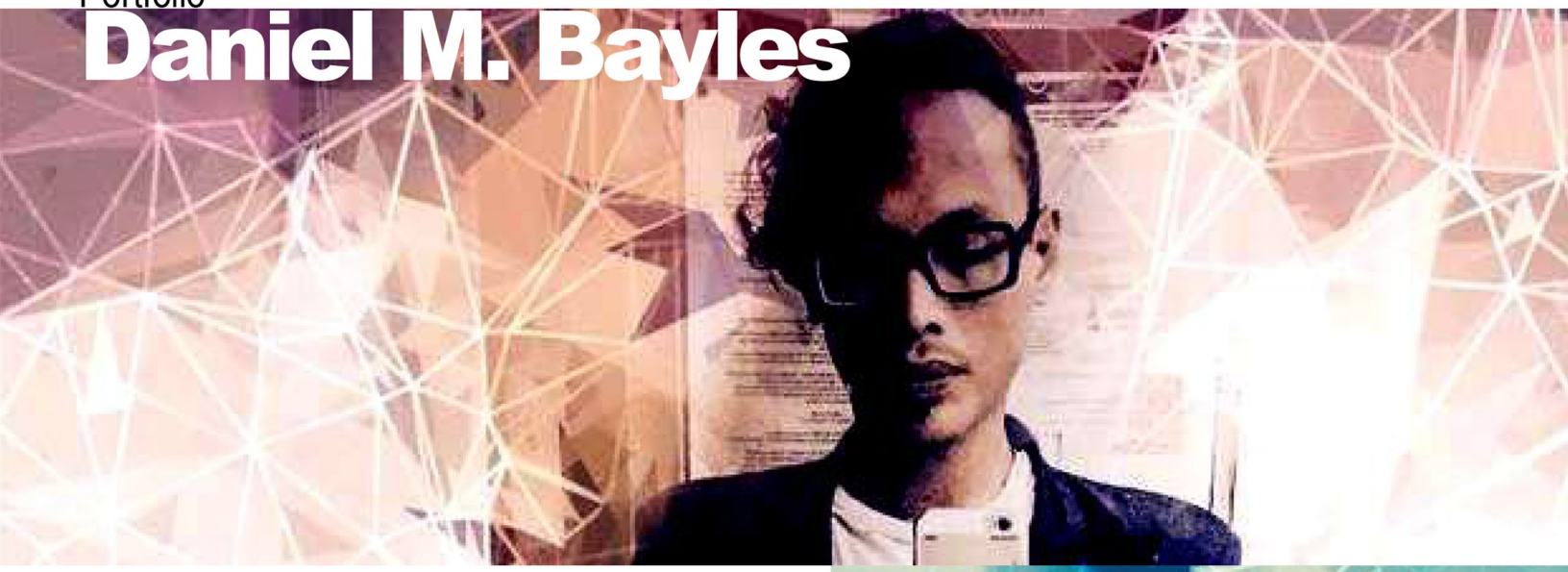
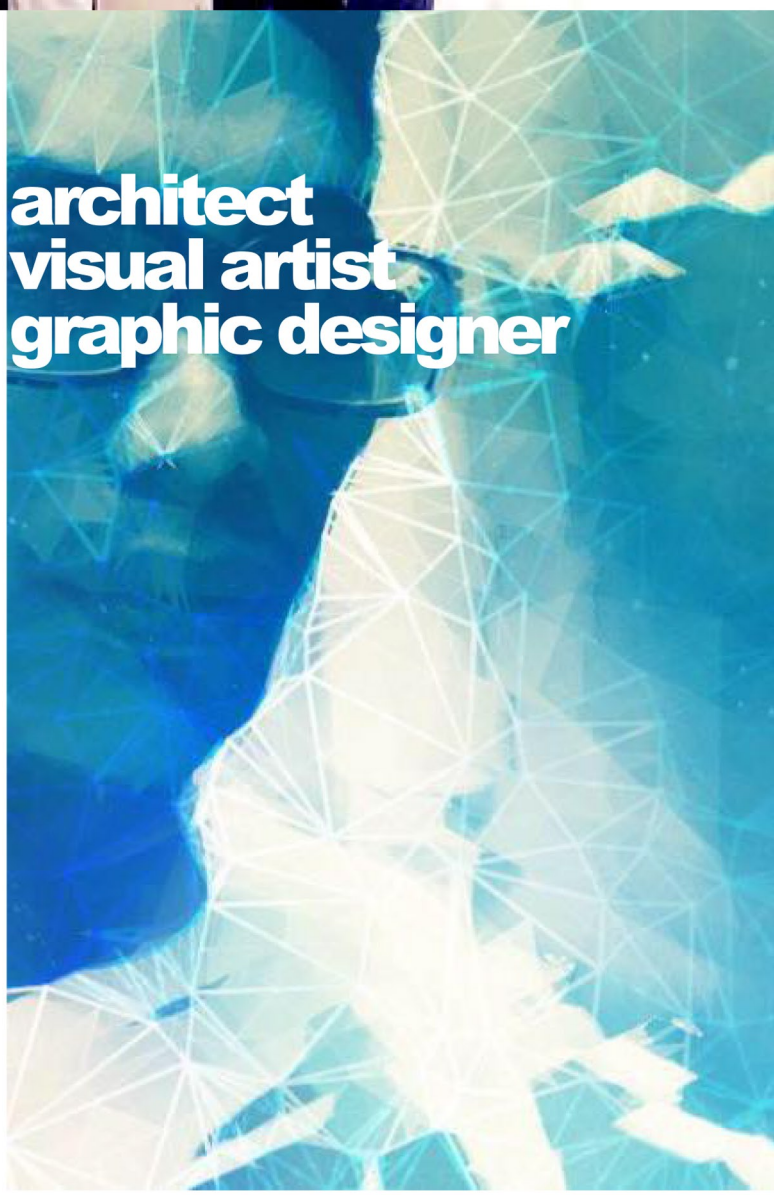
Portfolio

Daniel M. Bayles





architectural renders
digital art
book illustrations
poster design
logo design
game art

architectural renders

Modern Residential Architectural Render

Software Used: AutoCAD, SketchUp, 3ds Max (with V-Ray), Adobe Photoshop

A modern two-story residential design, combining clean geometric forms with warm stone textures & open balconies. The rendering highlights the interplay of light and shadow, exterior material contrast, and functional outdoor spaces. Created as part of a conceptual presentation for a private client, this piece emphasizes both visual realism and design intent within a tropical context.

Residential Concept with Watercolor Render Style

Software Used: AutoCAD, SketchUp, Adobe Photoshop (Post-Processing)

This conceptual design presents a contemporary residential structure with clean lines, modular elements, and a minimalist facade. The watercolor rendering style blends architectural visualization with artistic expression, creating a softer and more engaging presentation for client review. This approach emphasizes form, space, and community

architectural renders

Conceptual Interior Design

Software Used: AutoCAD, SketchUp, 3ds Max (with V-Ray), Adobe Photoshop

This futuristic restaurant concept explores angular geometry, asymmetry, and bold lighting to create a visually striking space. The dynamic interplay of LED light strips, reflective surfaces, and contrasting materials enhances both spatial rhythm and user experience. Designed for a commercial restobar setting, this project showcases innovation in interior design and architectural storytelling through immersive 3D visualization.

Industrial Interior Design Render

Software Used: AutoCAD, SketchUp, V-Ray, Adobe Photoshop

These renders present industrial-inspired interior design renders & concepts for Nick's Patatas, a local fast food chain. The designs feature a mix of raw materials: exposed brick, wood slats, and metal mesh, balanced with vibrant yellow seating and a green moss wall to create a fresh, inviting space. The open layout and branding elements reflect the casual and fun identity of the business, while ensuring a visually engaging customer experience.

architectural renders

Residential Apartment Complex

Software Used: SketchUp (with V-Ray), Adobe Photoshop

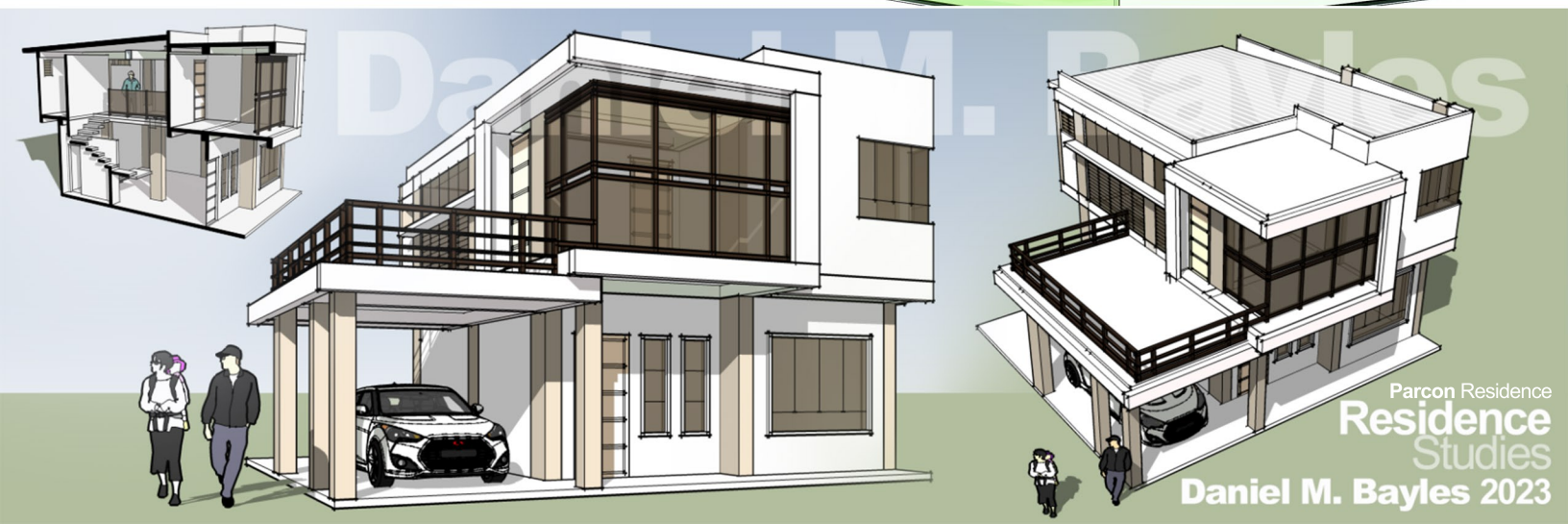
This conceptual render showcases a minimalist low-rise apartment complex with a modular, geometric design language. The composition of stacked volumes and cantilevered forms allows for flexible unit arrangements, ideal for boutique urban living spaces. The façade features a clean monolithic aesthetic with subtle textural contrasts, while integrated green spaces soften the overall massing.

Massing and Shadow Study

Software Used: SketchUp (with V-Ray), Adobe Photoshop

These conceptual renders are part of a massing and light-shadow study for a modern residential development. The design explores clean, monolithic volumes with varying depths and overhangs to examine spatial hierarchy, visual rhythm, and shading efficiency.

The simplified materials and textures focus attention on the form's interaction with natural light, highlighting how voids, cantilevers, and solid planes cast dynamic shadows throughout the day--an consideration for passive cooling in tropical environments.

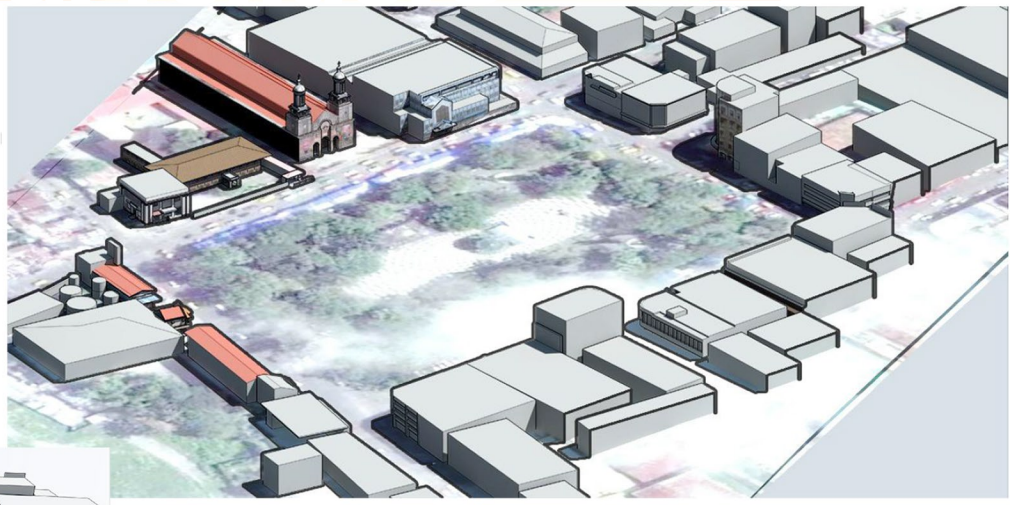


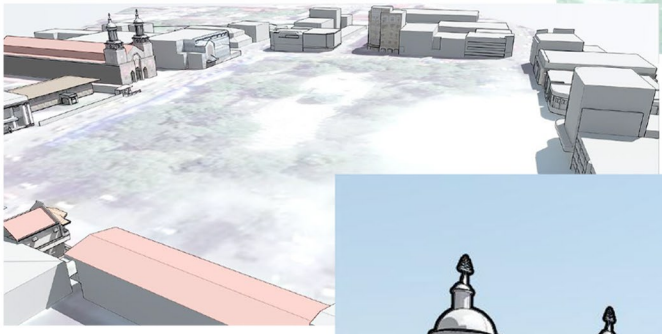
architectural renders

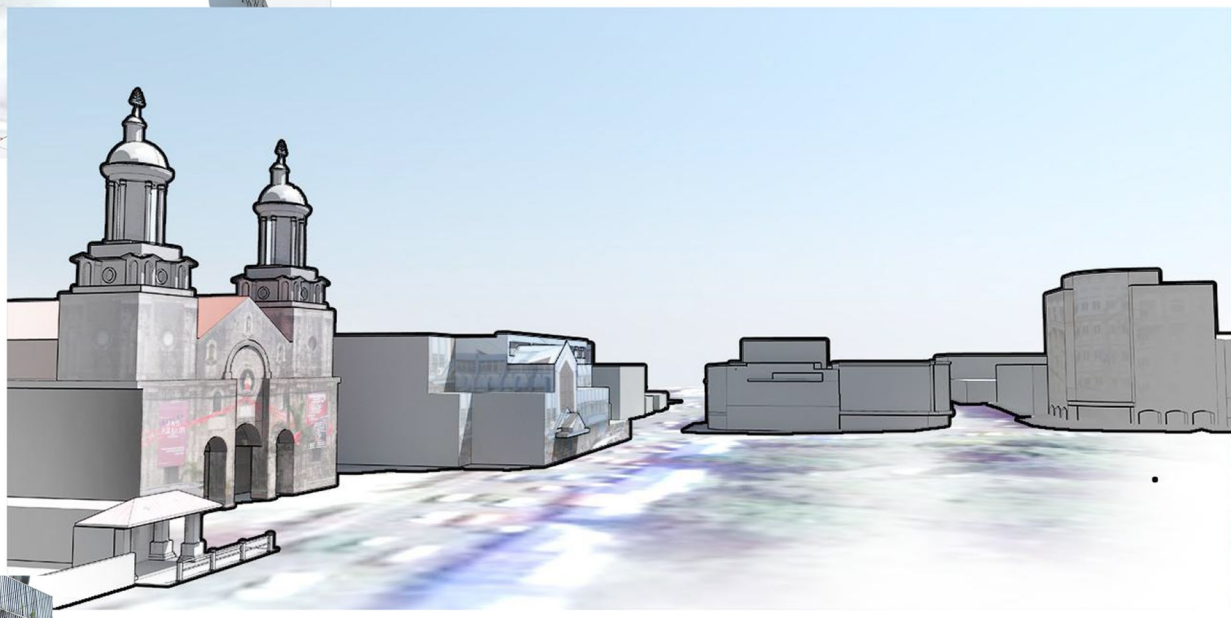
Baccolod City Plaza Concept Design Proposal 2015

Software Used: SketchUp (with V-Ray), Adobe Photoshop

This architectural visualization started with aerial and ground level photographs of the Bacolod City plaza, together with the existing buildings around it. 3d models were then created from the extracted photo data.







architectural renders

Urban Plan Design and Concept Renders

Software Used: AutoCAD, SketchUp (with V-Ray), Adobe Photoshop

These architectural renderings were created as part a promotional visual for the proposed Lakeshore Smart City. Workflow here included Urban Planning and then Concept Design for the different Buildings and Complexes to be included in the entire project: from Mid-to-High-Rise Mixed Use Residential/Commercial buildings to Educational Facilities. These were featured in marketing materials to introduce the vision of a technologically integrated urban development.

Brochure Layout for LAKESHORE Smart City architectural renders

With 1,000 units for 1,000 families, **LakeShore Residences** aims to be an ecovillage with social, cultural, economical, and ecological sustainability in mind.

LakeShore Residences is designed with minimal ecological impact, and regenerative impacts to the environment, combining Green Planning/Architecture and the latest Technological Advancements.

LakeShore Residences

House Features

1. Solar Panel Technology
2. Rainwater Harvesting
3. Roof Garden for Organic Farming
4. Eco-Friendly Building Materials

Community Facilities

1. Wellness and Healthcare Facilities
2. Daycare Center and Pre-School
3. Parks and Playgrounds
4. Multi-Purpose Activity Facilities
5. Water Treatment Facility
6. Green Waste Disposal

Model.01

Lot Area: 110 sq.m.
3 Bedrooms
Individual Carport

Model.02

Lot Area: 80 sq.m.
3 Bedrooms
Shared Parking Space

Torque Village Development Inc. (TVDI) brings you **LakeShore Smart City**: a small self-sustaining city in the fringe of Metro Manila with high quality living and high quality jobs. **LakeShore Smart City** embodies the three Core Values of TVDI - Livability, Workability, Sustainability. **LakeShore Smart City** will feature an Eco Village, Condominiums, Amusement and Creative Parks, Agro-Forests, Commercial and Green Industrial Facilities, and modern Port Areas.

Livability creating clean, healthy living conditions without pollution and congestion, having minimal negative ecological impact.

Workability provides enabling infrastructure: energy, connectivity, computing, essential services to compete globally for high quality jobs.

Sustainability meeting needs of the present without compromising the ability of future generations to meet their needs, by using sustainable environmental practices and a commitment to the wellbeing of the community.

LAKESHORE Smart City

Livability
Workability
Sustainability

architectural renders

Modelling and Texturing

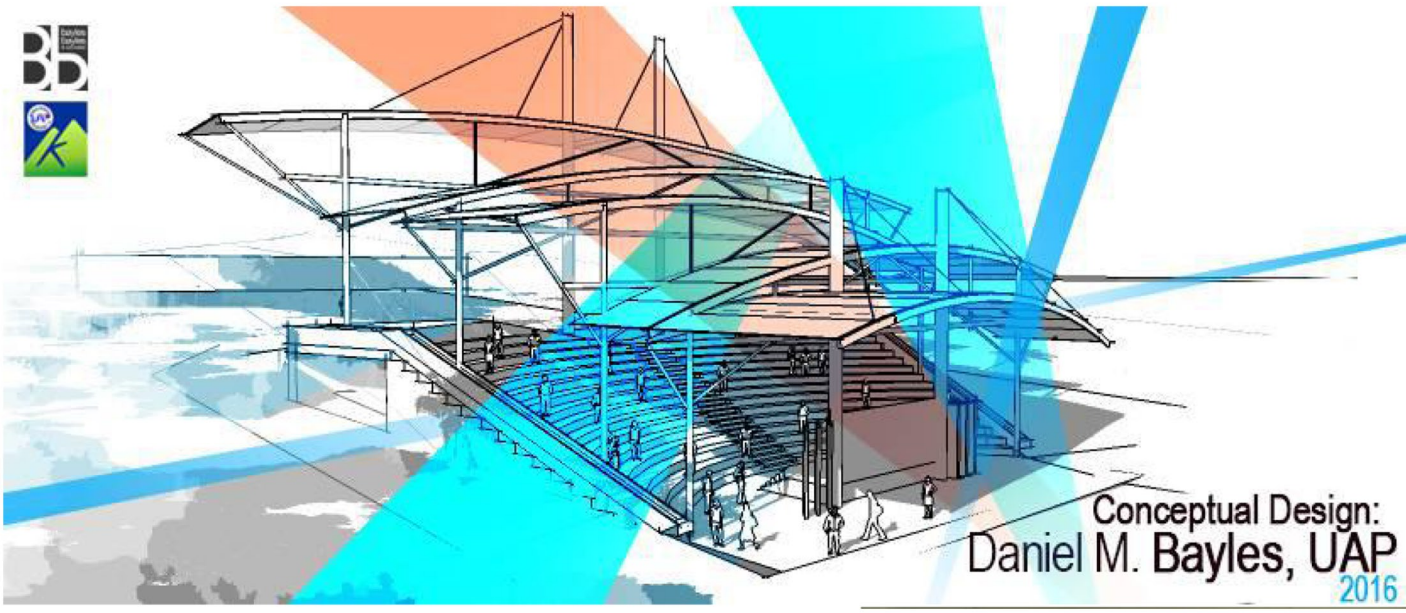
Software Used: SketchUp, 3ds Max (with V-Ray), Adobe Photoshop, Adobe Premiere

Using photos taken of the Government Center of Bacolod City, a 3d Model as created for this Conceptual Project supposed to be for a short Video Animation.

Ampitheater Design and Concept Render

Software Used: AutoCAD, SketchUp, V-Ray, Adobe Photoshop

This render presents a conceptual design for a covered amphitheater, envisioned as a multi-use public venue for performances, gatherings, and civic events. It was developed to explore expressive roof structures and open-air spatial arrangements that encourage community engagement.

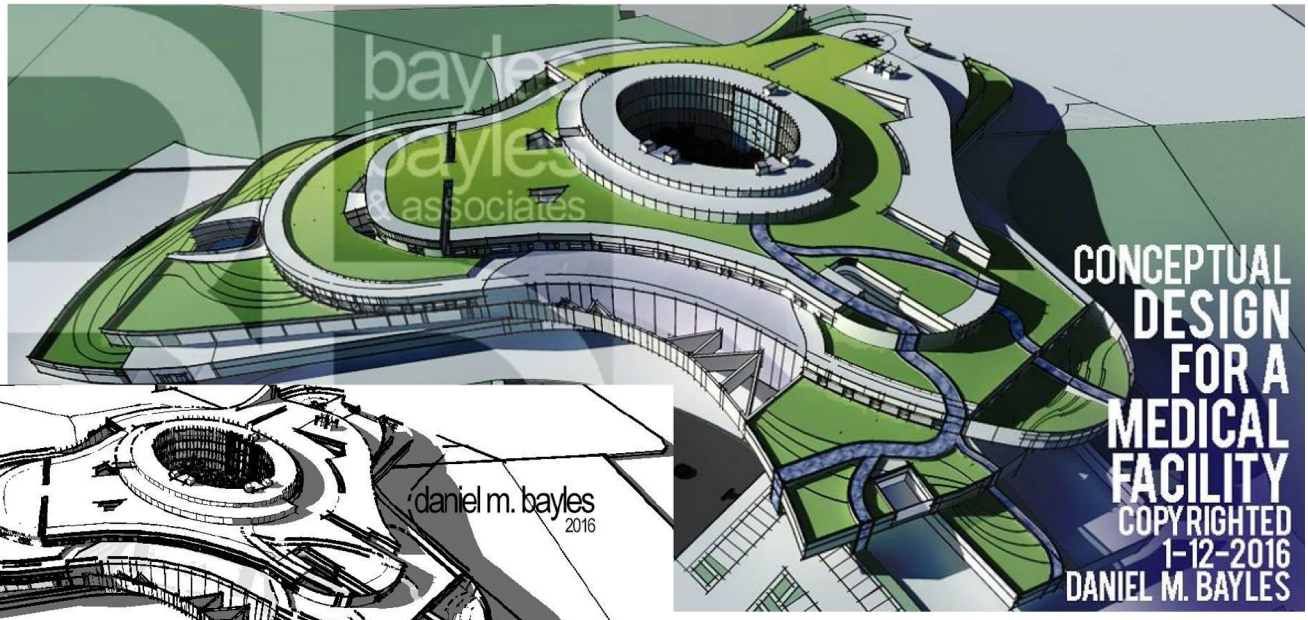


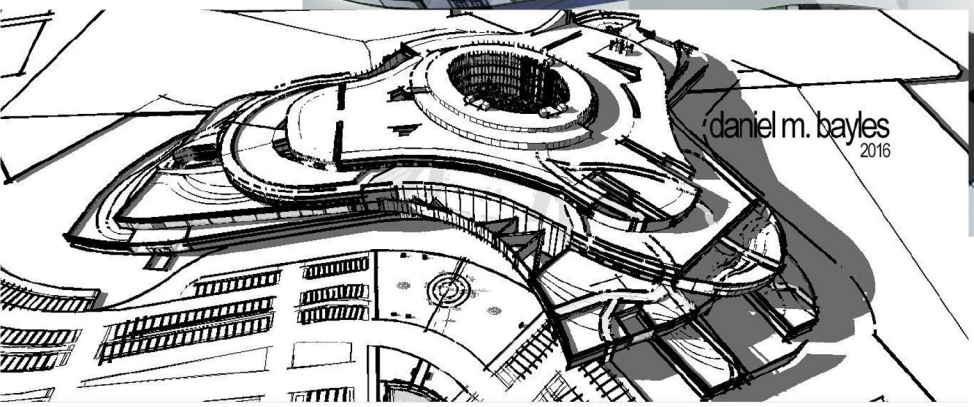
architectural renders

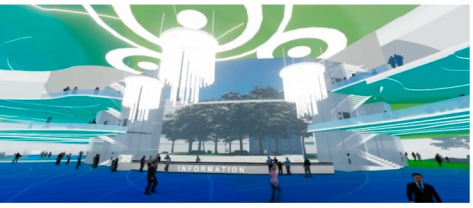
Hospital Design and Concept Render

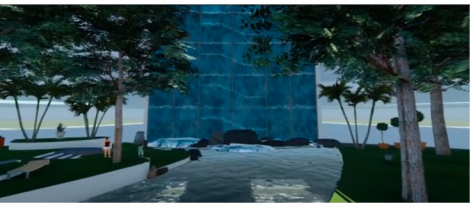
Software Used: AutoCAD, SketchUp, V-Ray, Lumion, Adobe Photoshop

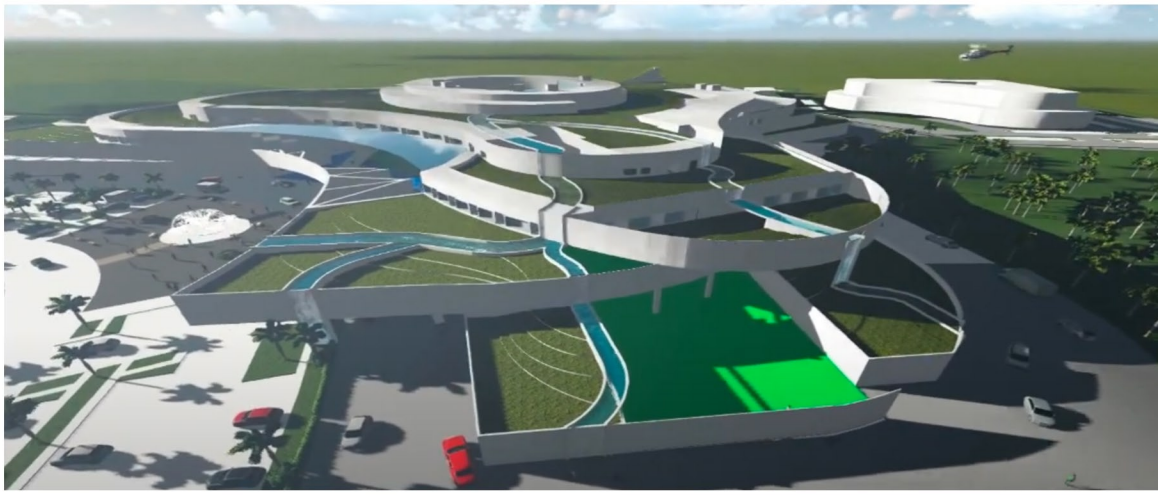
This conceptual render presents an innovative approach to hospital planning and design, integrating healthcare functions with sustainability and patient-centered spatial experience. The aerial perspective was created to visualize the overall massing, circulation, and green roof strategy of the proposed medical facility.

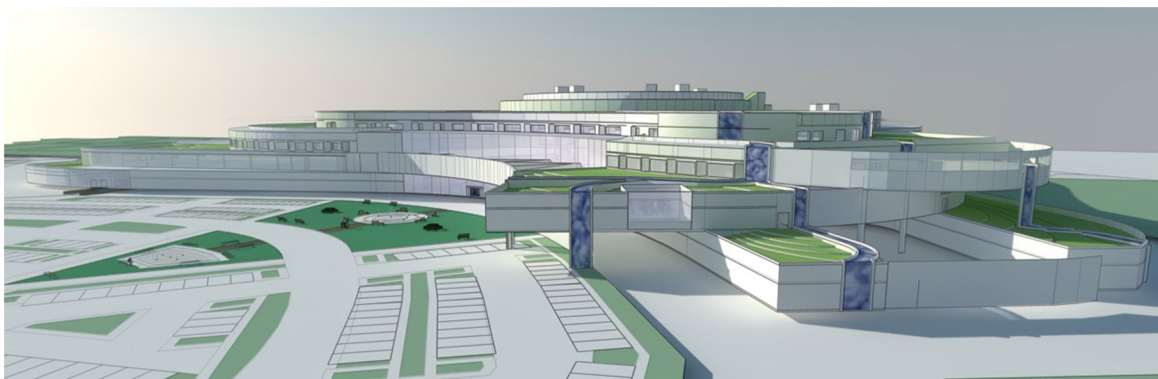






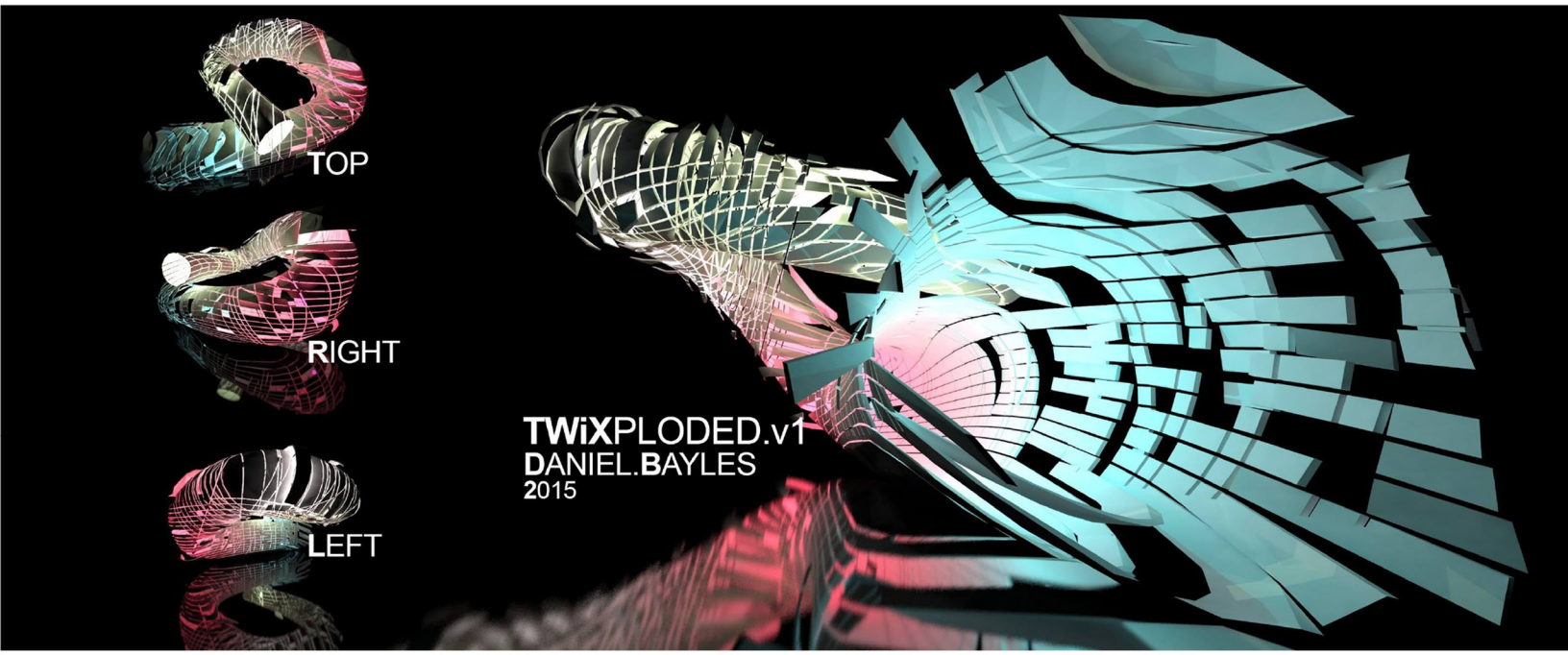




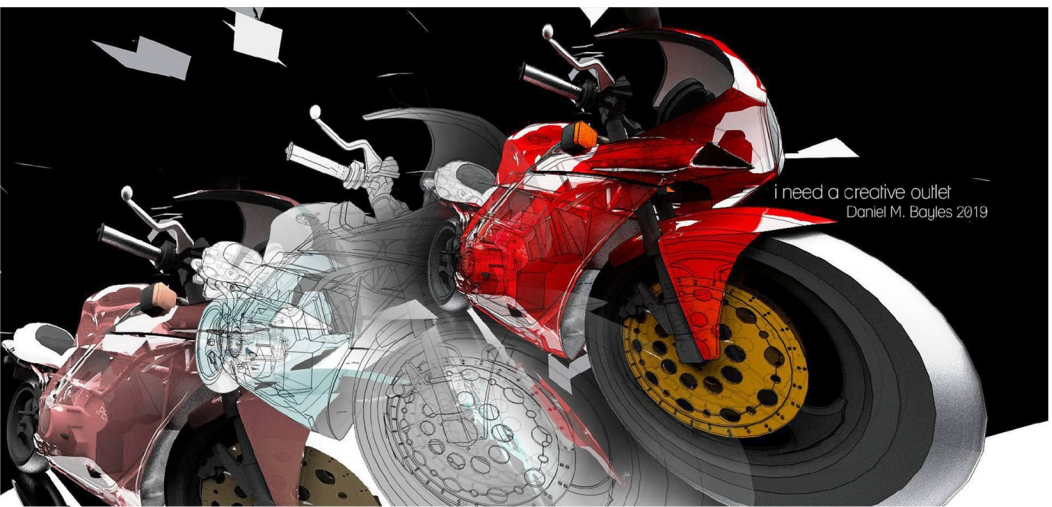


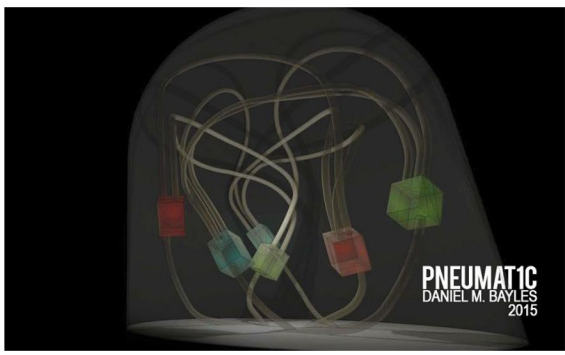
abstract digital art

Software Used: Autodesk 3ds Max, SketchUp, V-Ray, Adobe Photoshop



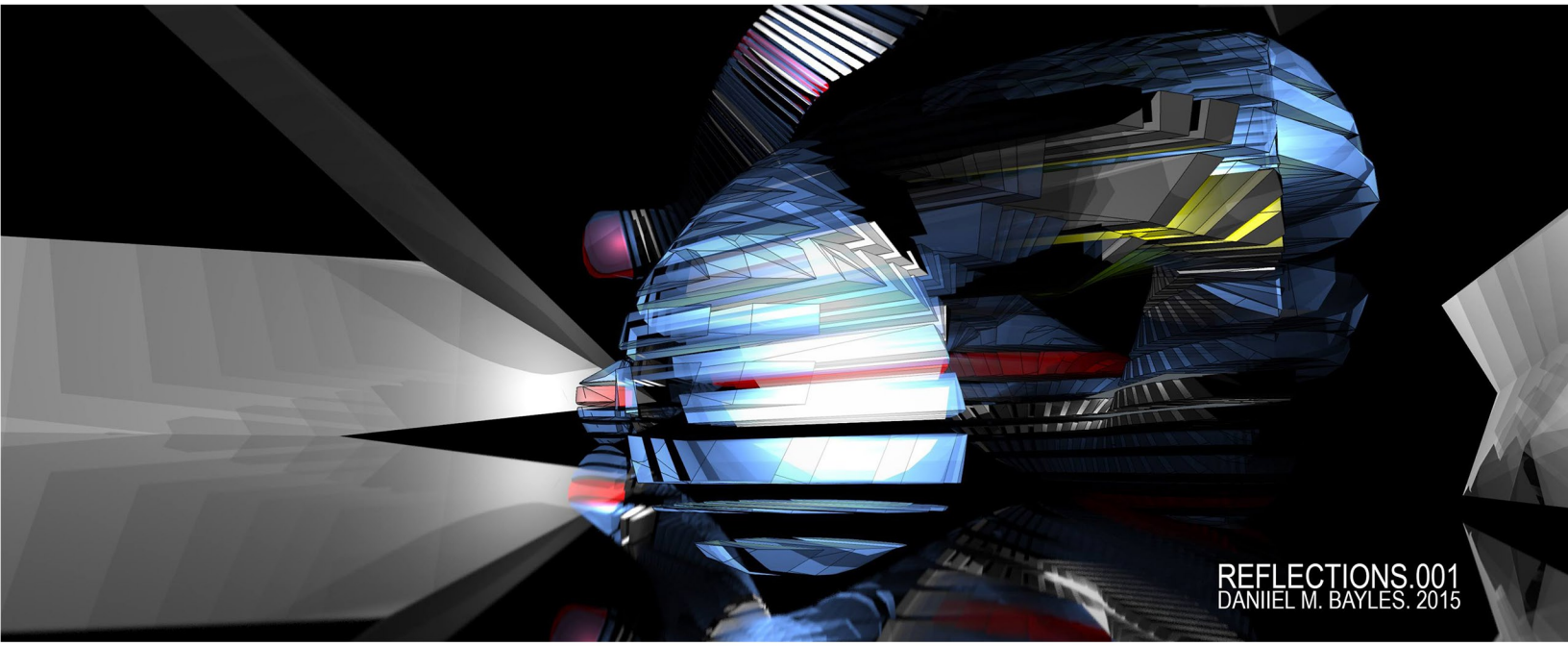
Software Used: Autodesk 3ds Max, SketchUp, V-Ray, Adobe Photoshop



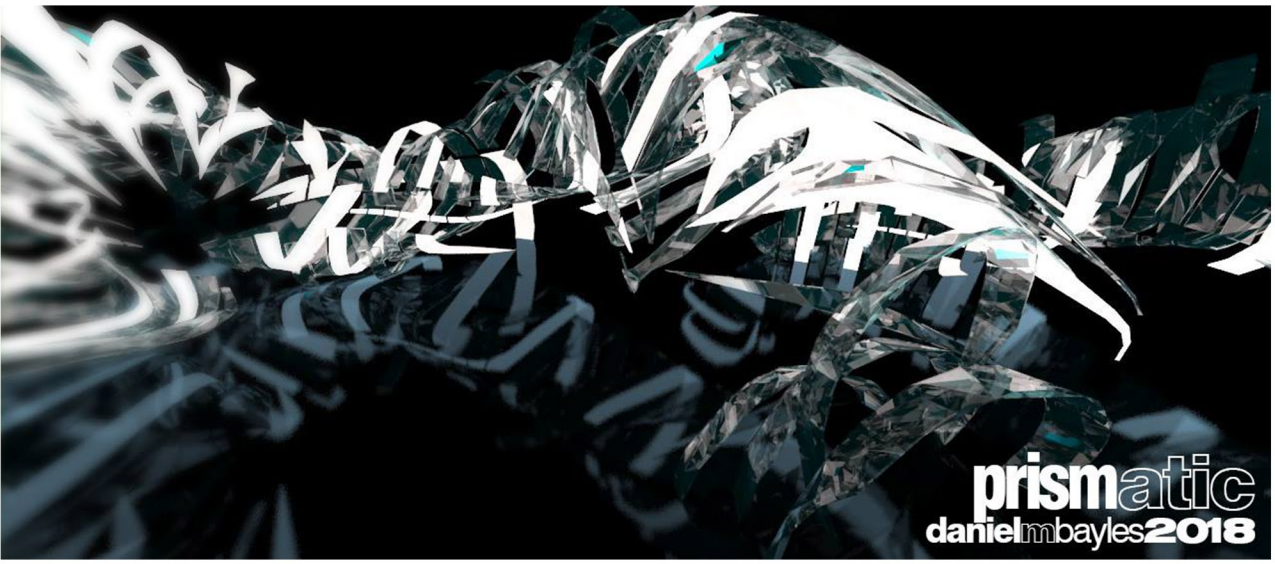


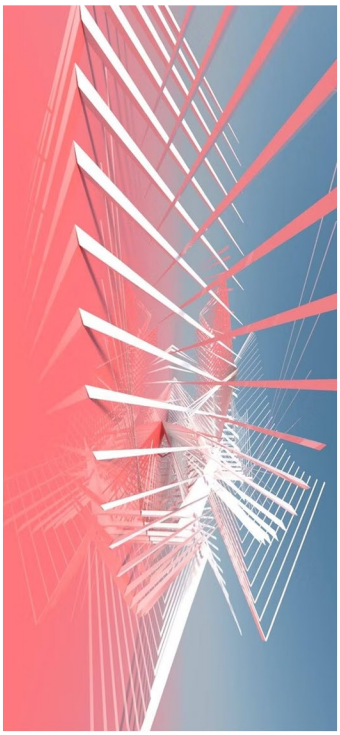
Software Used: SketchUp, V-Ray, Adobe Photoshop

abstract digital art

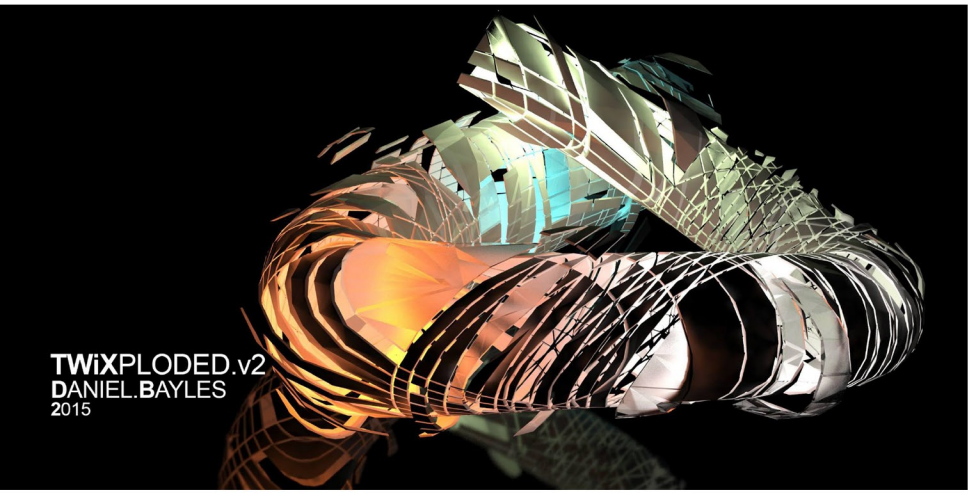


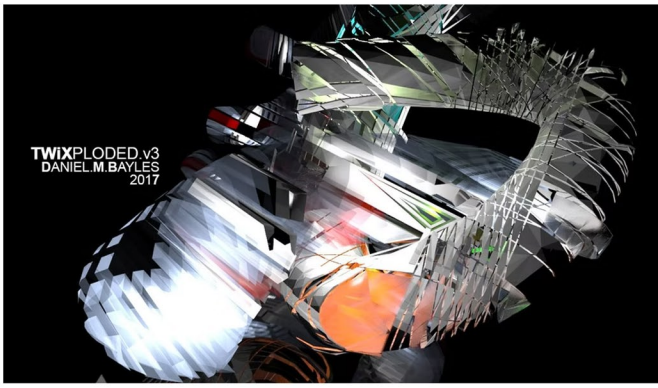
Software Used: SketchUp, V-Ray, Adobe Photoshop





Software Used: Autodesk 3ds Max, SketchUp, V-Ray, Adobe Photoshop



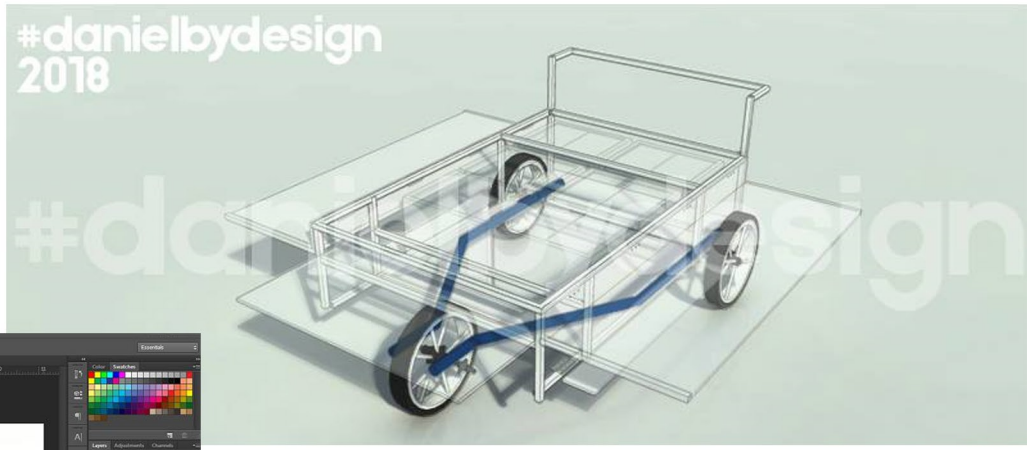


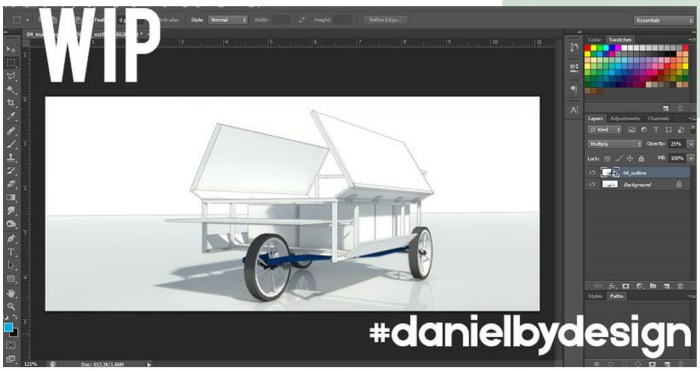
Software Used: SketchUp, V-Ray, Adobe Photoshop

industrial design

Food Cart Industrial Design

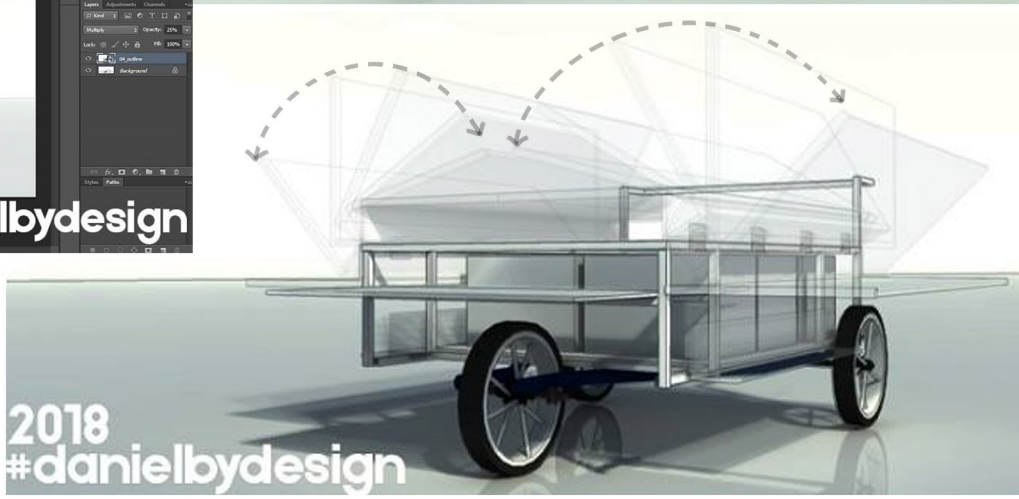
Software Used:
SketchUp, V-Ray, Adobe Photoshop





Mobile Library Cart Book Shelves

Software Used:
SketchUp, V-Ray, Adobe Photoshop



book illustrations

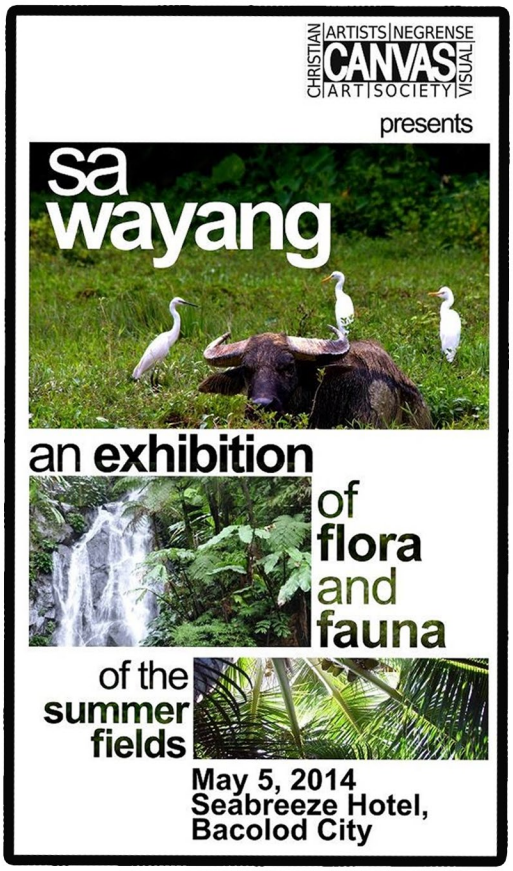
Duag Sang Tingulan
2019
Software Used:
Adobe Illustrator, Adobe Photoshop

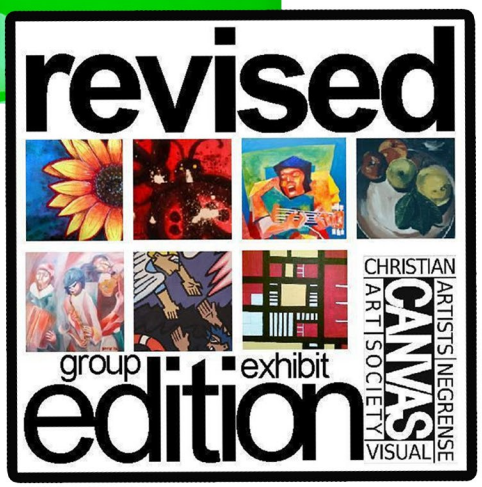
Inasal nga Manok ni Lola
2016
Software Used: Adobe Illustrator, Adobe Photoshop

Ang Tumba Patis
2016
Software Used: Adobe Illustrator, Adobe Photoshop

NeonMob Illustration
2021
Software Used:
Adobe Illustrator,
Adobe Photoshop

poster design

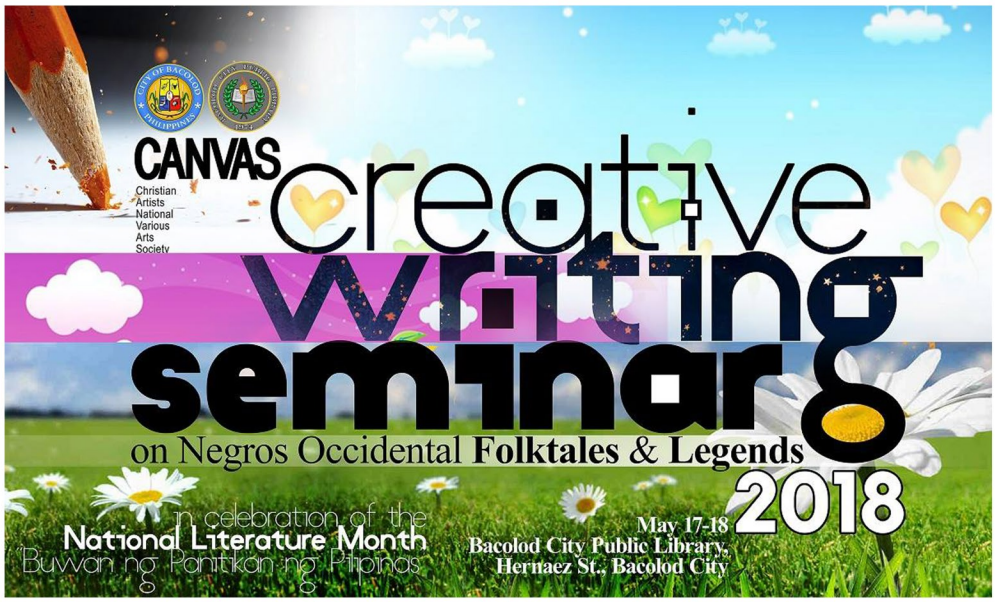


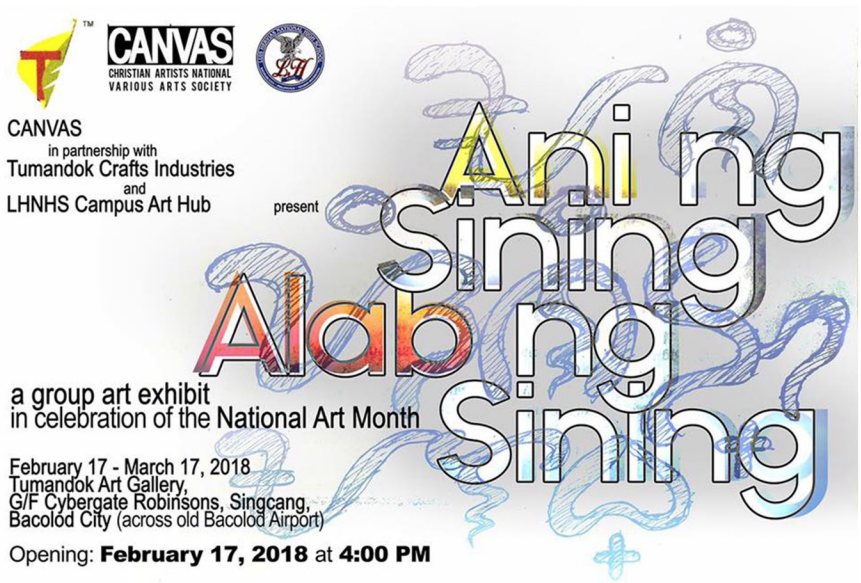


Software Used:
Corel Draw,
Corel Photopaint,
Adobe InDesign
Adobe Illustrator
Adobe PhotoShop

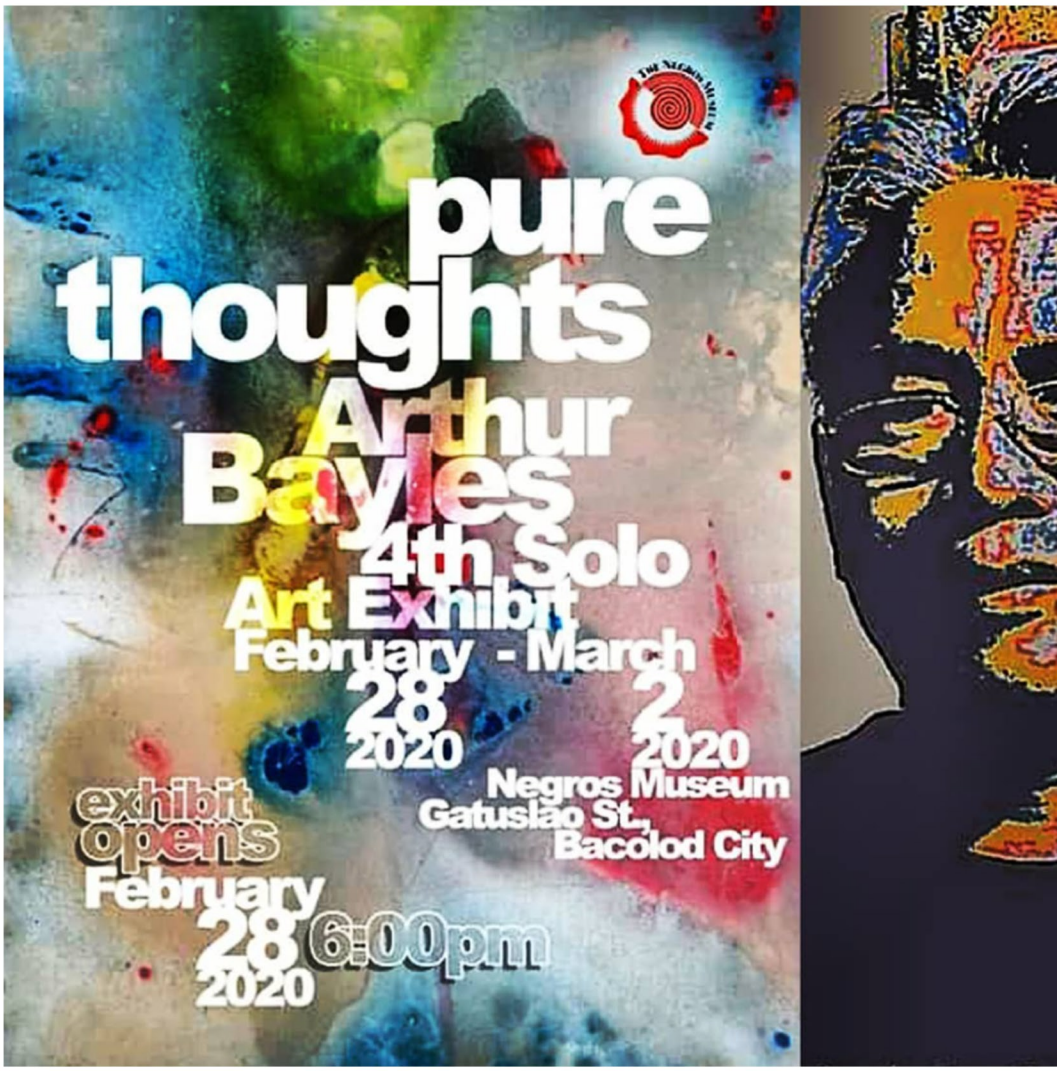
poster design

Software Used:
Corel Draw,
Corel Photopaint,
Adobe InDesign
Adobe Illustrator
Adobe PhotoShop





poster design



Software Used:
Corel Draw,
Corel Photopaint,
Adobe InDesign
Adobe Illustrator
Adobe PhotoShop

logo design
other illustrations & renders

Software Used:
Corel Draw, Corel Photopaint,
Adobe InDesign, Adobe Illustrator
Adobe PhotoShop
SketchUp with VRay

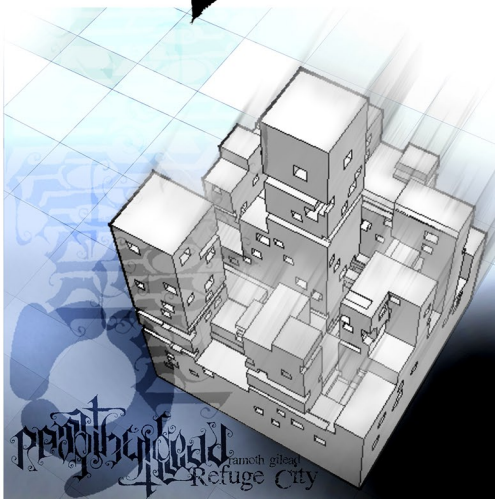
iLAB GRILL

Roasted Over Glowing Coal

Duag sang Tingadlaw

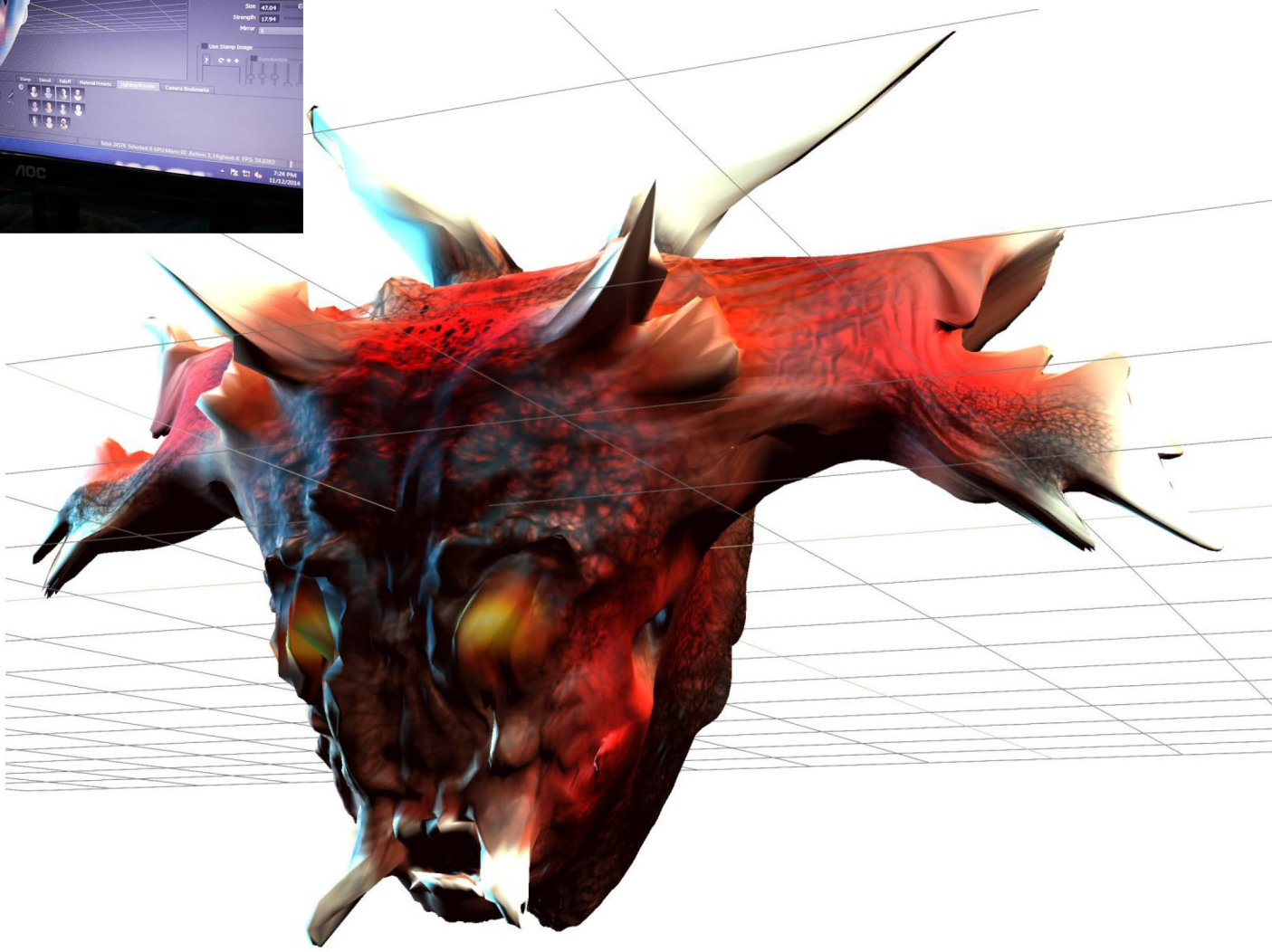
an Exhibition of Paintings and Binalaybay in Baybayin Scripts

VERALOE
SMART CITY



game development assets

Software Used: Autodesk 3ds Max, Mudbox, Unity Game Engine, Adobe PhotoShop

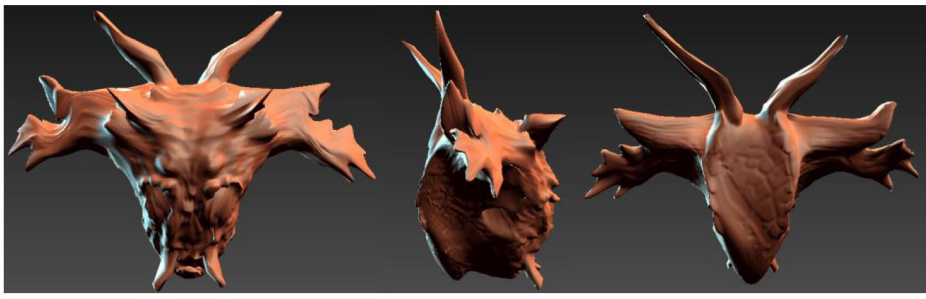


Monster Head Study 01

Software: Autodesk Mudbox 2013

Skills: Modeling, Sculpting, Painting

Workflow:
Starting from a basic Sphere, using Sculpt tools layers upon layers of mesh were added and deformed to achieve the final base model. Then using Paint tools base colors were painted onto the mesh and layers were added. To achieve texture, Stamps and Stencils were also used.



game development assets

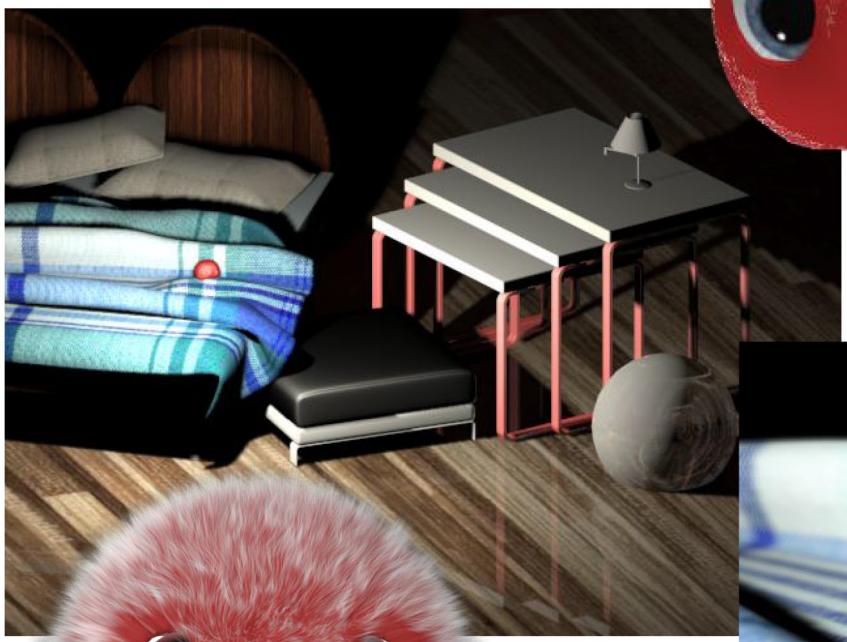
Software Used: Autodesk 3ds Max, Mudbox, Unity Game Engine, Adobe PhotoShop

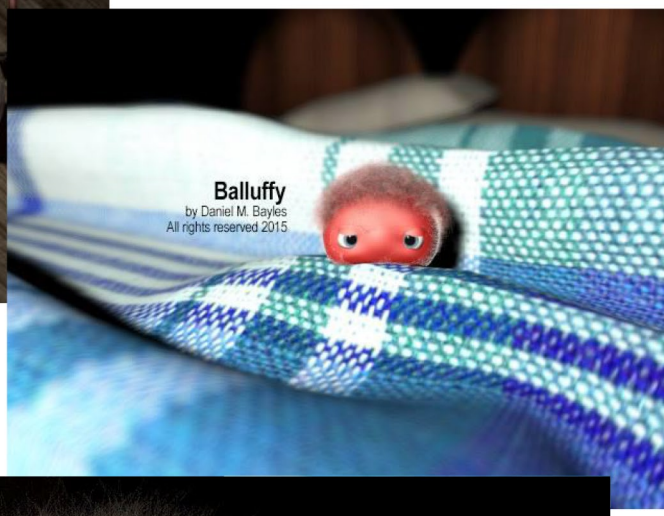
Balluffy

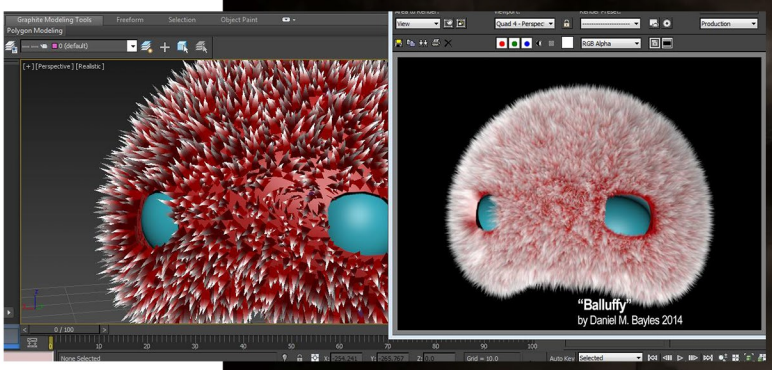
Software: Autodesk 3ds Max 2013

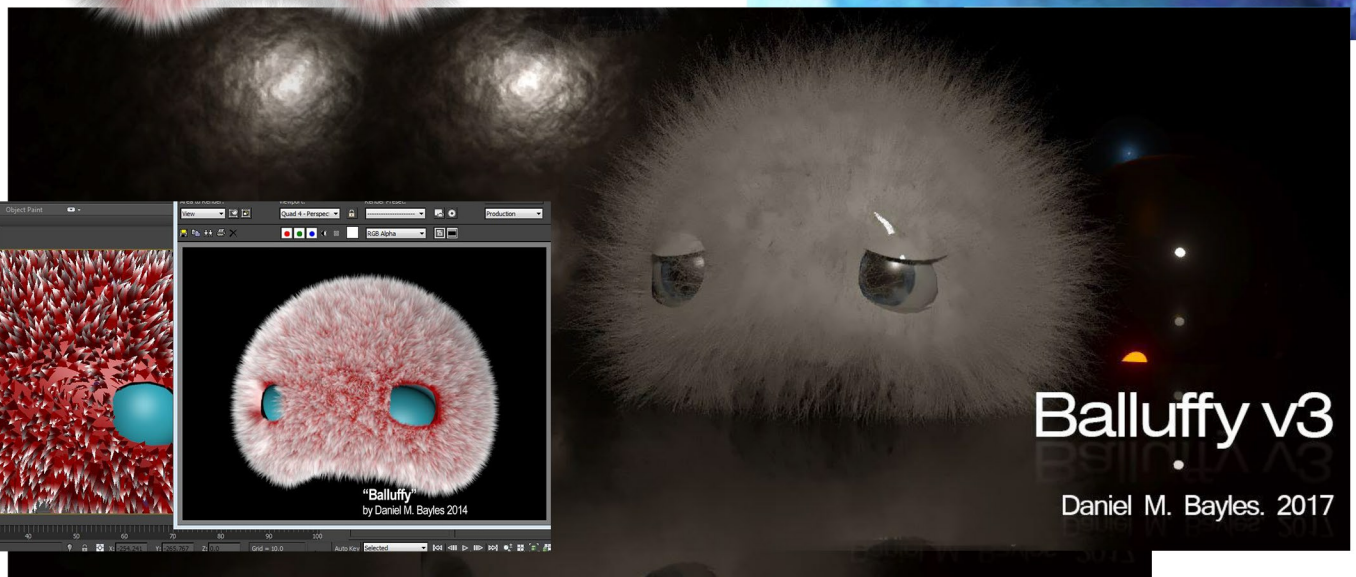
Skills: Modeling, Rigging, Textures, Animation

Workflow:
Starting from a Sphere, Balluffy was mainly
An experimentation with Hair & Fur Modifiers
In 3ds Max. Environment was done in
3ds Max with focus on Textures.









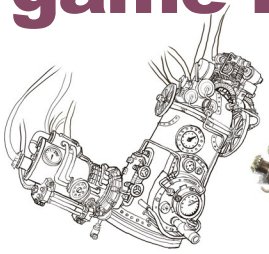
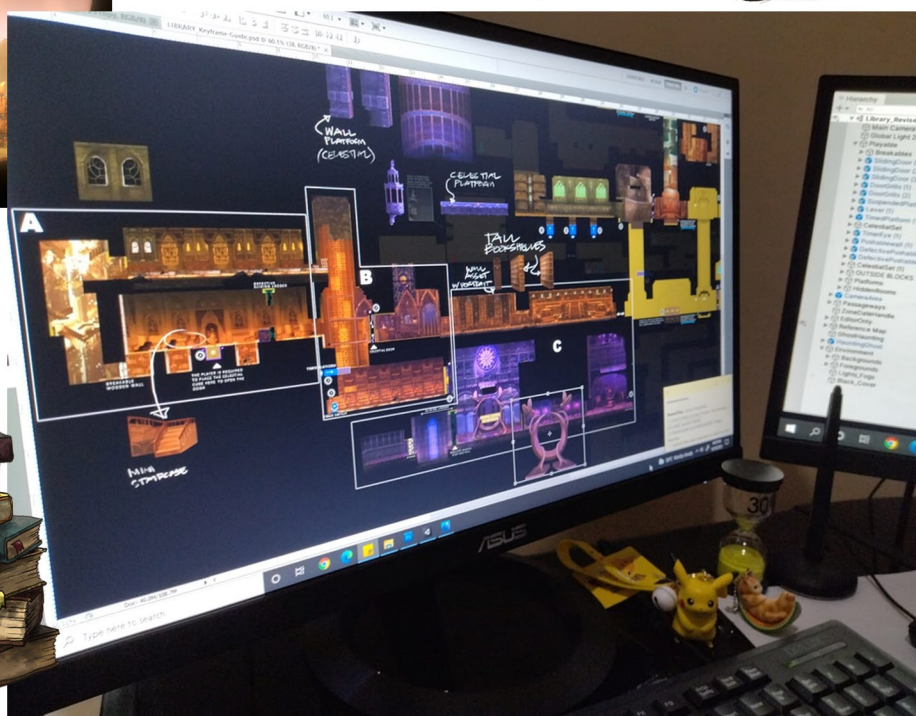
game development assets

Software Used: Autodesk 3ds Max, Mudbox, Unity Game Engine, Adobe PhotoShop

Alien Lizard Study 01

Software: Autodesk Mudbox 2013

Skills: Modeling, Sculpting, Painting

Workflow:
Starting from one of the Preset Objects in Mudbox, a unique Lizard was modelled using Sculpt tools.
A few sculpts were done, because the focus here was on Painting and Texture

action platforming game in Unity