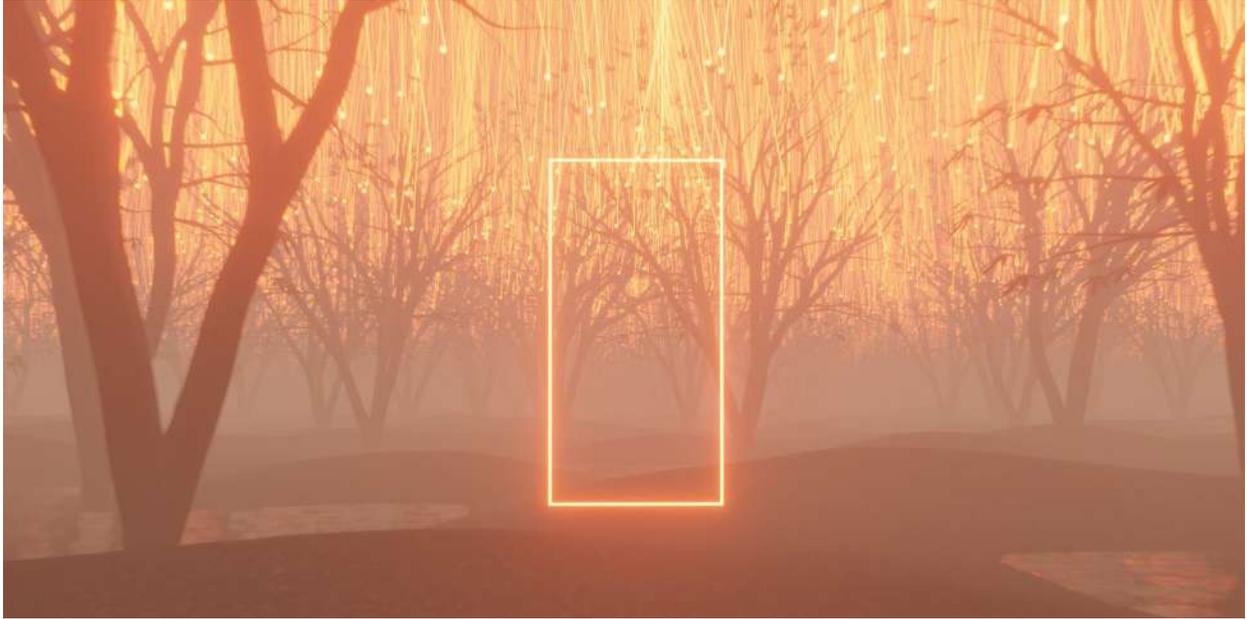
I worked on the 360 virtual environment that was later used in the mixed reality VR video. I used Google images and photo matching from videos taken at the locations to replicate the environment from several locations around the Maison Blanche area in Paris. I then animated a journey through the environment, which was later blended with the 360 videos. I also played the role of a lost and disoriented time traveller trying to find the future.

Abstract Animations Series: 2018 - ongoing, 3D modeling and animation.

This project is experimentation with different abstract looping animations to explore different modelling techniques, materials and lighting to create interesting and aesthetic animations.







These animations are a very important part of the work I do, it helps me to see what is possible in the digital space and experiment. The 3D modeling and virtual art community is still relatively new and still developing new ideas and techniques, many of which have not made it to a place of academic study yet.

The flower animation uses a fractal array to create the model which is then linked to a displacement modifier that causes the model to flow in a hypnotic manner. All of the parameters are editable and produce an infinity of different effects and permutations. A central point light is also used to focus the eye and give it a more mystic appeal.

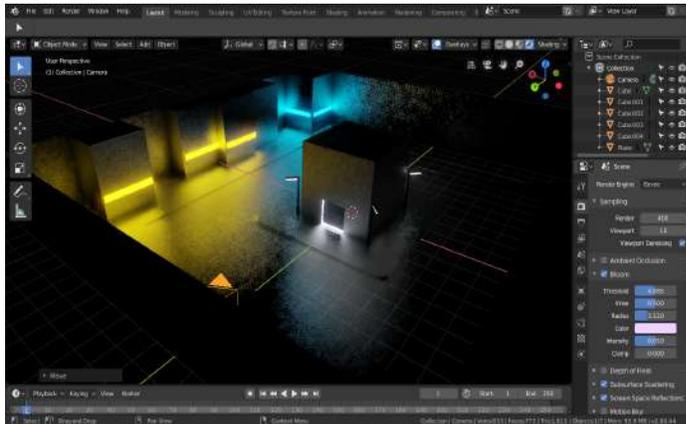
The sun animation is experimentation with wave displacement and creating a seascape that has some realistic movement, it has a very relaxed almost vapour wave feel to it.

The triangular prisms use a different animation setting and instead of having a smooth motion, use the bounce setting to create a more mechanical and jarring effect as the camera travels forward through the array.

The next two are different ways to split up a single subdivided plane, the first more uniform, moving in a wave-form and the second a more random decimation of the plane that remains connected, like a chain, to the surrounding segments.

The final animation has a few different elements. It experiments with volumetric mist and tracking an object through the scene. There is also a particle system that creates a fiery look in the trees.

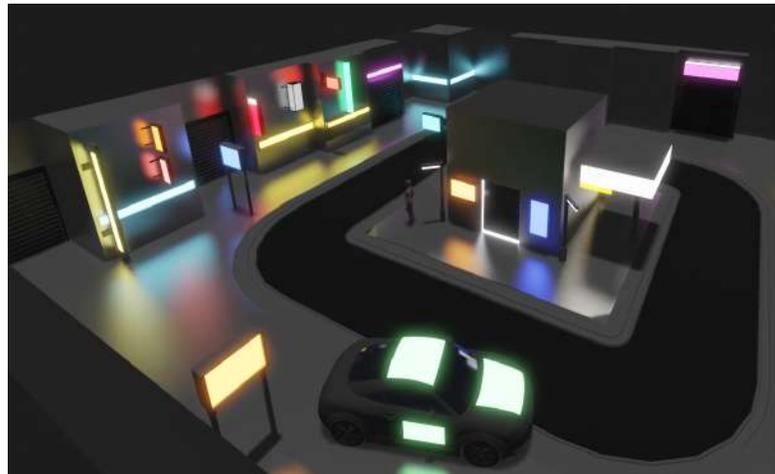
3D Environment and Concept Design



This was the proposal for the imaginary city in the near future. With art direction from Mona Kim I created the concept imagery and 3D environment used in the final proposal.



The space was designed to simulate a real-world street. with neon street and shop signs, the artist wanted to present a number of different types of information to the viewer that would only become visible through the use of an augmented reality headset. This would create two mirrored realities, one empty and one with a wealth of information depending on how you view the environment.



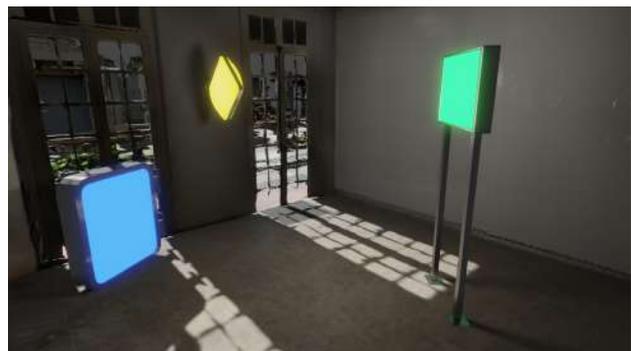
Doublage Project : AR/VR/Mixed Reality

This project is an evolution and mixture of ideas and techniques from other work I have done with the artist Mona Young-Eun Kim. This is an AR and Mixed Reality application that uses image recognition, 3D modelling, animation and 3D scanning to create an augmented exhibition and experiences within the gallery space and in other locations around the city.

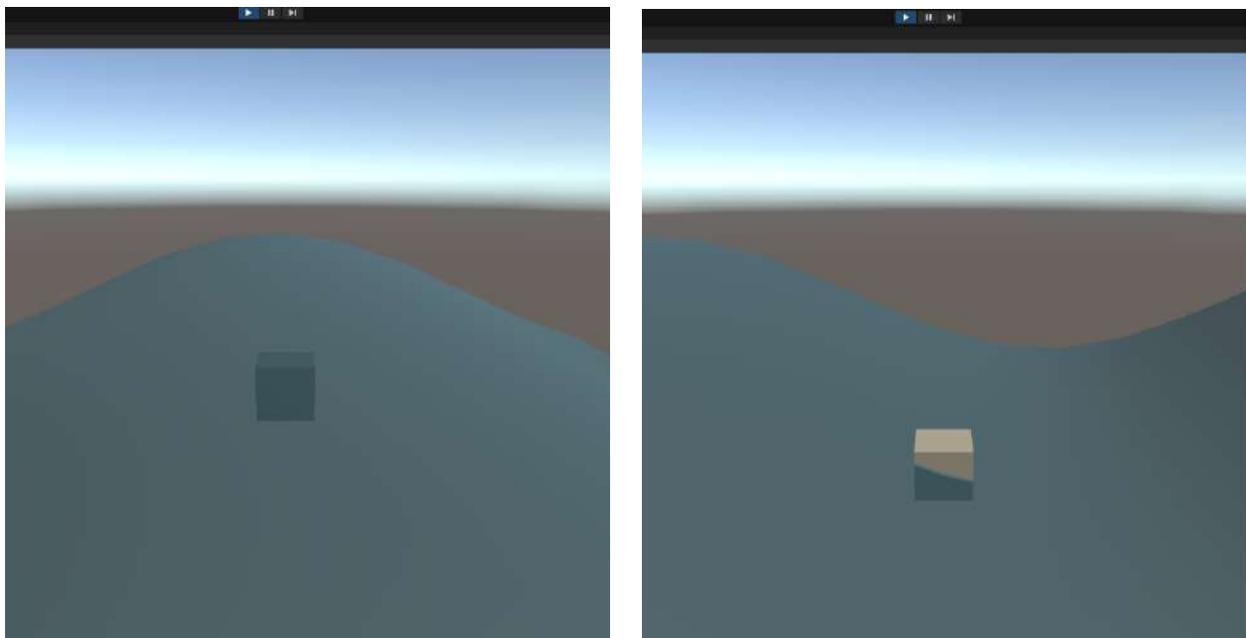


Shown in the images is a test of the image recognition in the AR project. The camera sees the image in a small brochure and instantiates the 3D models with animation into the shown view on screen. This effect works with videos and audio and can be used on mobile devices tablets and VR headsets that have external cameras.

This AR instantiation will be used to display different types of information on neon signs in the gallery. The viewer will have a choice of language when they download and open the application.



GAME Projects: Game design, 3D modelling, Programming



This is an ongoing project that I am developing as a passion project, here we can see a buoyancy test to practice and develop the code allowing for objects to float on the surface of the water. This is one of many side projects relating to game design that I am working on, but all of the 3D work I do adds to a greater whole. The concept for this work is inspired by the “Earthsea” novels by Ursula K. Le Guin, who is one of my favorite authors.