



Jonathan Kaplan

3D Design Visualization · Architecture · Interiors

KAPLAN DESIGN LABS

kaplandesignlabs.com



Selected Work



Twenty years of 3D design, animation, and visual storytelling. I've directed an animation, VFX, and graphics department, built render pipelines, and produced photoreal visualizations for hotels, casinos, and architecture. These samples cover exteriors, hospitality interiors, product models, and 3D environments.

01	Architectural Visualization	03
02	Exteriors & Outdoor Spaces	04
03	Hospitality Lobbies	05
04	Dining & Event Spaces	06
05	Lounges & Social Spaces	07
06	Guest Rooms & Baths	08
07	Product Models	09
08	3D Environments & Motion	10
09	Background & Tools	11



01

Architectural Visualization

FULL PAGE — HOTEL AND RESORT EXTERIOR RENDERING

Exteriors & Outdoor Spaces

Hotel exteriors from the air and from the curb, plus a rooftop pool deck.



TOP — WATERFRONT TOWERS, NIGHT AERIAL

BOTTOM LEFT — HOTEL ENTRANCE

BOTTOM RIGHT — ROOFTOP POOL DECK

Hospitality Lobbies

Hotel lobbies, each built around one strong feature: a sculpture, a canopy of amber drops, a red-slatted entry.



TOP — LOBBY WITH SCULPTURE

BOTTOM LEFT — LOBBY WITH AMBER CEILING

BOTTOM RIGHT — CORRIDOR ENTRY

Dining & Event Spaces

A restaurant dining room, a ballroom set for a banquet, and a restaurant patio laid out in plan view.



TOP — RESTAURANT DINING ROOM
 BOTTOM LEFT — BALLROOM
 BOTTOM RIGHT — RESTAURANT PATIO

Lounges & Social Spaces

Seating areas and gathering spaces, from marble and brass to retro Las Vegas.



TOP — FIREPLACE LOUNGE

BOTTOM LEFT — MARBLE-COUNTER LOUNGE

BOTTOM RIGHT — RETRO LAS VEGAS LOUNGE

Guest Rooms & Baths

A hotel guest room, a penthouse bedroom and a marble bathroom.



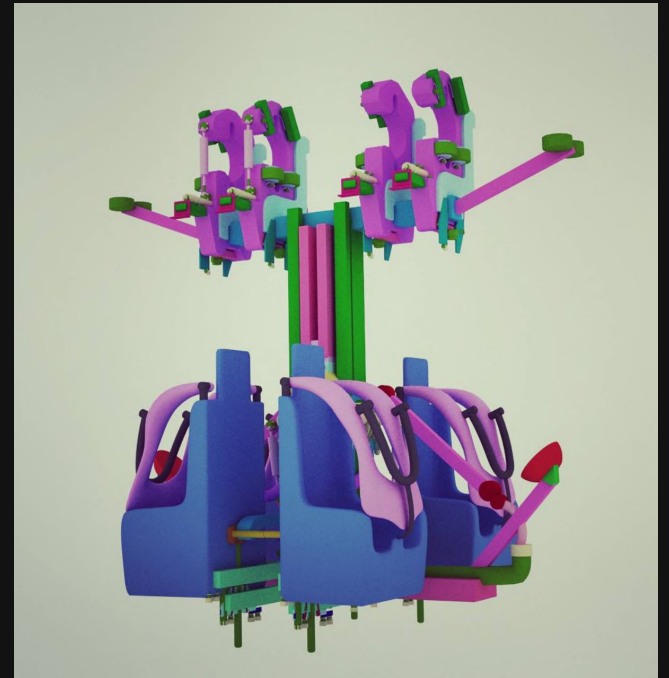
TOP — HOTEL GUEST ROOM

BOTTOM LEFT — PENTHOUSE BEDROOM

BOTTOM RIGHT — MARBLE BATHROOM

Product Models

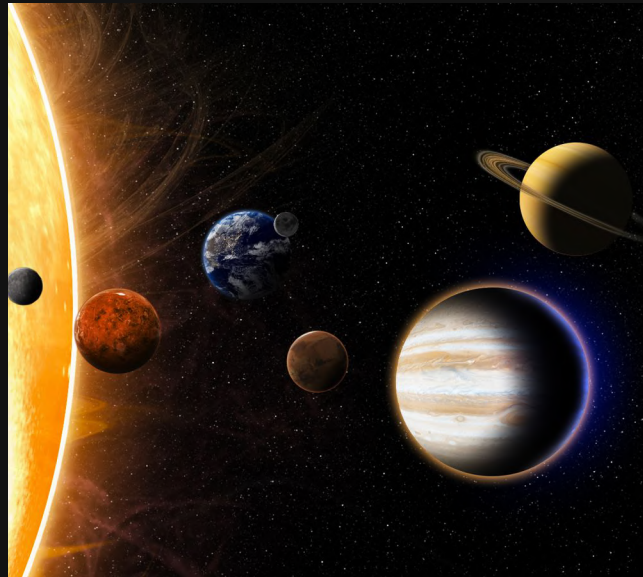
A leather armchair, an amusement ride and a glass table, modeled and rendered in 3D.



TOP LEFT — ARMCHAIR MODEL
TOP RIGHT — AMUSEMENT RIDE MODEL
BOTTOM — GLASS TABLE STUDY

3D Environments & Motion

A Blender title animation, a solar system composite and an offshore wind farm. Stills shown here.



TOP — #OPENTOWORK 3D TITLE
BOTTOM LEFT — SOLAR SYSTEM
BOTTOM RIGHT — OFFSHORE WIND FARM

Background & Tools

Software changes every few years. The habits don't: work fast, ask early, and leave the files tidy for whoever opens them next.

TOOLS

Blender, 3ds Max, V-Ray, Maya, Unreal, Unity, After Effects, Photoshop, Illustrator, DaVinci Resolve, Final Cut Pro, Figma, Procreate

EDUCATION

B.S. Computer Science, The Art Institute of Las Vegas. A.A. Fine Arts, College of Southern Nevada.

2024-26

Meta (via Experis)

QA Engineer, Reality Labs: VR and mobile games, AI model evaluation

2022-23

Williams Sonoma

Digital 3D Artist: Blender environments for a product photography platform

2016-22

Mister Important Design

Lead 3D Artist: hospitality interiors and client presentations

2014-16

Steelman Partners

3D Artist & Architectural Animator: casinos, hotels, fly-throughs

2012-14

Extensoft

Associate Creative Director: 3D, animation, motion graphics and VFX teams

2010-12

Ayala's

Retail Designer: branding, packaging, signage and 3D



Let's make something.

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Thank you for your time.