



HBVR SASU – depuis 2018

David SEVE

PORTFOLIO

Développement d'applications 3D temps réel – Réalité virtuelle et augmentée -
Modélisation 3D – Conversion / optimisation de plan CAO – Photogrammétrie –
Photographie 360°



[Voir sur Youtube](#)


HERO PROJECTS

OTHER PROJECTS AND EXPERTISE

SUMMARY

Summary

- ACE V1 -




2019 - today

- Windows executable application for Fayat Group : VR / simple desktop with Xbox controller and touch screen / portable with Steam Deck.
- Allows sales teams to explain complex industrial plants in minutes instead of hours, without travel.
- About 100 plants in the application, which are integrated since 2019.
- A lot of 3D infographic work to convert CAD files for real time use.
- Multiple functions in the application : Visiting in immersion, cutting models, animations, plants configuration,...

Summary

- My Tool -




2020

- Windows executable application for Axium Packaging.
- The goal is to show their catalog in 3D and customize products with their customers.
- There are about 600 products in the application.
- A little of 3D infographic work to convert CAD files for real time use and adjust pivots for caps and bottle to match every time.
- Multiple functions in the application : Filter selection, technical information about the products, color changer, background changer, screenshot, saving notes, opening caps, ...

Summary

- Nuclear -



2021 - Today

- VR hand-tracking application.
- The goal is to visit EDF nuclear centrals and the ITER research site.
- About 2D virtual visits.
- Work is to duplicate existing web virtual visit, made by the client, to use in a VR headset with hand-tracking.
- We integrate pictures and videos in the 3D environment.
- Also animate physically stands for EDF and ITER to show the applications to the public.

Summary

- Photogrammetry -



2018 - Today

- Scanning environments and assets with photogrammetry.
- Creating a Sketchfab library free to download (actually 70 models).
- Using a drone in professional conditions and a digital camera.
- Can do 3D modeling on photogrammetry models and make animations like camera travelling.
- Can export some 3D from Google maps with specific process (very low price).

My Sketchfab : David SEVE (Animation on model) | Chapelle

Summary

- Google maps topography extraction -



2022 - today

- Extraction of topography from Google maps.
- Cleaning 3D and removing parts.
- Useful to visualize future implementations projects in real environments.

Summary

- CAD optimizations for 3D print -



2020

- Modifications of CAD plans for 3D printing optimizations.
- Preparation of print files with printer settings.

Summary

- Zoo Art Show -



2021

- Windows executable application : Desktop/Windows and Mac / Android Mobile / WebGL / VR.
- The goal was to save a temporary exposition about graffiti in Lyon, France.
- The entire exposition has been modeled by photogrammetry, it's a 5000m² building on 3 levels and 22 rooms.
- Lot of optimizations and loading solutions was needed to work on dedicated platforms.

WebGL app (low def) : ZoukSL | Theater video : ZoukSL

Summary

- Unity Former -

At SIMPLON and Gaming Campus

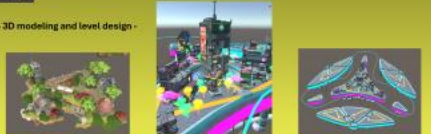


2022 - 2023

- One-off missions to teach Unity development to 80 people in professional reconversion or gaming development student.
- First approach of VR/AR and 3D real time applications on Unity.
- The goal was to put them in a professional context with concrete cases and learn basics on Unity.
- Training on scripting, lighting, UI, project settings, dedicated VR packages, IA, ...

Summary

- 3D modeling and level design -

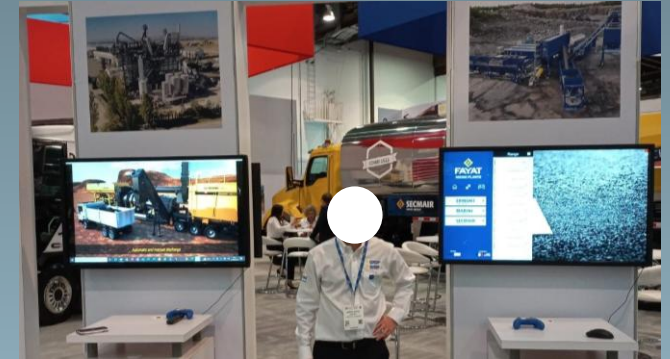
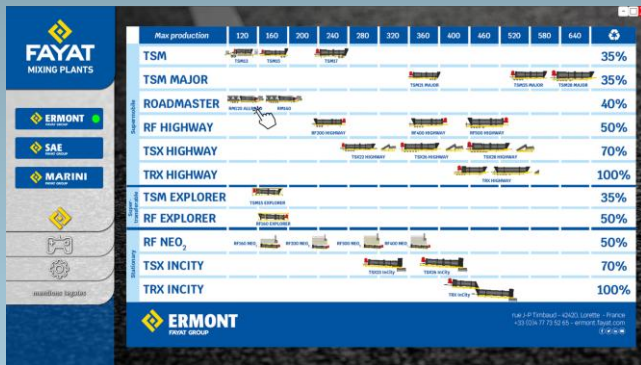


2020

- 3D modeling of ideas shapes for a mobile game named Symmetry.
- Total of 2 archipelagos with multiples ideas.
- Level design with existing 3D assets that needs to be modified.

Google play app : Symmetry

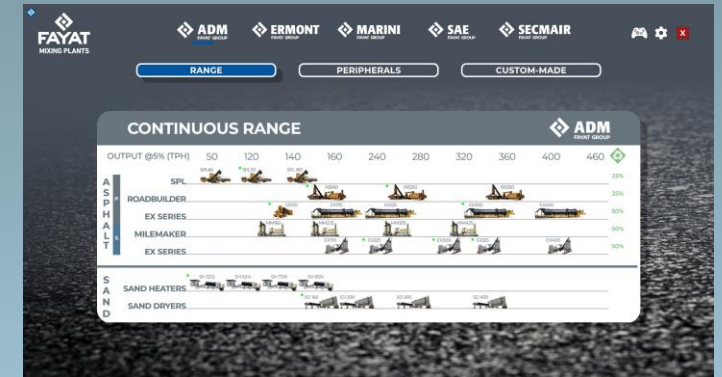
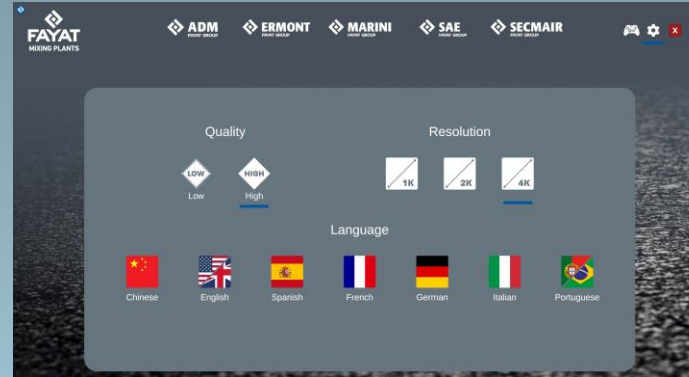
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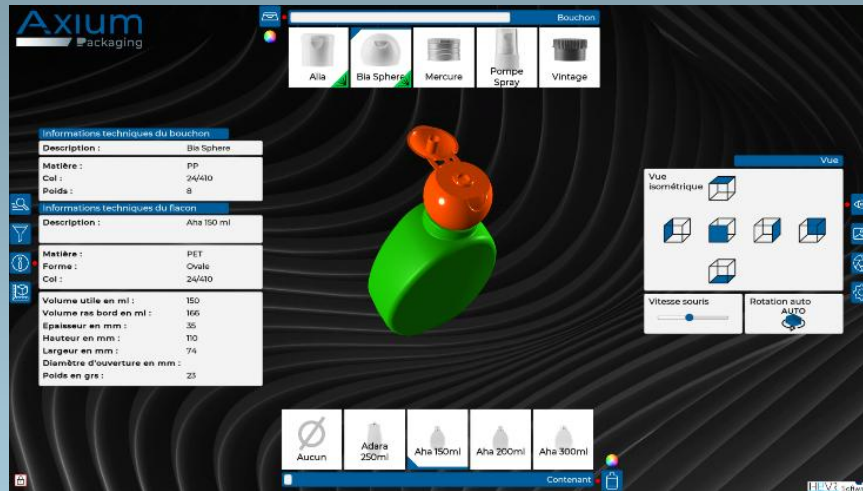
- ACE V2-



2019 - today

- Major update of ACE V1
- 2 new brands from Fayat Group joining the project for a total of 5 brands with multiple plants each.
- Complete re-design of all UI's : main menu and HUD's.
- Adding lots of new functions : measuring tool, peripheral displacement, customer logo and plants color management, animations, PDF file inside with viewer, ...
- Applying modifications on some fonctions by users feedback.

- My Tool -



2020

- Windows executable application for Axiom Packaging.
- The goal is to show their catalog in 3D and customize products with their customers.
- There are about 600 produits in the application.
- A little of 3D infographic work to convert CAD files for real time use and adjust pivots for caps and bottle to match every time.
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- Zoo Art Show -

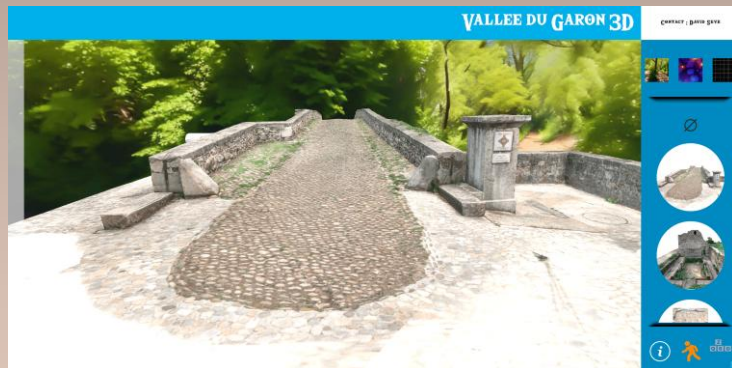


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WebGL app (low def) : [ZooXXL](#) | Teaser video : [ZooXXL](#)

- 3D Heritage -



2023

- A WebGL 3D viewer with photorealistic 3D heritage monuments.
- It is a backup of the monuments that we can see in detail.
- The goal is to promote heritage and provide information about its history.
- You can walk in the models at scale 1:1 or manipulate like a reduced model.
- Starts with a tutorial for ease of accessibility.

WebGL app : [Heritage3D](#)

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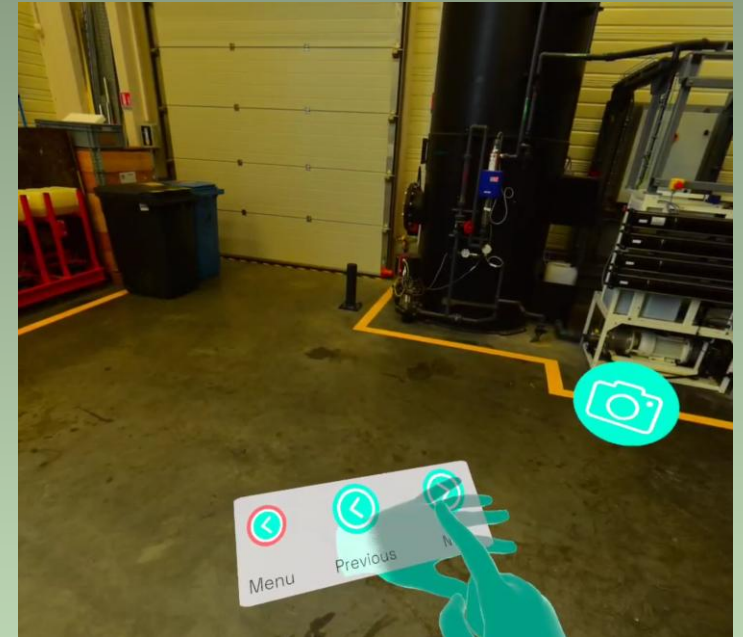
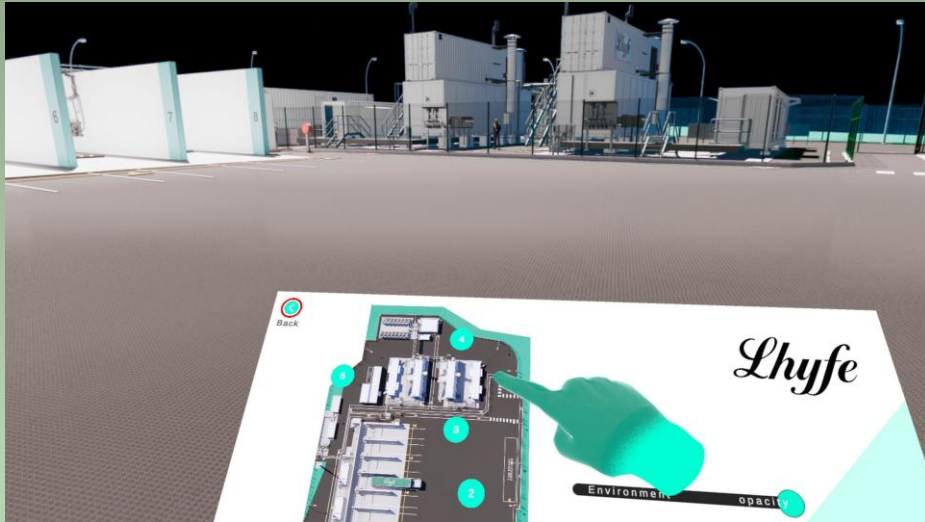
- Nuclear -



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- The goal is to visit EDF nuclear centrals and the ITER research site.
- About 20 virtual visits.
- Work is to duplicate existing web virtual visit, made by the client, to use in a VR headset with hand-tracking.
- We integrate pictures and videos in the 3D environment.
- Also animate physically stands for EDF and ITER to show the applications to the public.

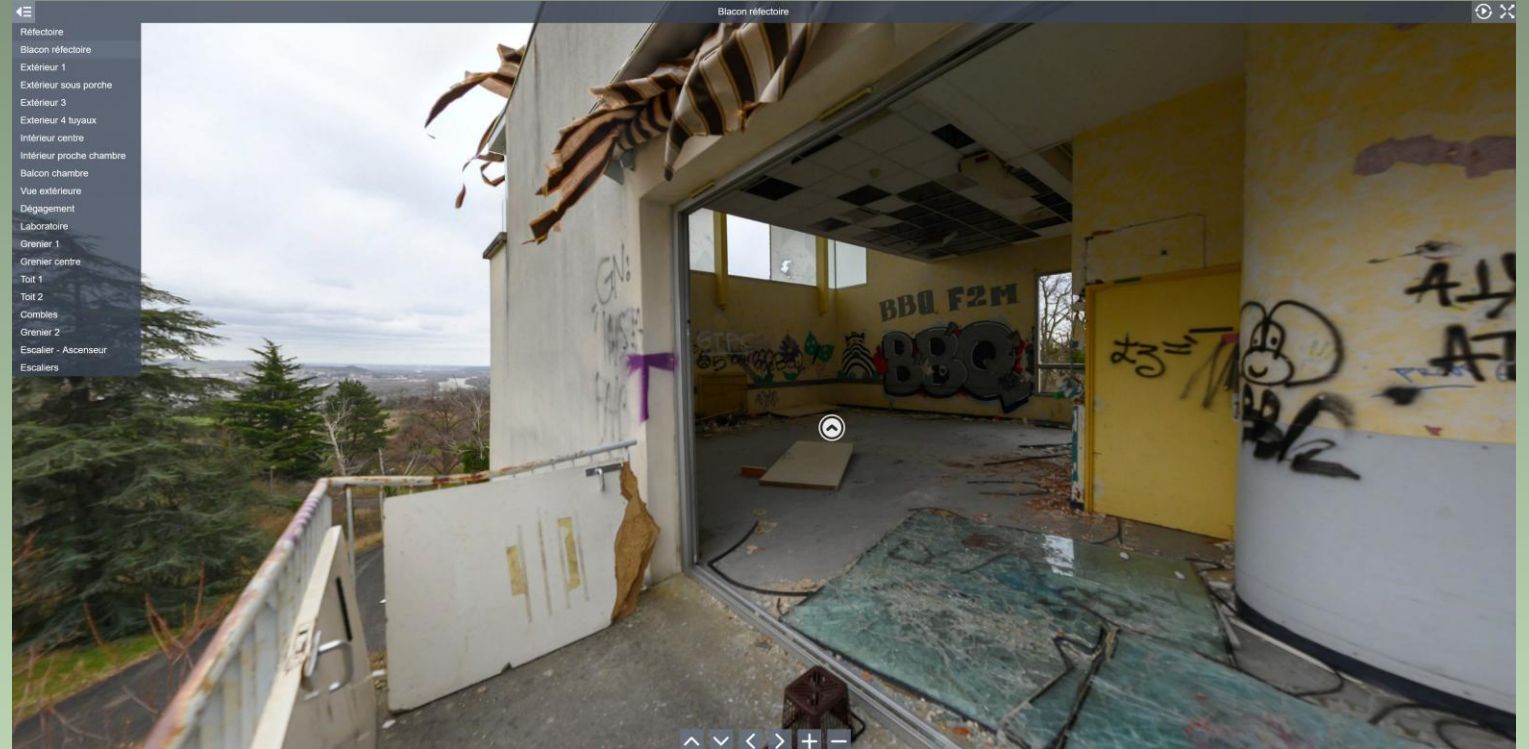
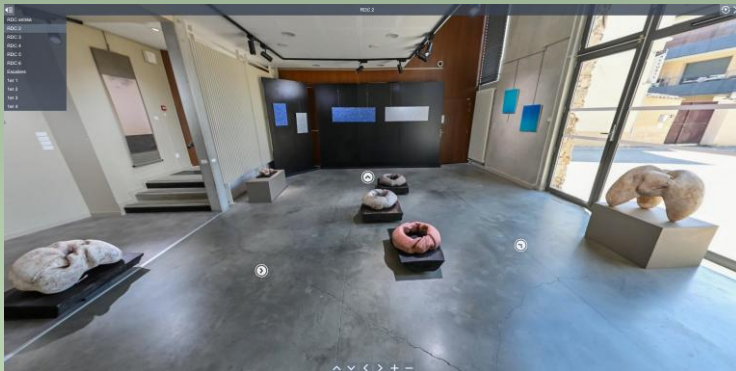
- Virtual visit of Hydrogen plants -



2025

- Creating virtual visits with CAO plans and 360 pictures.
- Using VR and AR with transparency background.
- Animate physically stands for Lhyfe to show the applications to the public.
- Also animate seminars with 10 headsets at the same time for collaborators.

- 360 pictures virtual visits -



2024

- Virtual visit HD : WebGL
- Capturing 360 pictures with full-frame DSLR camera, fisheye lens and 360 ball head.
- The goal is to have a high-definition virtual visit without using Matterport.

Urbex visit : [Urbex](#) | Museum : [Chauliac](#)

- Unity Former -

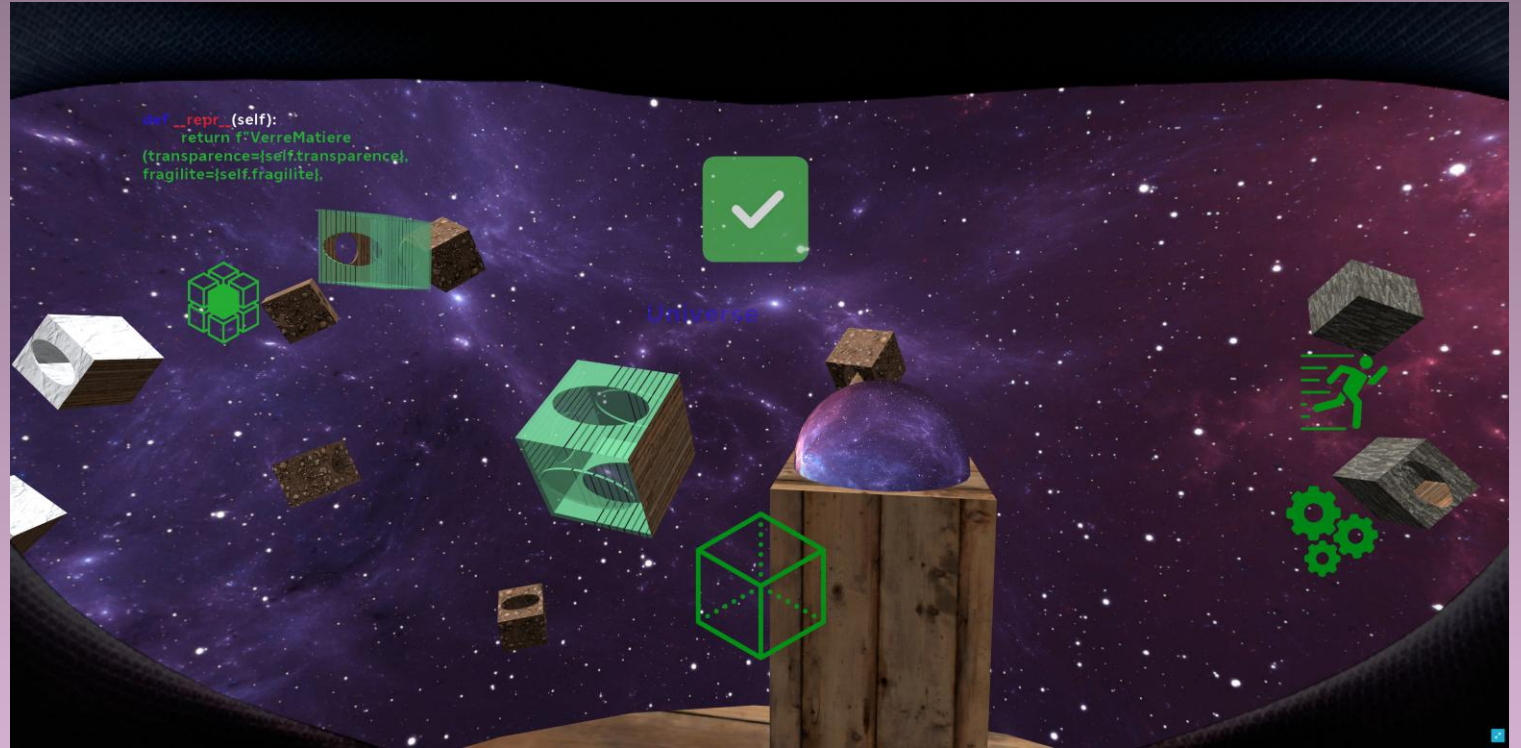
At Simplon and Gaming Campus



2022 - 2025

- One-off missions to teach Unity development to 80 people in professional reconversion or gaming development student.
- First approach of VR/AR and 3D real time applications on Unity.
- The goal was to put them in a professional context with concrete cases and learn basics on Unity.
- Training on scripting, lightning, UI, project settings, dedicated VR packages, IA, ...

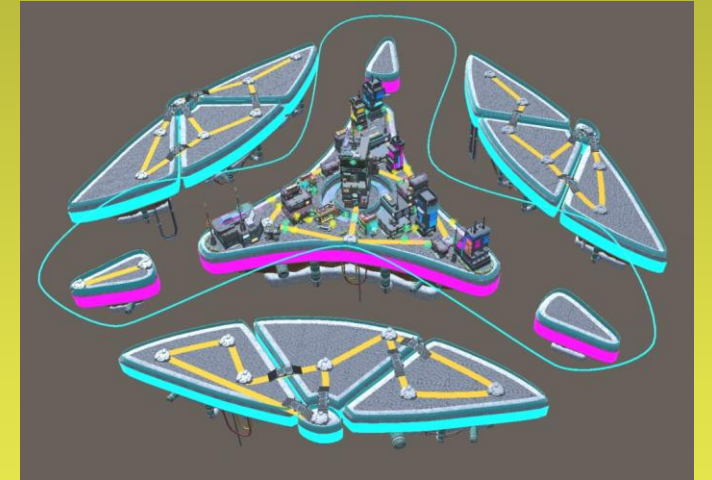
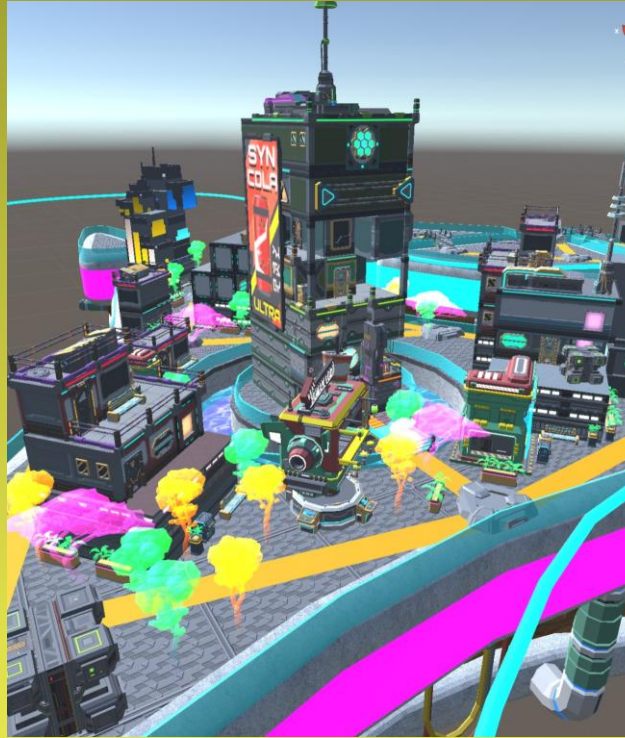
- Invisible visible -



2024

- Windows executable application for “Cité des sciences et industrie” in Paris : VR / WebGL.
- The goal was to imagine a VR immersive application in a glass sculpture by artist Tom Patti.

- 3D modeling and level design -

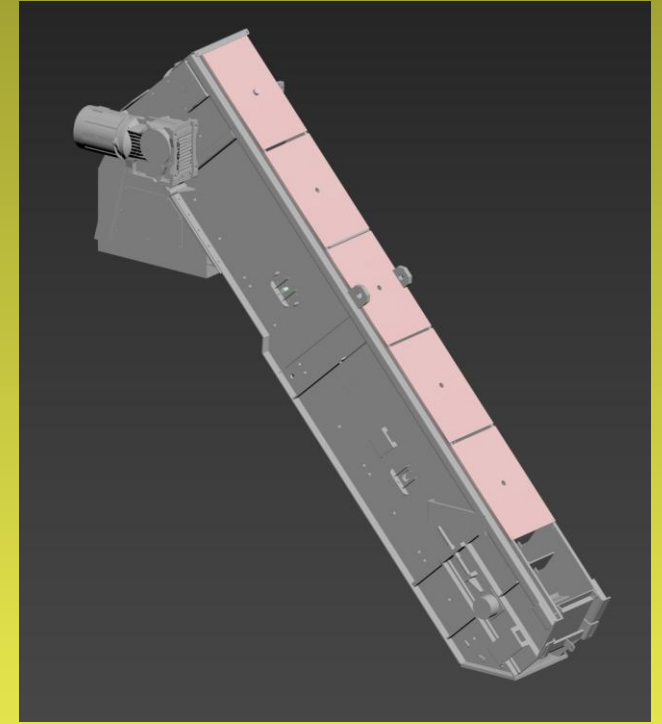
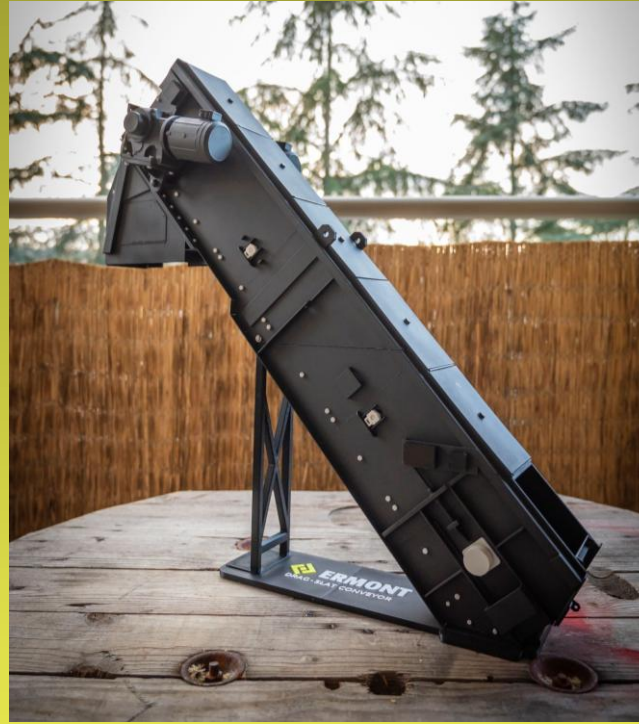


2025

- 3D modeling of isles shapes for a mobile game named Skynesis.
- Total of 2 archipelagos with multiples isles.
- Level design with existing 3D assets that needs to be modified.

Google play app : [Skynesis](#)

- CAD optimizations for 3D print -



2025

- Modifications of CAD plans for 3D printing optimizations.
- Provision of print files with printer settings.

Clients trusts



Contact



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