Subhranshu Singh

3D Motion Designer · Art Direction, Look Development & Animation · Blender

Pune, India (open to remote) | subhranshu97work@gmail.com | linkedin.com/in/subhranshu-singh-771a59395

PROFILE

3D motion designer working since 2021, with a background in graphic design. I make product and brand films in Blender, and my part is usually the look of the film: art direction, look development, animation, lighting and rendering. Since 2023 I have freelanced with Paperman Studios on campaigns for Meta, LEGO, Cadbury Perk, Noise and IFB, and with Brokenedge Studios (Malaysia), where I art directed and animated the Nyfter film end to end. I want to work with teams who care about design and taste, and I am open to remote work internationally.

SKILLS

Software	Blender (primary), Adobe After Effects, Marvelous Designer (cloth simulation), Cinema 4D (working knowledge)
3D	Art direction, look development, 3D animation, lighting and rendering, compositing, product visualization
Motion & design	3D motion design, 2D motion graphics, branding and logo design

PERSONAL WORK

Self-initiated films, made solo in Blender and After Effects, from concept and art direction to final render.

- **Through the Loupe:** 23-second luxury watch assembly film, seen through the watchmaker's eyes; spent about a month on the lighting alone (spec piece, not affiliated with Hublot) · Watch on Instagram ↗
- **Dive In:** 15-second looping film of a slow morning routine · Watch on Instagram ↗

STUDIO WORK

Paperman Studios · Freelance 3D Motion Designer — Oct 2023 – Present

- **Meta:** keynote intro and outro film; animated 3D icons that transition and morph into the logo within brand guidelines, and owned look development, lighting and rendering (2026)
- **LEGO:** launch campaign for the new Mumbai store; handled modeling, character animation, lighting, rendering and compositing, plus asset builds for still renders (2026)
- **Cadbury Perk:** 6-second ad spot; keyframe animation, look development, materials and final compositing (2026)
- **IFB:** launch campaign for a new dishwasher range (2026); 2D motion graphics (2023–24)
- **Noise Master Buds Max:** part of the CG team; look and direction for key shots, plus assets and intro concepts (Oct 2025)
- **Paperman Aura Studio:** spec commercial for an imagined speaker and the studio's first experimental film; art director and lead motion designer, covering look development, animation, lighting and rendering in Blender (2023)
- **Schneider Electric:** product renders and promo videos (2023–24)
- **Blenders Pride:** 3D animation for marketing (2023–24)

Brokenedge Studios, Malaysia · Freelance 3D Motion Designer — Sep 2024 – Dec 2025

- **Nyfter:** art directed and animated the product film end to end, covering visual direction, shot flow and animation (final edit, compositing and type animation by the studio) (2024)
- **ePropulsion Spirit 2:** launch visuals for the brand's 2026 electric outboard motor. Look development and animation for one-third of the main product film (about 20 seconds), plus look development for 6 stills: product teaser, showcase and creative images (Nov–Dec 2025)

Post Office Studios · Cloth Simulation Artist — 2023–24

- Cloth simulation in Marvelous Designer on **B26** and **Karna**

COLLABORATIONS

Numaan Shaikh, Independent 3D Artist — Aug 2024 – Apr 2025

Freelance 3D Motion Designer; 3D animation and CGI on campaigns for:

- **Maddock Films (Stree 2):** pre-release campaign films; rigged the lead character and her long ponytail, and handled animation, lighting, rendering and compositing on 2 of 3 films (15–20 seconds each), one end to end
- **boAt:** 3D motion video for the Enigma watch
- **Wildstone:** 3D motion video

Ketan Pal (Midnight Kettle) · Motion Designer — 2023–24

- 2D motion graphics

DIRECT CLIENTS

- **M Design, Egypt:** led two launch films showing the colour range of a water bottle and a school tiffin box. Handled the client, concept, approach and schedule; hired a look development artist and set the art direction through the animatic. Delivered ahead of deadline, and the client came back for a follow-up project (3 weeks, Jul 2025)
- **Keus Home Automation:** 3D product visualization (2024–25)
- **Lido Cinemas, Mumbai:** branding and logo design (2020)
- **Davaron, Germany:** graphic design (2020)

EARLIER EXPERIENCE

- **Spike Studio** · Motion & Graphic Designer (freelance retainer) · Oct 2021 – Feb 2023
  Motion graphics for social media
- **Studio projects** · Motion Designer & 3D Artist · 2021–2022
  Coran Design (Zydus logo animation, Shaze), Iterator (Epigamia), Shilanyas (Metaverse project), Blues N Copper (explainer videos)
- **The Uncommons, Pune** · Motion & Graphic Design Intern · Jun–Jul 2019

EDUCATION

MIT Institute of Design, MIT-ADT University, Pune · B.Des, Graphic Design — 2016–2020