



Jonathan Kaplan

Graphic Design · Animation · 3D Visualization

KAPLAN DESIGN LABS

kaplandesignlabs.com



Selected Work

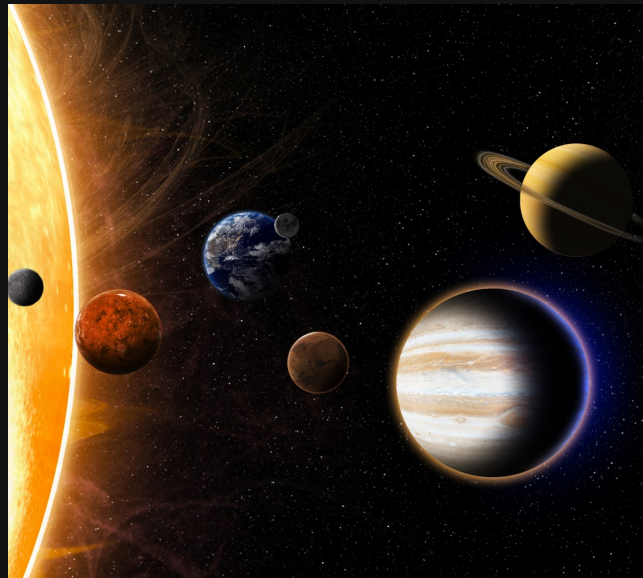
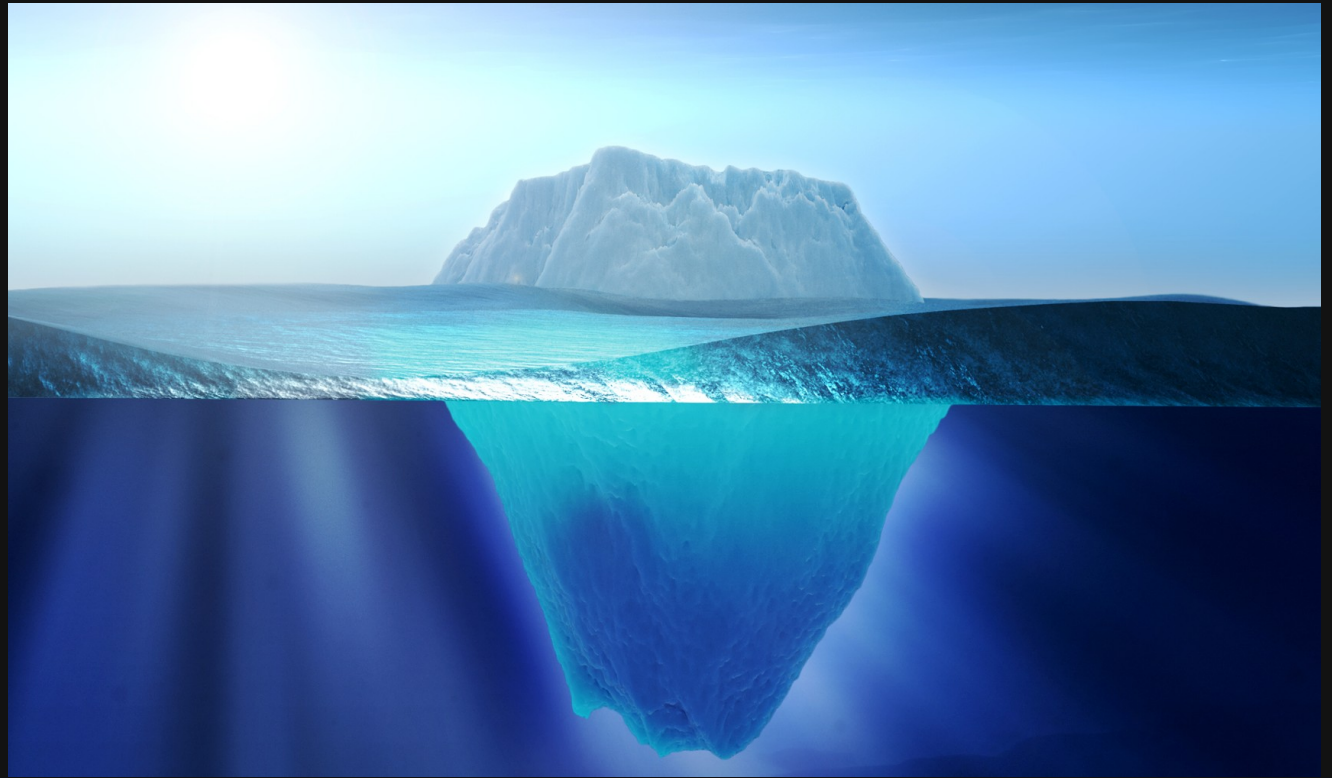


Twenty years of 3D design, animation, and visual storytelling. I've directed an animation, VFX, and graphics department, built render pipelines, and produced photoreal technical visualizations for architecture and engineering. These samples cover scientific illustrations, maps, animations, posters, traditional artistry, print design, and 3D visualizations.

01	Explainers & Science Visuals	03
02	Maps & Motion Graphics	04
03	Posters & Graphic Design	05
04	Illustration	06
05	Brand & Print Design	07
06	Architectural Visualization	08
07	Interiors & Product Models	09
08	Background & Tools	10

Explainers & Science Visuals

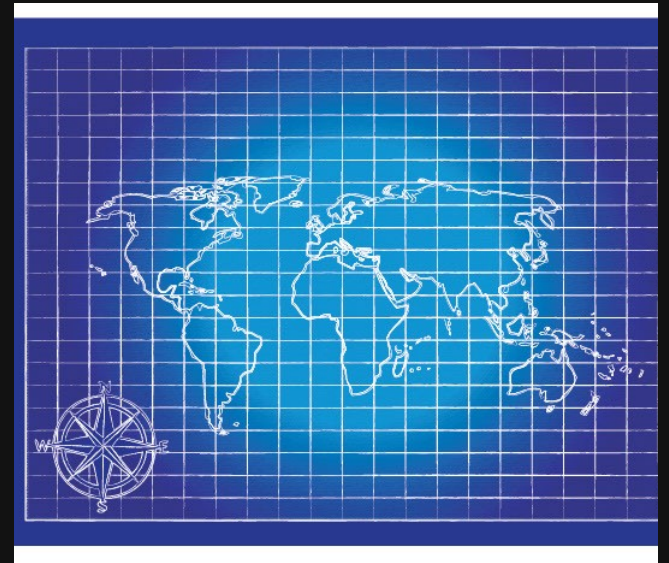
Graphics for ideas that are hard to film: an iceberg, a solar system, a wind farm at sea.



TOP — ICEBERG EXPLAINER
BOTTOM LEFT — SOLAR SYSTEM
BOTTOM RIGHT — OFFSHORE WIND FARM

Maps & Motion Graphics

A neon globe, a blueprint-style world map and an animated 3D title. Stills shown here.



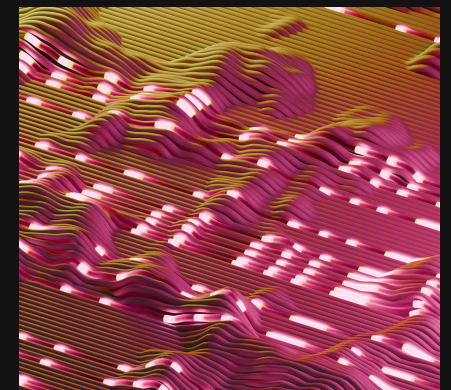
TOP LEFT — NEON GLOBE

TOP RIGHT — BLUEPRINT WORLD MAP

BOTTOM — #OPENTOWORK 3D TITLE

Posters & Graphic Design

Event and ad posters, plus a badge, a 3D type study and an abstract render.



TOP LEFT — MACINTOSH PLUS POSTER
 TOP RIGHT — INFINITE CIRCUS GRAPHIC
 BOTTOM LEFT — VW BADGE
 BOTTOM MIDDLE — GLOW IN THE DARK TYPE
 BOTTOM RIGHT — ABSTRACT RIBBON RENDER

Illustration

Painted, drawn and composited: landscapes, wildlife and a fantasy forest.



TOP LEFT — SEAGULL ACRYLIC PAINTING
 TOP RIGHT — CANYON CREATURE SCENE
 BOTTOM LEFT — YOSEMITE ACRYLIC PAINTING
 BOTTOM RIGHT — FANTASY ILLUSTRATION

Brand & Print Design

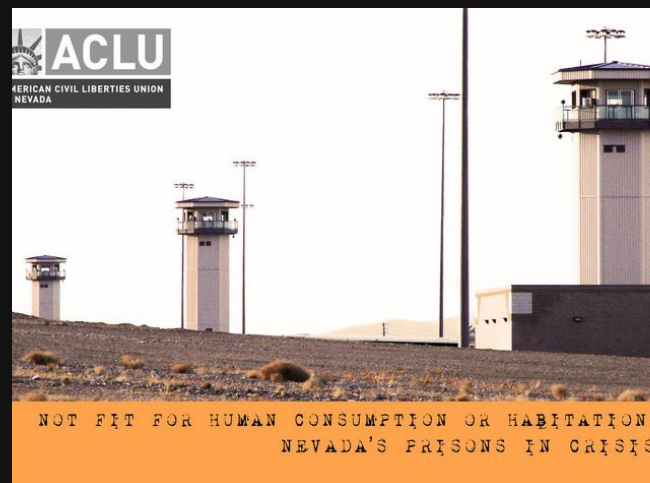
Logos, marketing materials, and web designs. Work that has to be recognized at a glance.



TOP — FIREWALK FILMWORKS LOGO & CARD

BOTTOM LEFT — ACLU OF NEVADA COVER

BOTTOM RIGHT — KDL WEBSITE





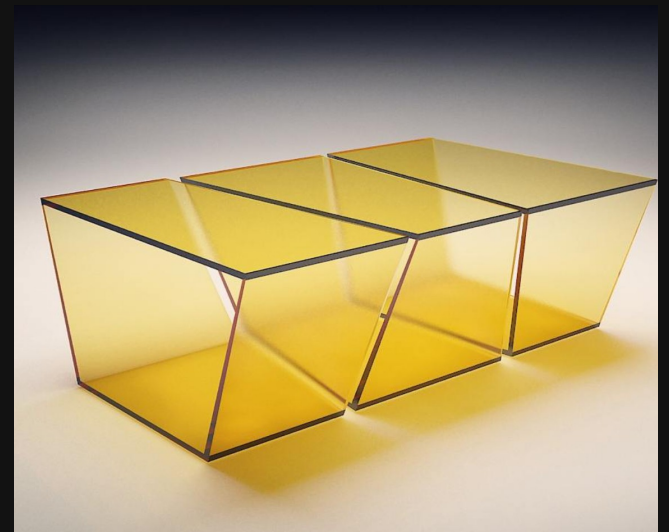
06

Architectural Visualization

FULL PAGE — HOTEL AND RESORT EXTERIOR RENDERING

Interiors & Product Models

A penthouse bedroom, a leather armchair and a glass table, modeled and rendered in 3D.



TOP — PENTHOUSE BEDROOM
 BOTTOM LEFT — ARMCHAIR MODEL
 BOTTOM RIGHT — GLASS TABLE STUDY

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