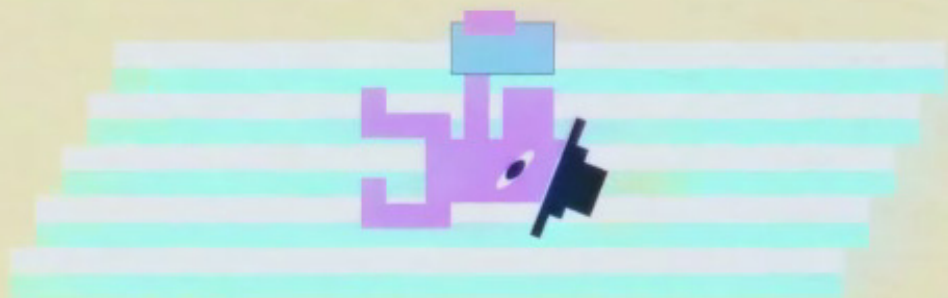


ALDÉRIC TRÉVEL
3D Artist & Technical Design

 alderic.trevel@gmail.com

 [@meteoromancie](#)

 alderictrevel.fr



A 3D artist with a fine arts background, I create visual worlds, animations, and digital or physical objects for artists, musicians, architects, and brands. My work combines a sensitive, experimental approach to form with solid expertise across the entire 3D production pipeline — from modeling to postproduction, including rigging, simulation, and rendering.

With each project, I strive to craft a unique aesthetic, to make digital tools resonate with custom narratives, and to place technical precision in the service of a strong artistic vision.



3D ANIMATION

Design of visual worlds and 3D animations — from modeling to rendering, including rigging, simulation, texturing, and postproduction.

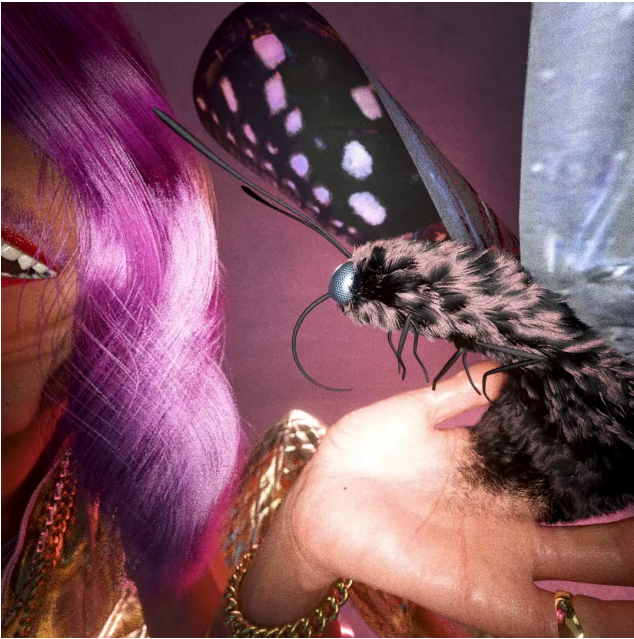
ZBrush, Houdini, Cinema 4D, Redshift, Marvelous Designer, DAZ Studio, Substance Painter, Meshroom, Premiere Pro, After Effects



PEREZ, 2020 — Music video direction, art direction, animation, **ZBrush, Meshroom, Houdini, Cinema 4D, Redshift, Marvelous Designer, DAZ Studio, Substance Painter, Premiere Pro**



PEREZ, 2020 — Art direction, animation, **ZBrush, Cinema 4D, Redshift, Marvelous Designer, DAZ Studio, Substance Painter, Premiere Pro**



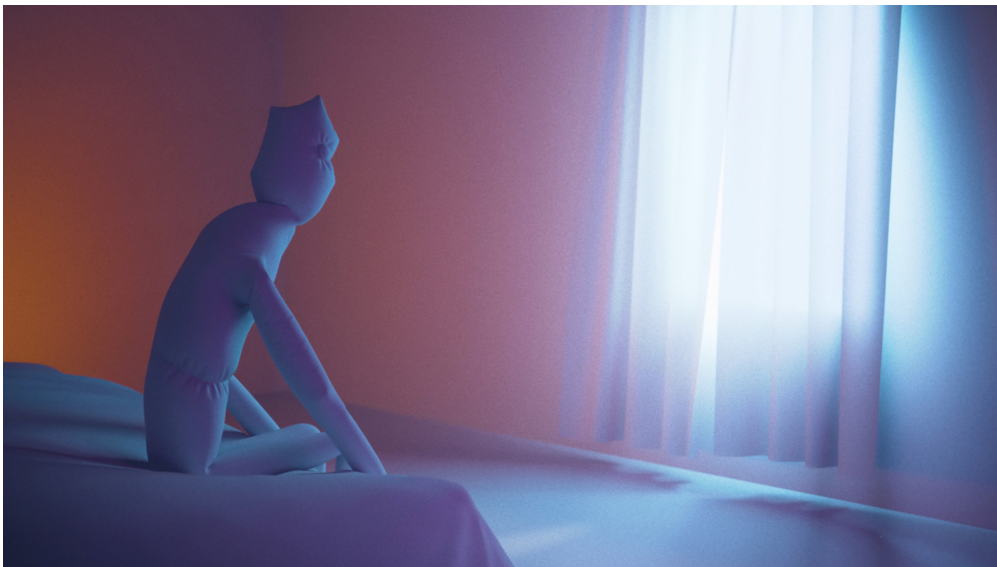
NAMORO, 2020 — Art direction, animation, ZBrush, Cinema 4D, Redshift, Marvelous Designer, DAZ Studio, Substance Painter, Premiere Pro



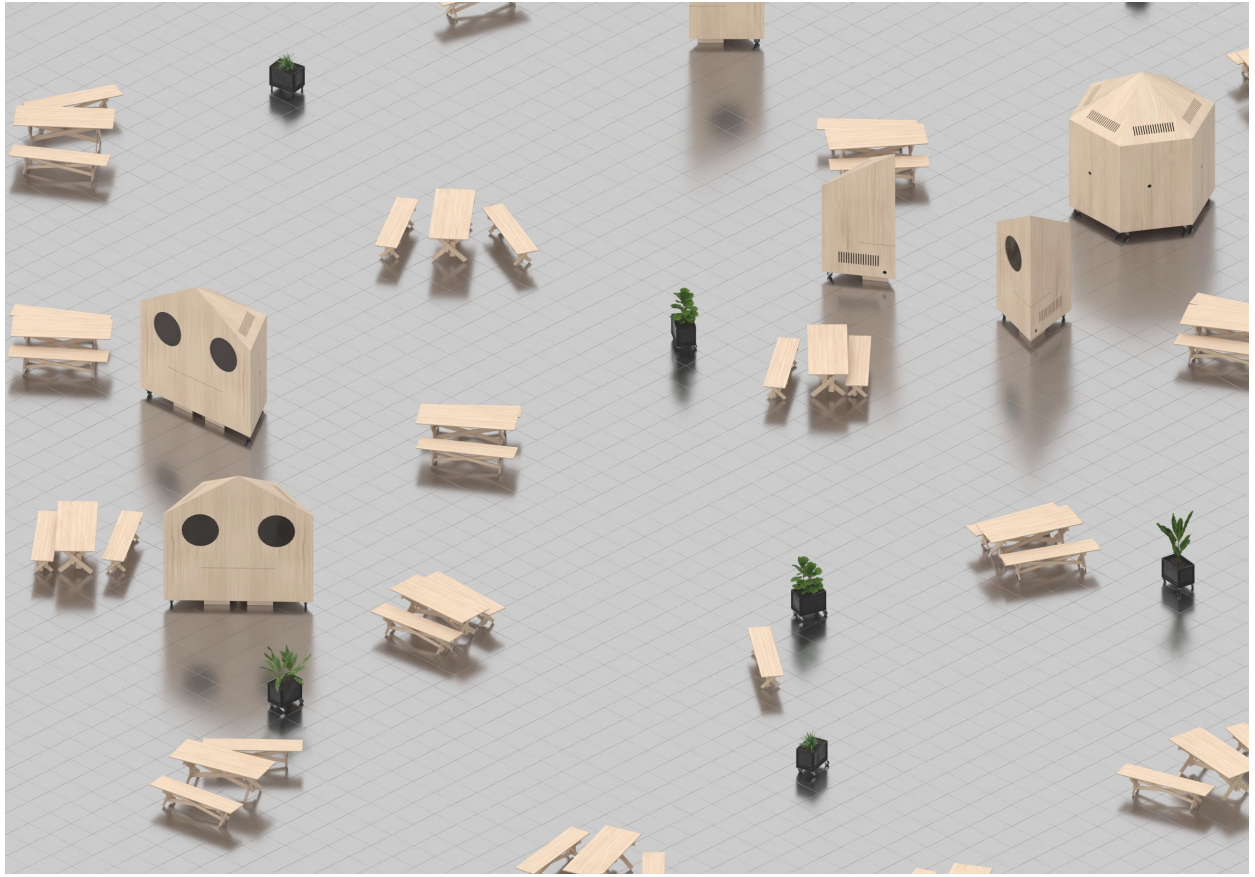
Alexandra Sà, 2019 — Animation, **Meshroom**, **ZBrush**, **Cinema 4D**, **Substance Painter**, **Premiere Pro**



HEIMAT ATLANTICA, 2019 – 3D avatar creation, **Meshroom, ZBrush, Cinema 4D, Redshift, Marvelous Designer, DAZ Studio, Substance Painter, Premiere Pro**



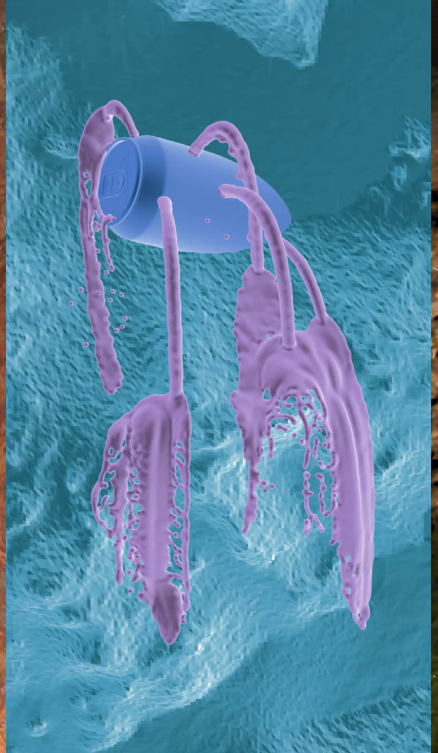
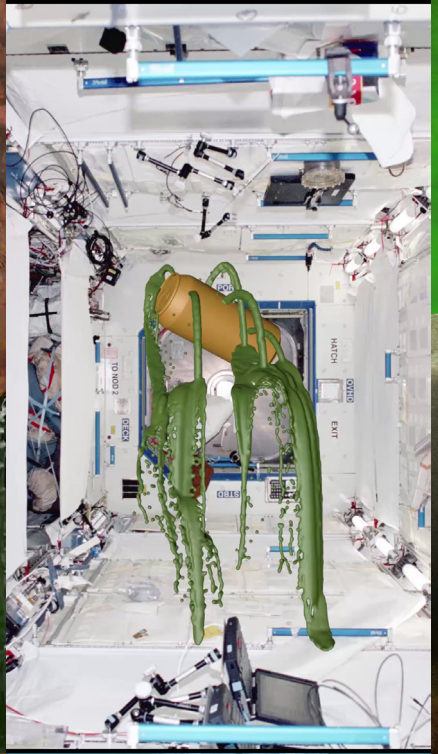
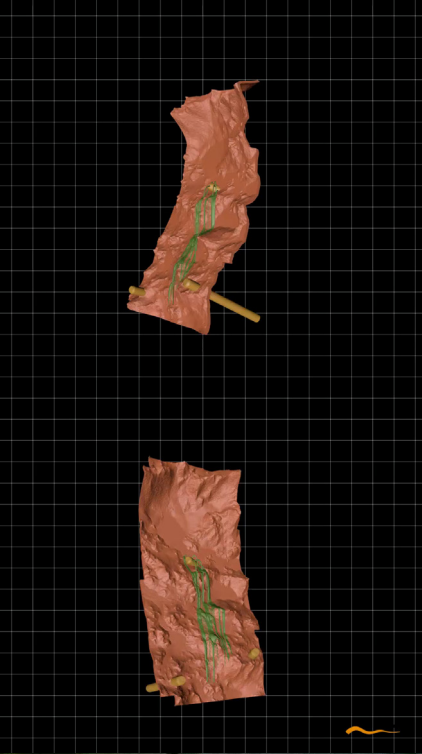
Pillowman, 2018, personal project — Animation, **Cinema 4D, Redshift, Marvelous Designer, Houdini, Premiere Pro**



MBL Architects, 2022 — Animation, **Houdini**, **Cinema 4D**, **Redshift**, **Premiere Pro**



DO_SOMETHING, 2025, personal project — Animation, **Houdini**, **Cinema 4D**, **Redshift**, **Premiere Pro**



EROSION POWER, personal project — Animation, ZBrush, Houdini, Cinema 4D, Premiere Pro

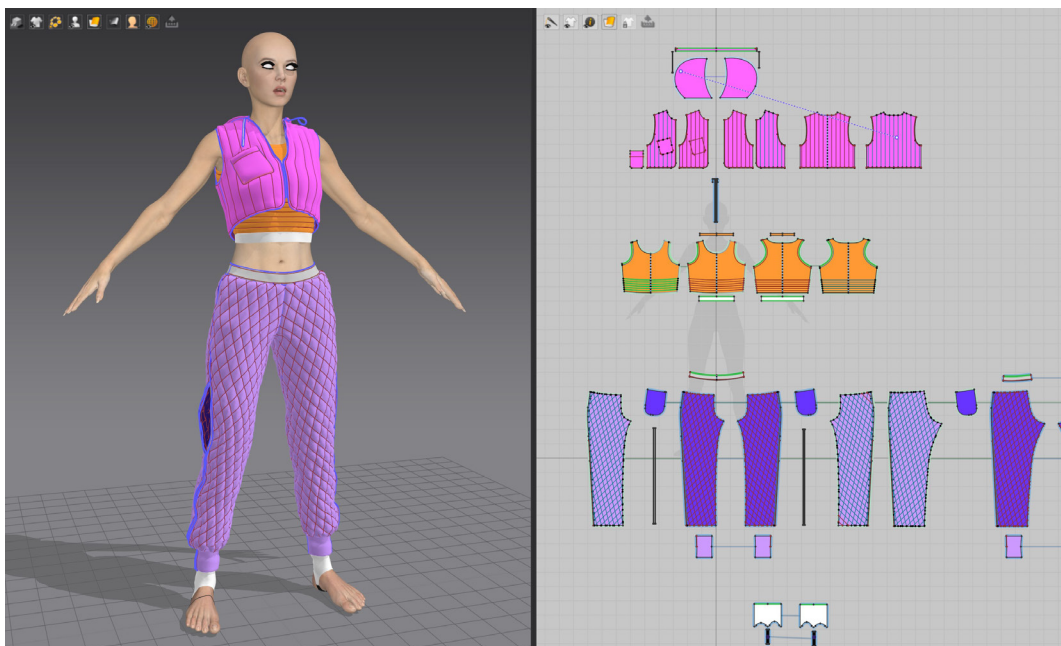


3D CLOTHING DESIGN

Marvelous Designer, Houdini, ZBrush, DAZ Studio



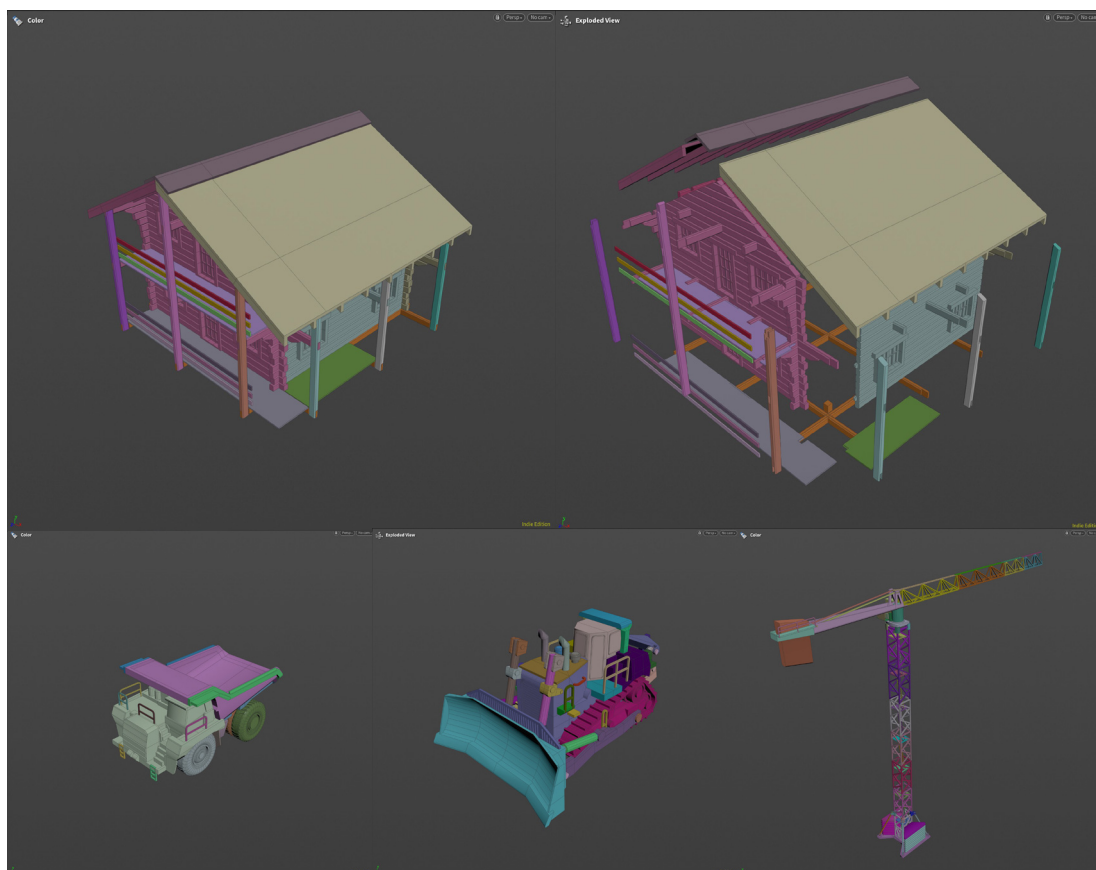
PEREZ, 2020 — 3D garment design and simulation, **Marvelous Designer**, **DAZ Studio**



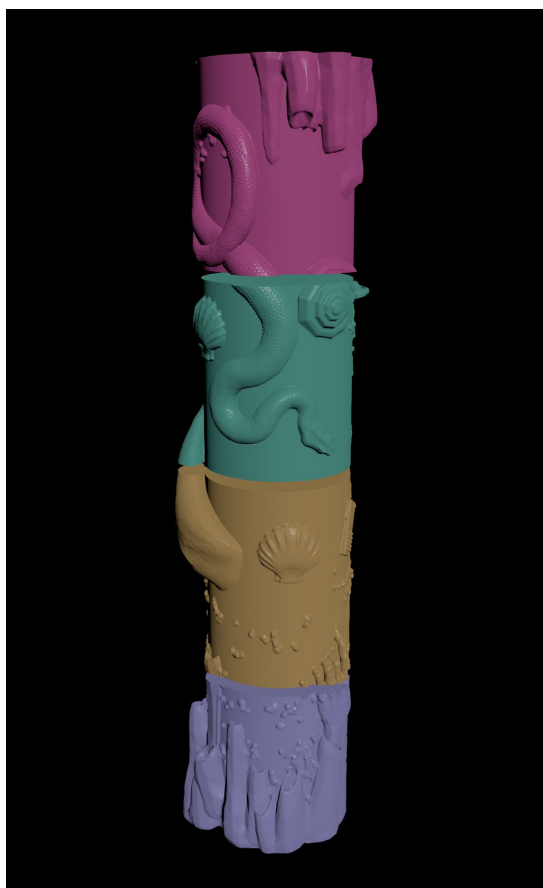
NAMORO, 2020 — 3D garment design and simulation, **Marvelous Designer**, **DAZ Studio**

3D SCULPTING & 3D PRINTING

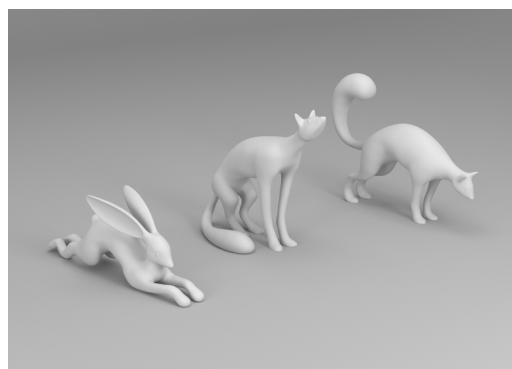
ZBrush, Houdini, Prusa Slicer



Mathieu Mercier, 2025 — 3D modeling and printing for a scale model, **Houdini**



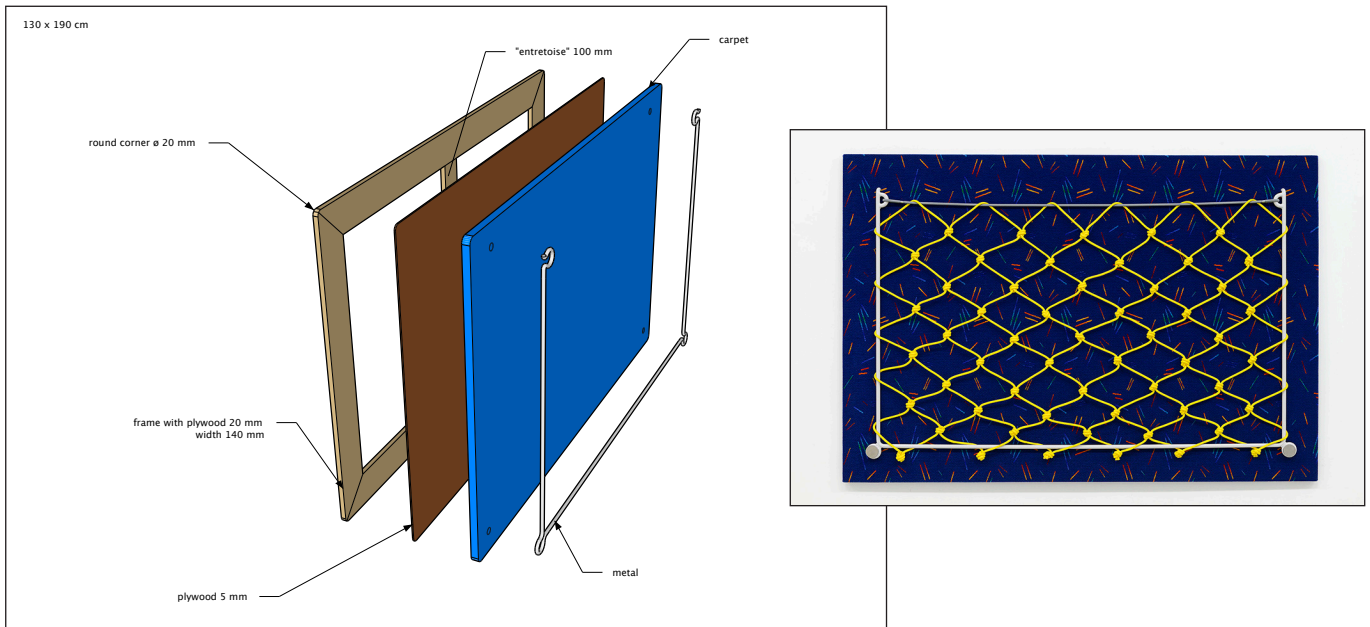
Josèfa Ntjam, 2023 — Preparation and retouching for 3D printing, **Zbrush, Houdini**



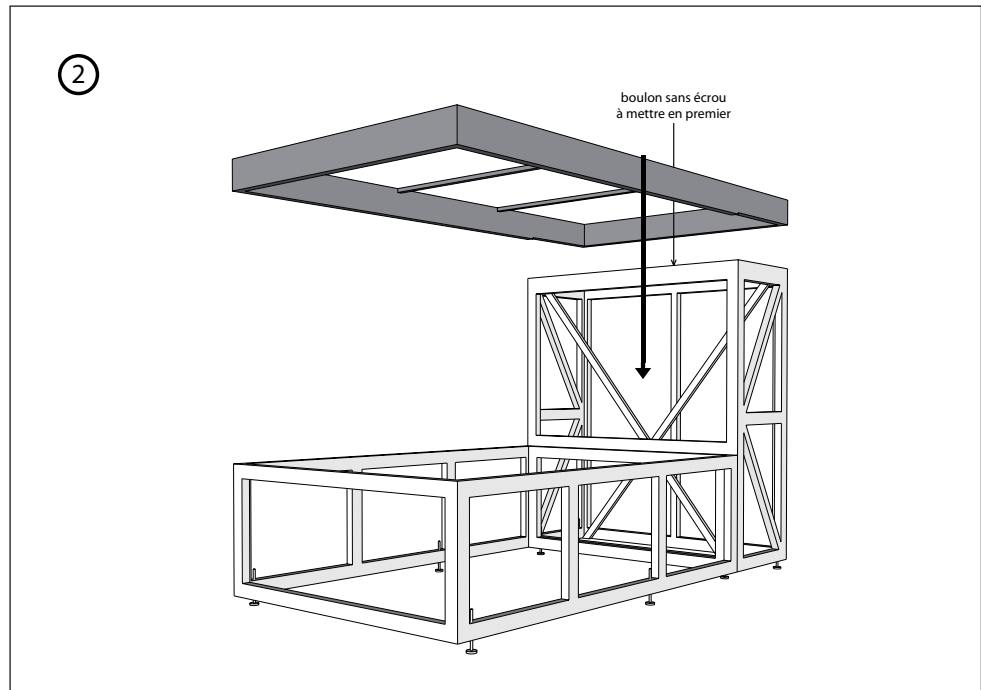
Fantasio Décors, 2020 — 3D sculpting, **Zbrush**



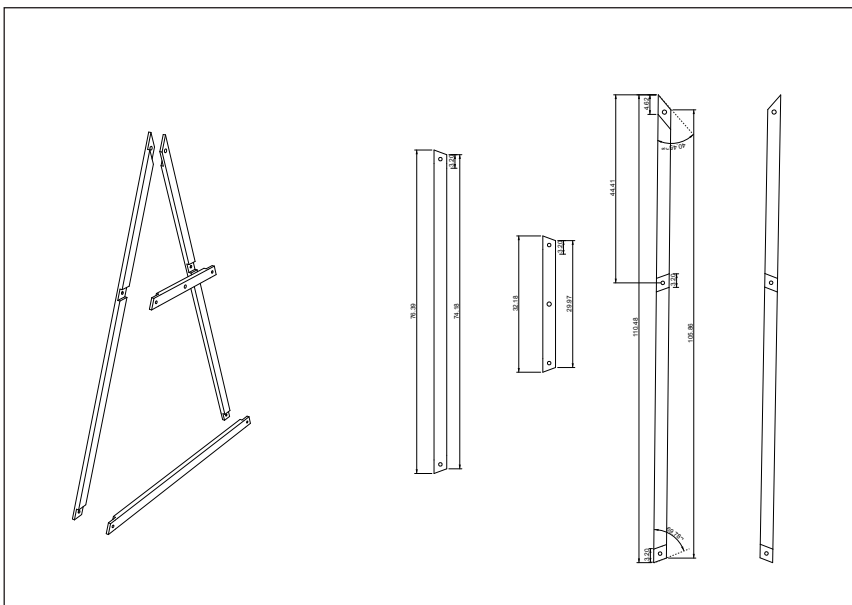
Gargoyle, 2023, Personal project — 3D sculpting and printing, **Zbrush, Prusa Slicer**



Yonatan Vinitsky, 2015 — Design, planning, and execution, **Sketchup**



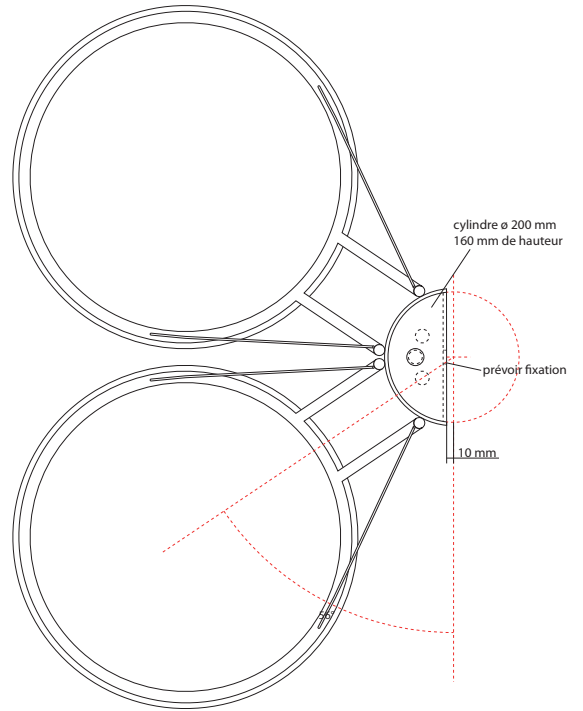
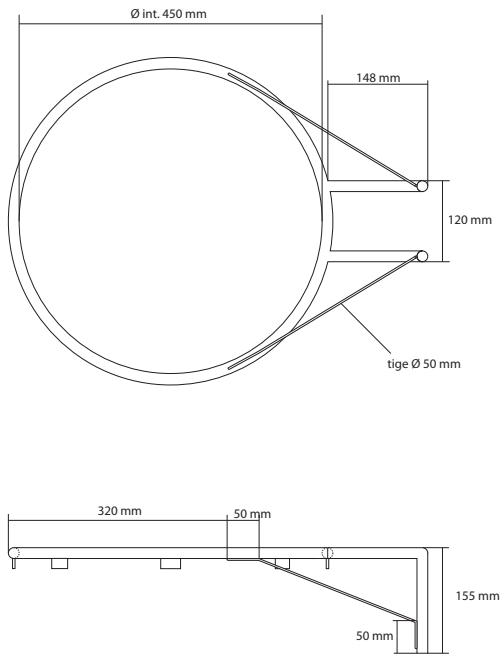
Mathieu Mercier, 2017 — Assembly instructions, **Sketchup**



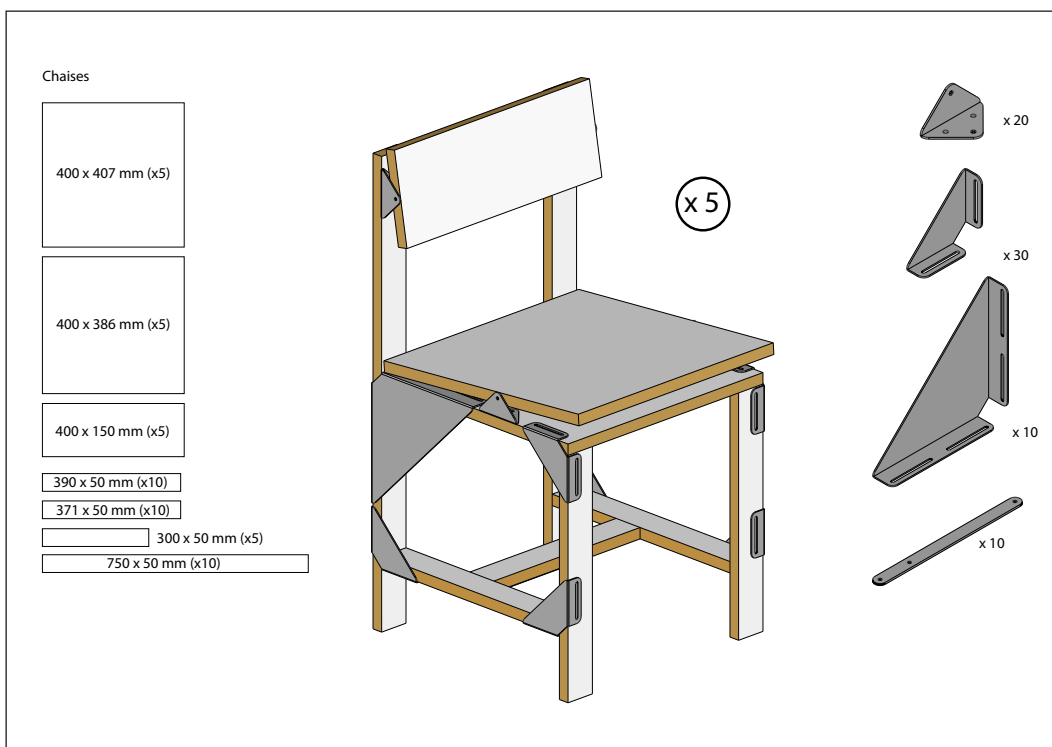
Xavier Antin, 2016 — Modeling and technical plans, **Rhinceros**



Vue de dessous



Mathieu Mercier, 2012 — Modeling and technical plans, **Sketchup, Cinema 4D**

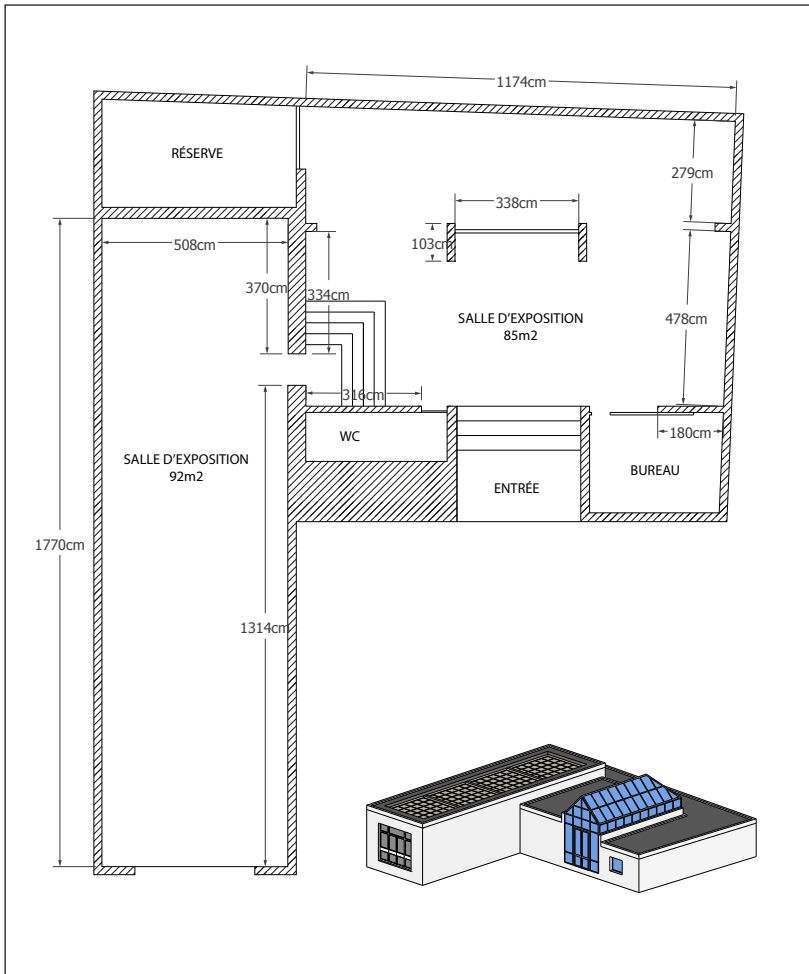


Mathieu Mercier, 2014 — Modeling and technical plans, **Sketchup**

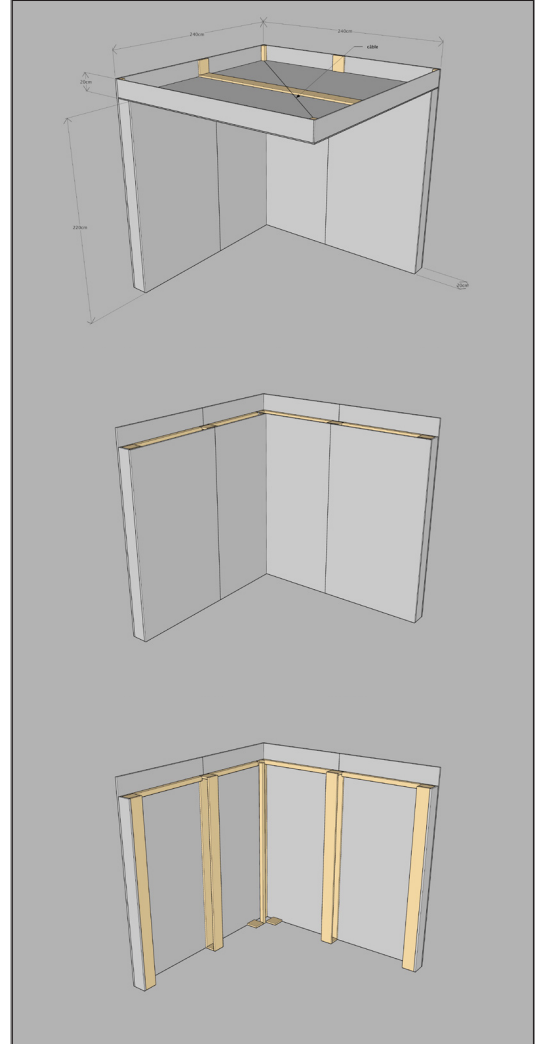
EXHIBITION MANAGEMENT & SCENOGRAPHY

Installation, exhibition layout, technical coordination, and scenographic design.

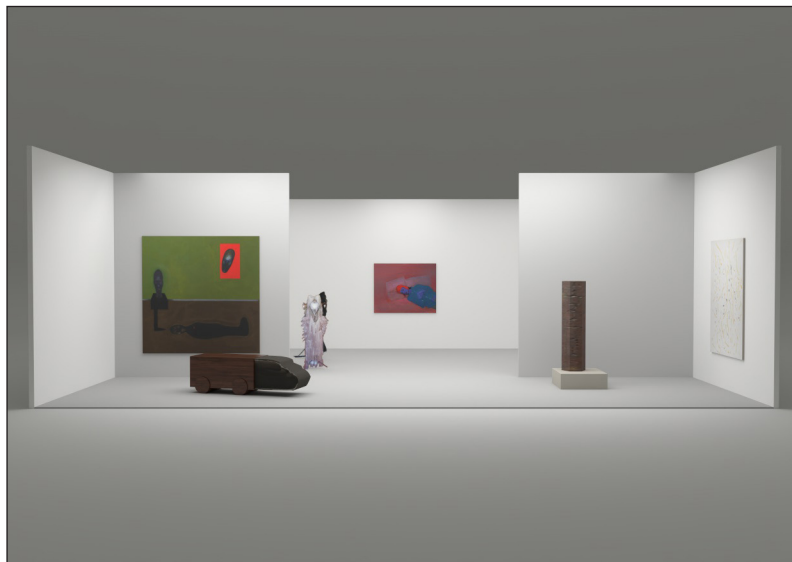
Sketchup, Rhinoceros, Cinema 4D



Centre d'art Albert Chanot, 2017 — 3D modeling and layout plans, **Sketchup**



Centre d'art Micro Onde, 2014 — Design and execution, **Sketchup**



Galerie Balice Hertling, 2022 — 3D stand renderings, **Cinema 4D**