

SERVICES
3D ARTIST. TECHNICAL DIRECTOR. PRODUCTION PARTNER.

I turn ambitious ideas into finished 3D work.

For films, visual effects, advertising, games, and interactive experiences. I define the approach, solve technical challenges, and stay hands-on through delivery.

I can build the work myself, lead its technical direction, and bring in trusted collaborators when a project needs them. One person accountable for the whole 3D side.

I also run 3D Artists India: 500+ members, meetups in Mumbai, Bengaluru, Pune and Delhi.

CAPABILITIES

From the finished image to the systems behind it.

End-to-end 3D and VFX production Typically a complete film, sequence, campaign visual, or product piece FROM \$5,000*	You have an idea and need the whole 3D side handled, from first look to finished frames. I take it from brief to delivery: visual development, models, animation, effects, lighting, and the final render.
Hands-on production partnership Typically a project lead or an ongoing production partner FROM \$4,000*	Some projects need someone to shape the brief, lead the decisions, coordinate the people, and still make the work. I do all of it, without stepping away from the craft.
Technical direction Typically consultancy, embedded specialist work, or the hardest part of a production FROM \$2,000*	Every ambitious project has an untested part, the one that quietly costs time and budget if it gets solved too late. That is the part I get brought in for.
Realtime and interactive 3D Typically a cinematic, environment, prototype, or visual system built alongside your dev team FROM \$3,000*	3D that has to look good while running live, in a game engine or a browser. Cinematics, environments, prototypes, and visual systems. This is live-rendered art, not capture, digital twins, synthetic data, or a promise to build your whole software product.

* Starting rates, rounded. What a project actually costs comes down to its scope and the timeline we agree on, so treat these as a place to begin the conversation.

Ambitious work benefits from enough room to define the approach, test the difficult parts, and protect the quality of the final result.

SELECTED EVIDENCE

Six productions, and what each one needed.

Indian Predator	Netflix needed a full 3D title sequence built from nothing. I made the entire world, modelling and materials through to animation, lighting, and final renders. Holding one consistent look across every shot, alone, was the hard part.
Google Shopping	The brief was a market that assembles itself on screen. I designed and built the whole transforming Mela, shops, fabrics, products, and ornaments, snapping together procedurally. Making a system feel handmade was the challenge.
BGMI	A hand-drawn animated film that still needed real 3D underneath it. I was the only 3D person, fitting environments, animation, and effects into a large 2D production without breaking its look.
Jugnuma: The Fable	A feature that needed a CG Lead across almost every effects shot. I worked directly under the VFX Supervisor for four years, owning the CG side shot after shot.
Britannia	A milk-pour that had to survive endless creative notes. I built an art-directable fluid workflow so the pour could keep changing without restarting the simulation each time.
Amperehour Energy	A realtime 3D environment that had to load fast on the web. I created and art-directed the whole scene while keeping every model and texture under a combined 5 MB.
ANONYMIZED NOTE When the role has to expand	On an automotive film, I joined for 3D animation and rigging support after the in-house lead became temporarily unavailable. The work grew into project management, shot production, visual development, workflow optimization, and onboarding an additional animator. The useful part was not "working faster"; it was recognizing what the production needed and taking responsibility for it.

CONTACT

Tell me what you're making.

AVAILABLE · OCT 2026 · REPLIES WITHIN 48 HOURS

DIRECT Email me A few lines on the project and where 3D comes in is enough to start. contact@devanshutak.xyz →	CONVERSATION Book a call Useful for early feasibility or a problem that is easier to explain live. Pick a slot ↗
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