

nasser cahusac de caux

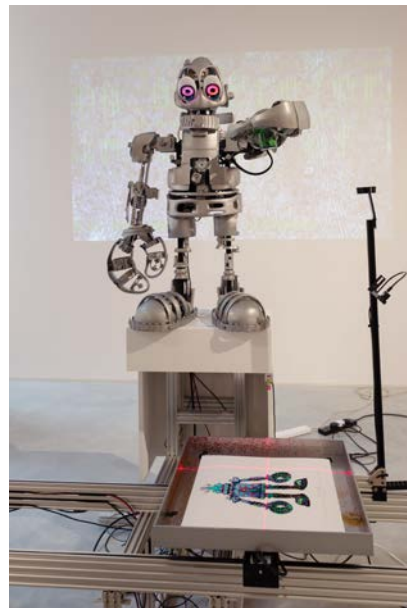
portfolio

Design



One of the major projects I took charge of at Philip Colbert studio was the creation of the robot lobster. I designed and 3d printed the silver "skeleton" of the lobster, designed to fit around a frame that included motors that would articulate the lobster's claw to simulate the act of painting.

I also designed the functional lobster figure rotary phone, pictured below. Bringing together sculptural form with functional design.



Game Design + Programming

During my time at Philip Colbert's studio I built a world in the popular metaverse platform Decentraland. Over the course of about 6 months, I 3d modelled and textured all the assets as well as programmed all the game logic using Typescript and all the libraries provided by the Decentraland SDK. We used this space to interact with our community, announce collaborations, launch new products, and create games that our community could participate in and win prizes.



3D Asset Creation



Digital Art



Graphic Design + Illustration

