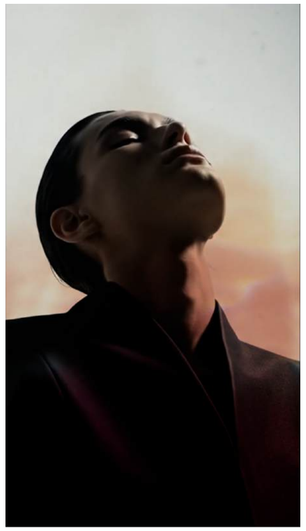
Yimei Z

Portfolio

Research-driven creator working across moving image, 3D, and AI to produce both experimental art and client-ready visuals

yimeizheng.com

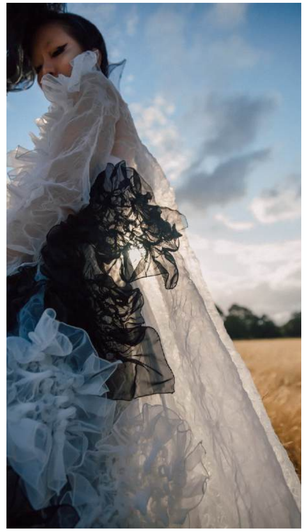
Selected Commercials



DreamSlip
9:16 Social · AI

Rolls-Royce
3D Brand Campaign Visual

Sawaa
3D · Product

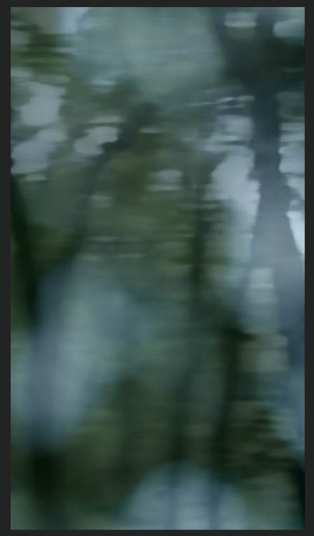
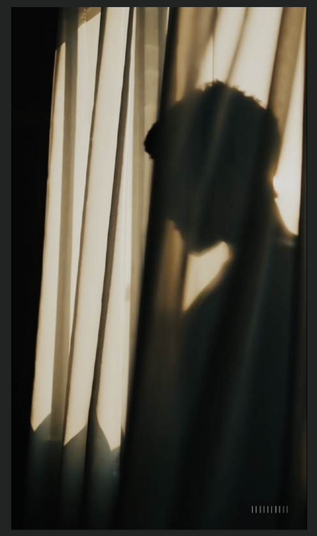
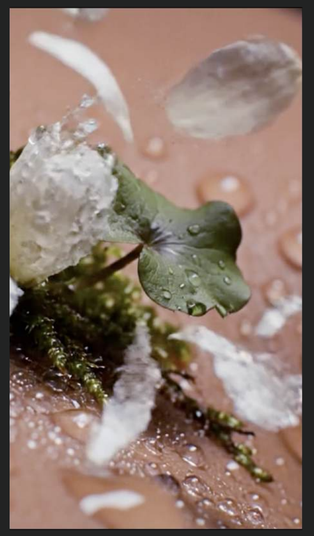
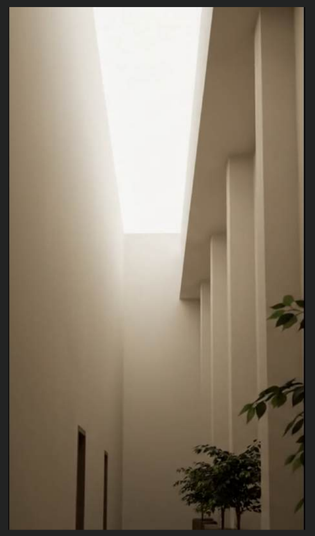
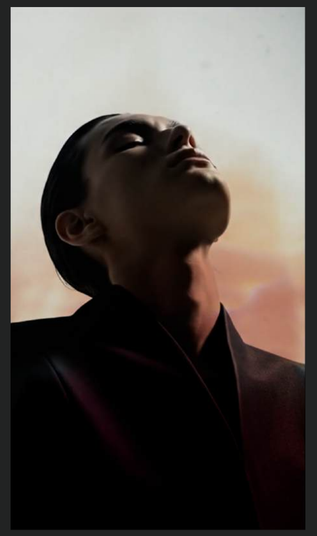


Fashion
Photography

DreamSlip, AI-Integrated Short, 2025, 60s, 9:16

AI short blending T2V/I2V shots with live-action. I designed the end-to-end pipeline and finished edit/grade/mix for a cohesive 60-second narrative.
Pipeline: ChatGPT prompt design · additional stills/refs from Bing Image Creator · Sora/Runway (T2V/I2V) · In/Out-painting · DaVinci Resolve (edit/grade) · Suno (music)

Watch: https://drive.google.com/file/d/14TnCMBWxBxJWWR_Rq9tyvRwnyJJjXt9L/view?usp=drive_link

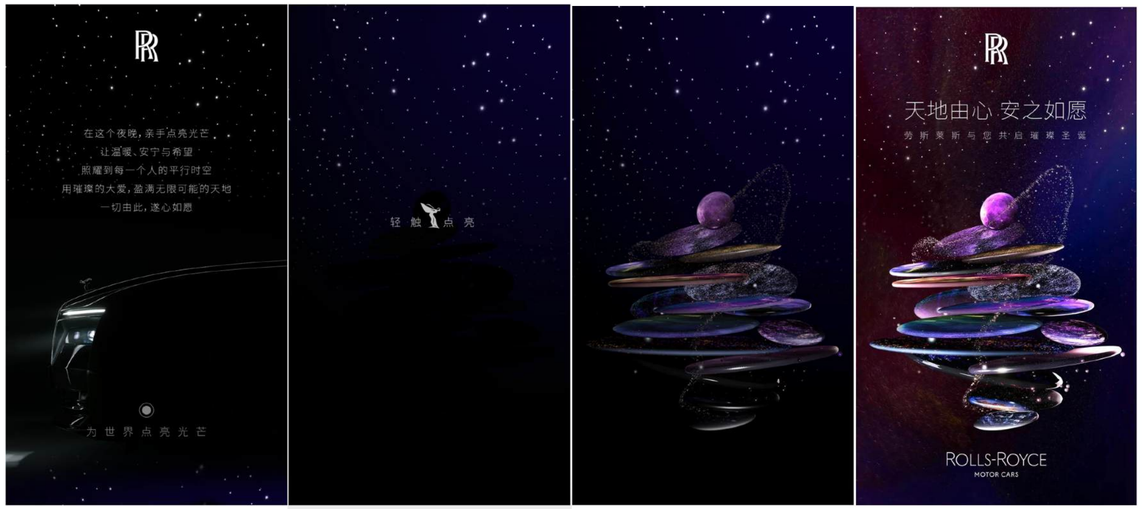






Screenshots

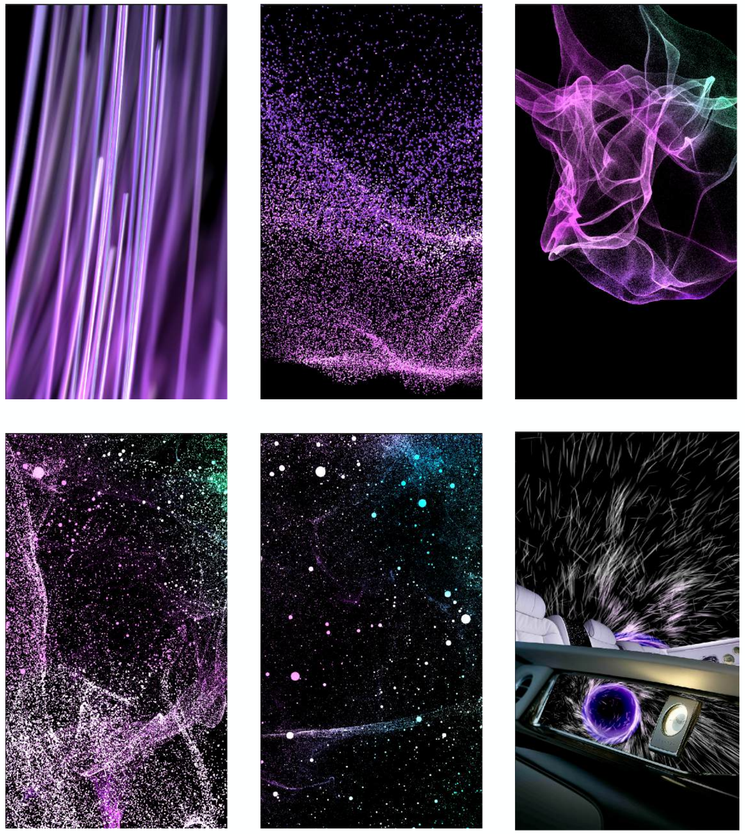
3D visuals for Rolls-Royce's 2023 Christmas & New Year WeChat campaign, commissioned by INTERONE CHINA

Christmas Interactive Visual

Client-led Concept
Based on the agency's theme of circular worlds and connections, I produced the final 3D static visual with precise material rendering and lighting



Final Delivery



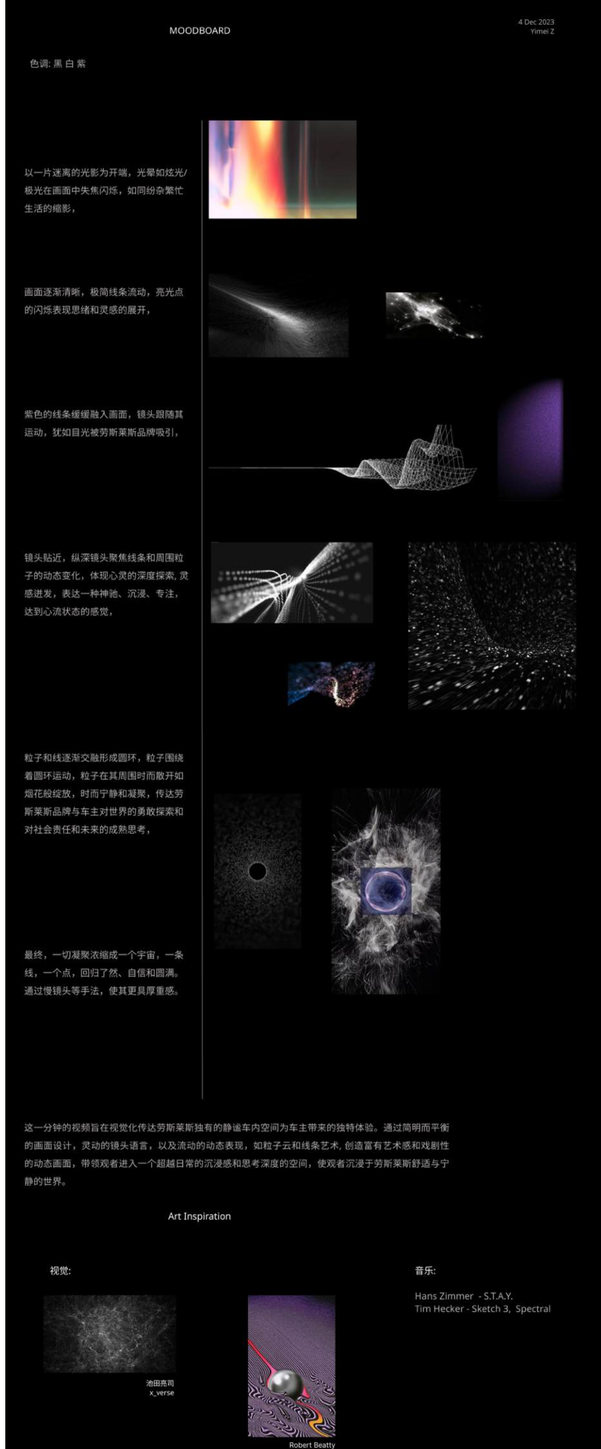
Final Delivery

New Year Video

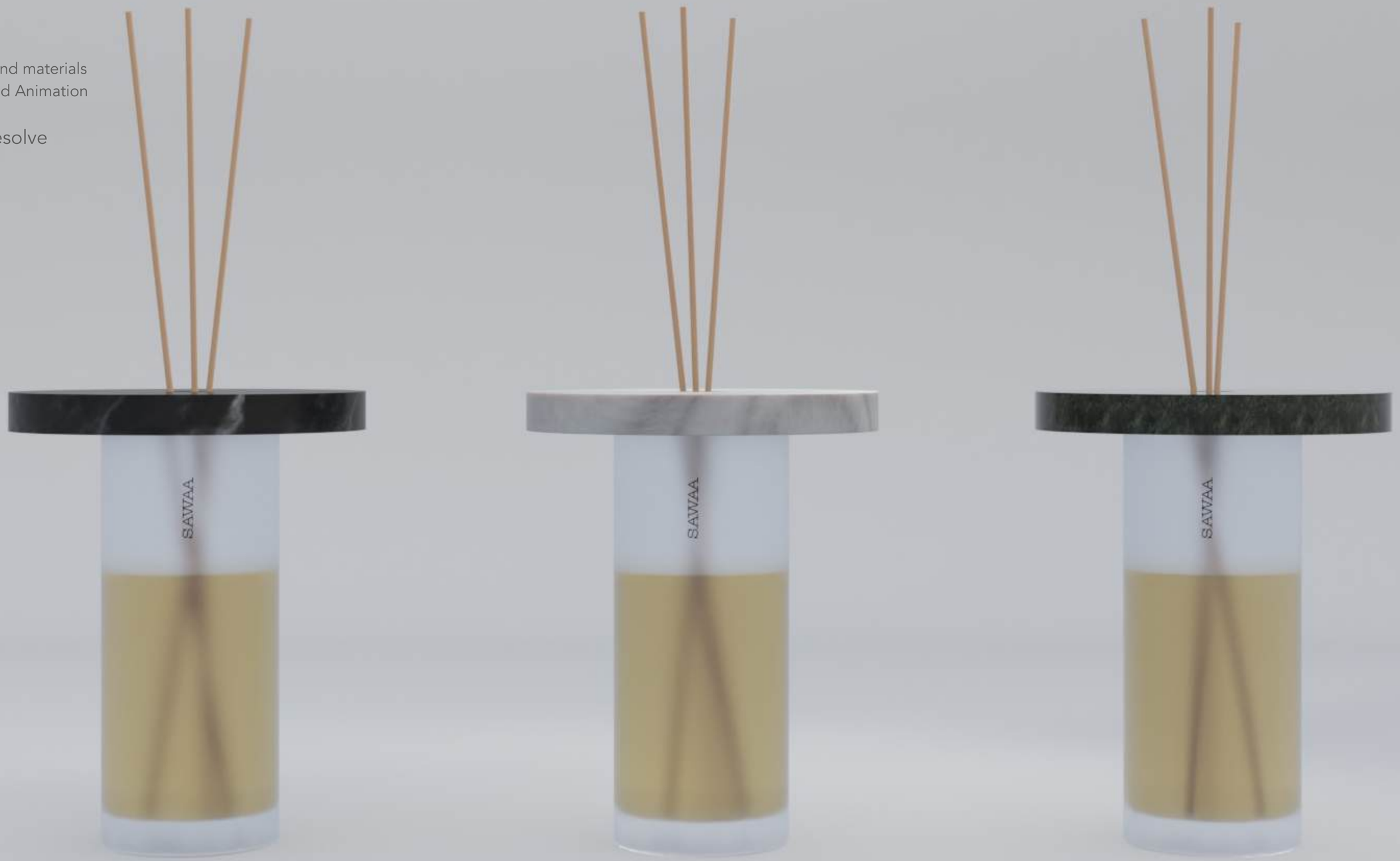
Initial Concept: Explored “quiet luxury” through fluid particles and line art - a meditative flow that visualised silence as an immersive space.

Final Delivery: Adapted into a shorter video, posted on WeChat account, reframed with vibrant festive energy to match New Year celebrations.

- Blender
  - Modelling, Texturing, Lighting and Animation
  - Particle system
  - Geo nodes experiments
- DaVinci Resolve



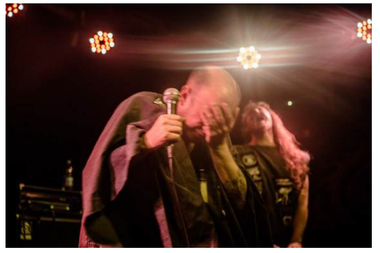
- Blender
  - Modelling
  - Texturing and materials
  - Lighting and Animation
- DaVinci Resolve

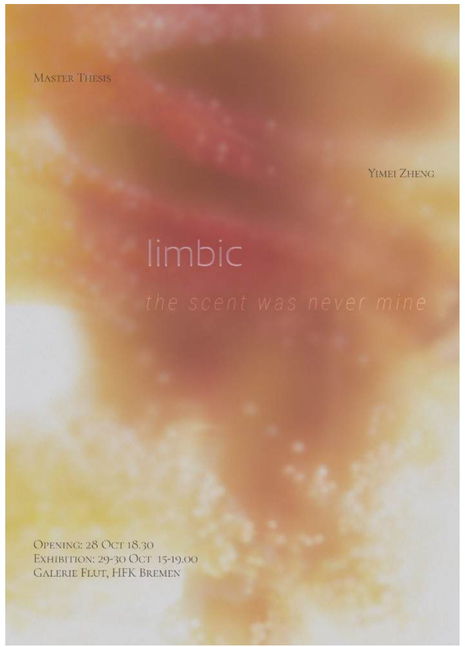


A series of 10-second 3D loops Product Animations for SAWAA, 2023

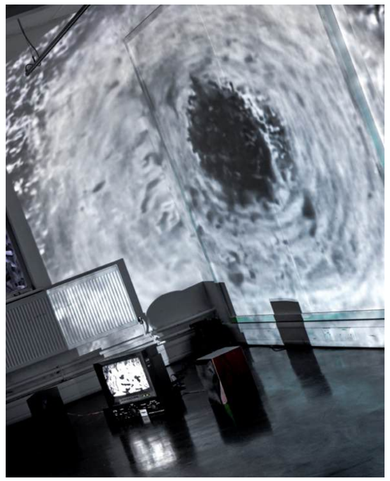
Selected Fashion Photography

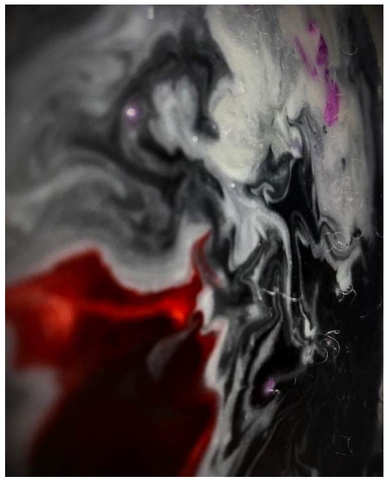
Selected Music Photography

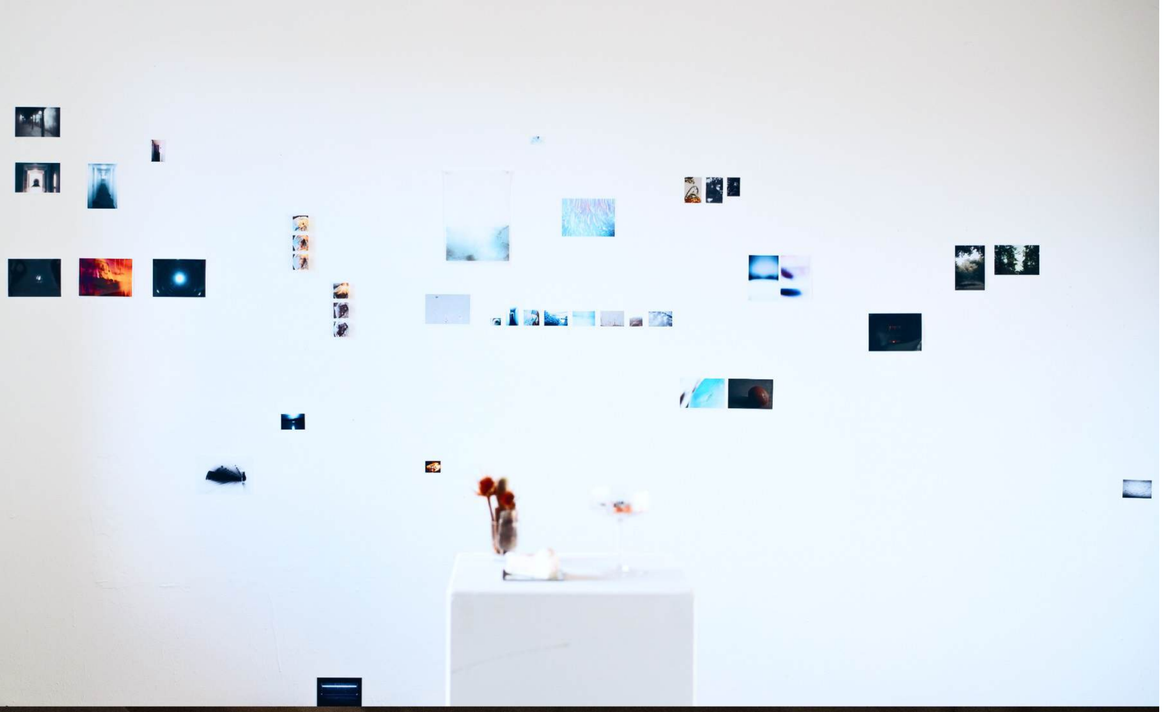


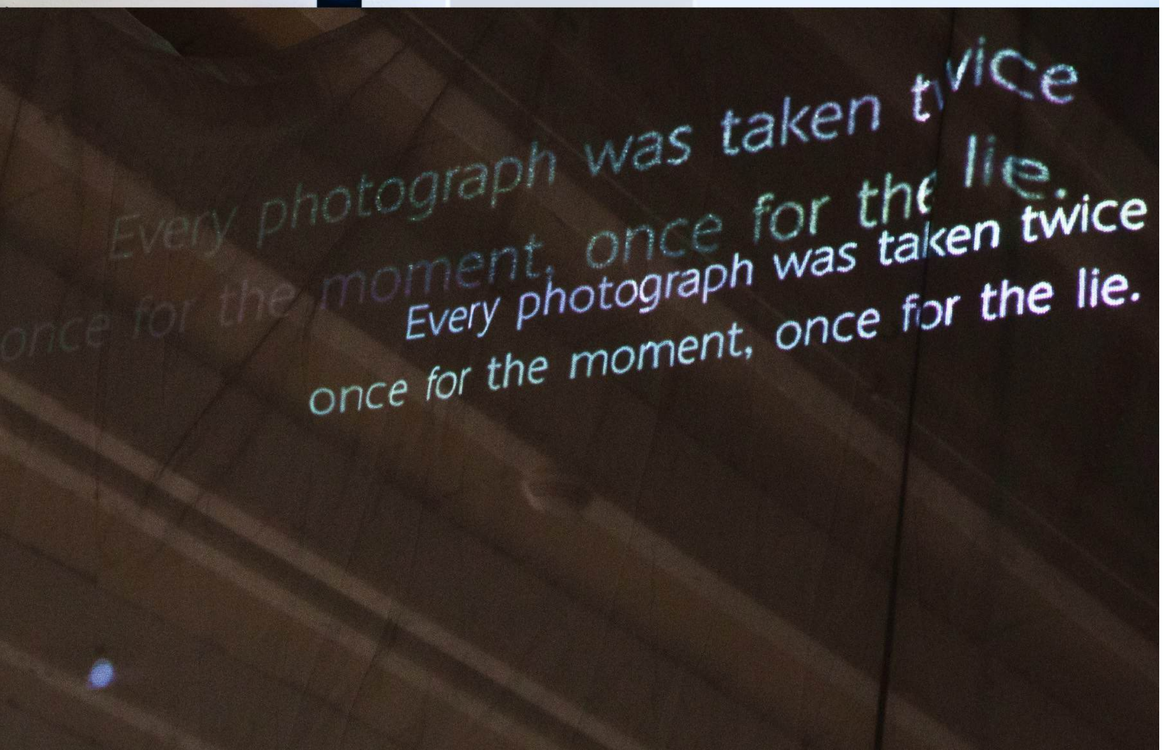


Selected Art works



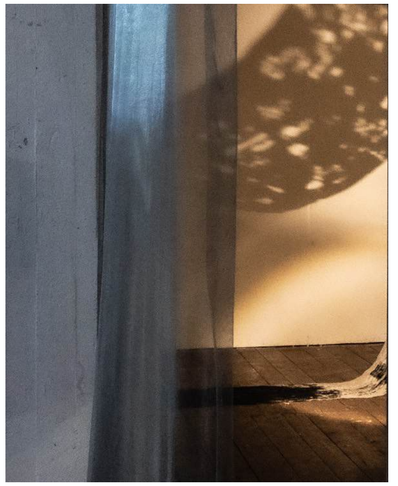




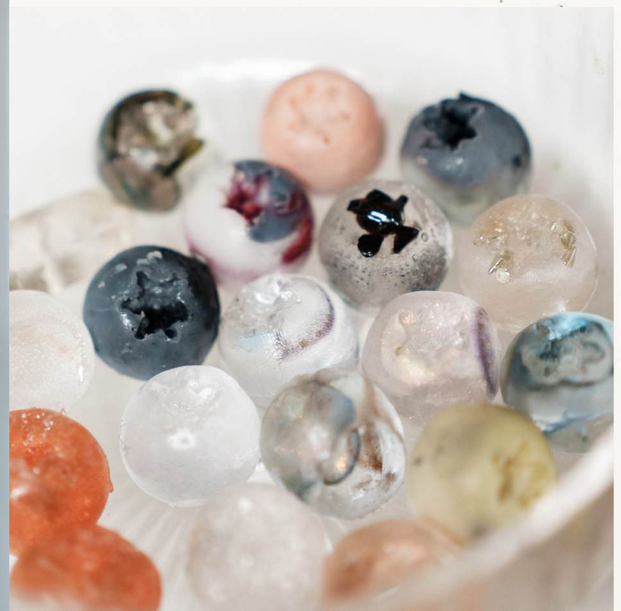


***Limbic*: *The Scent Was Never Mine*, 2025**

This work reflects on the instability of perception and the gentle deceit of memory. Using scent, image, resin, wax and material remains, it turns remembering into a sensory process where time appears fragmented, looping, and uncertain.



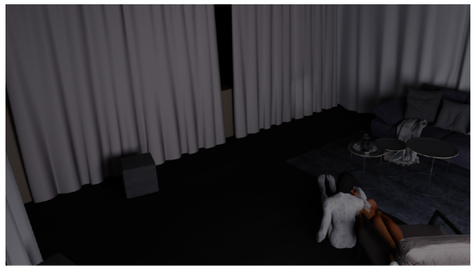
I remember the room, but I never lived there

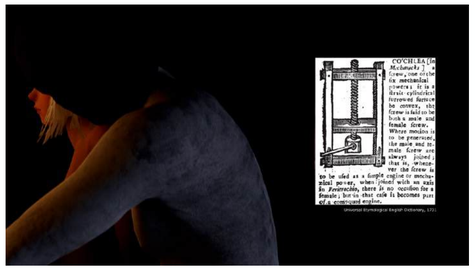


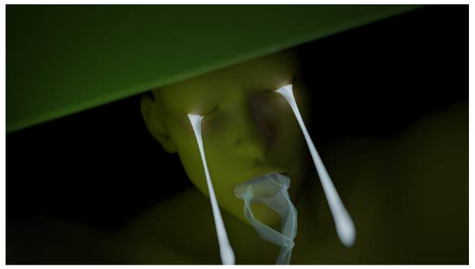
M, Video Essay, 2023

12 min

Experimental short film combining 3D animation, archive footage, and original narration text, edited into a layered audiovisual essay, screened internationally, awarded Honorable Mention (NYC, 2024), later adapted into live A/V and DVD







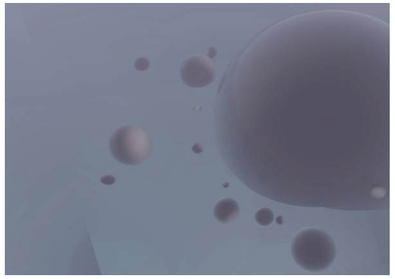
Screenshots

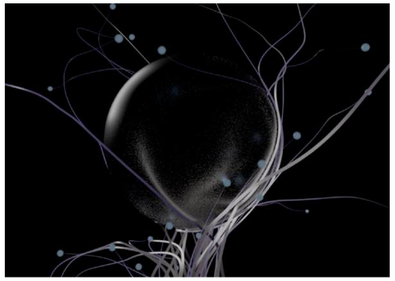
- Blender

  Modelling,Texturing, Lighting, Animation and Rigging Rendering

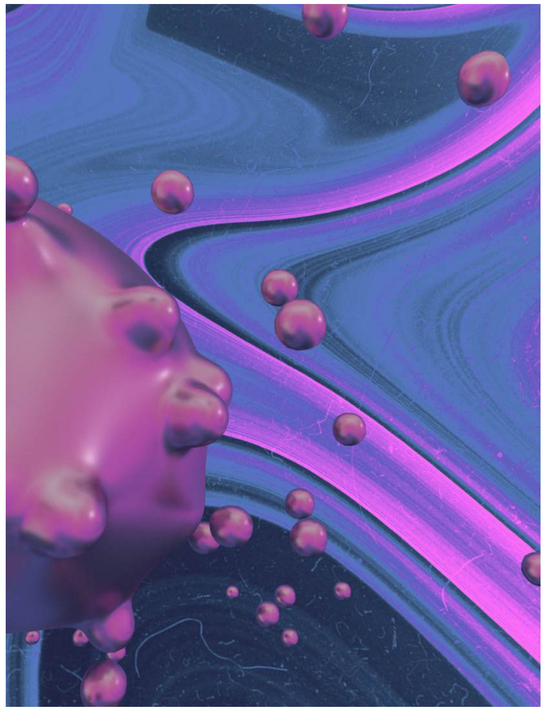
- DaVinci Resolve
- Ableton Live
- Figma
- Procreate

DVD Cover Design





Screenshots



We Drift Like Floaters, Video Installation, 2020

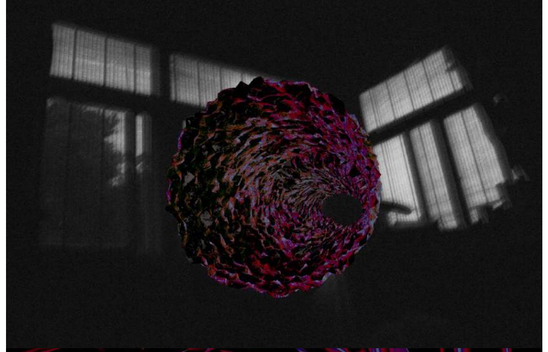
Photography, animation, and sound layered into a book and installation that meditate on drifting identities and fragile presence

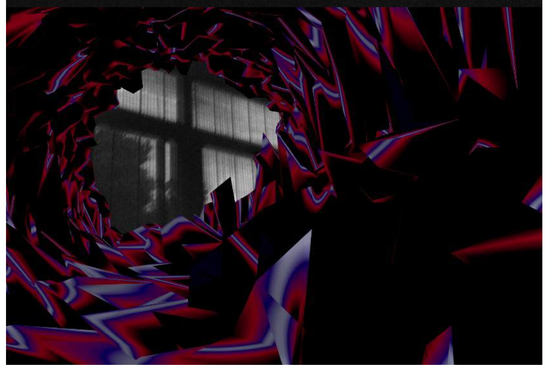
monitors →

behind →

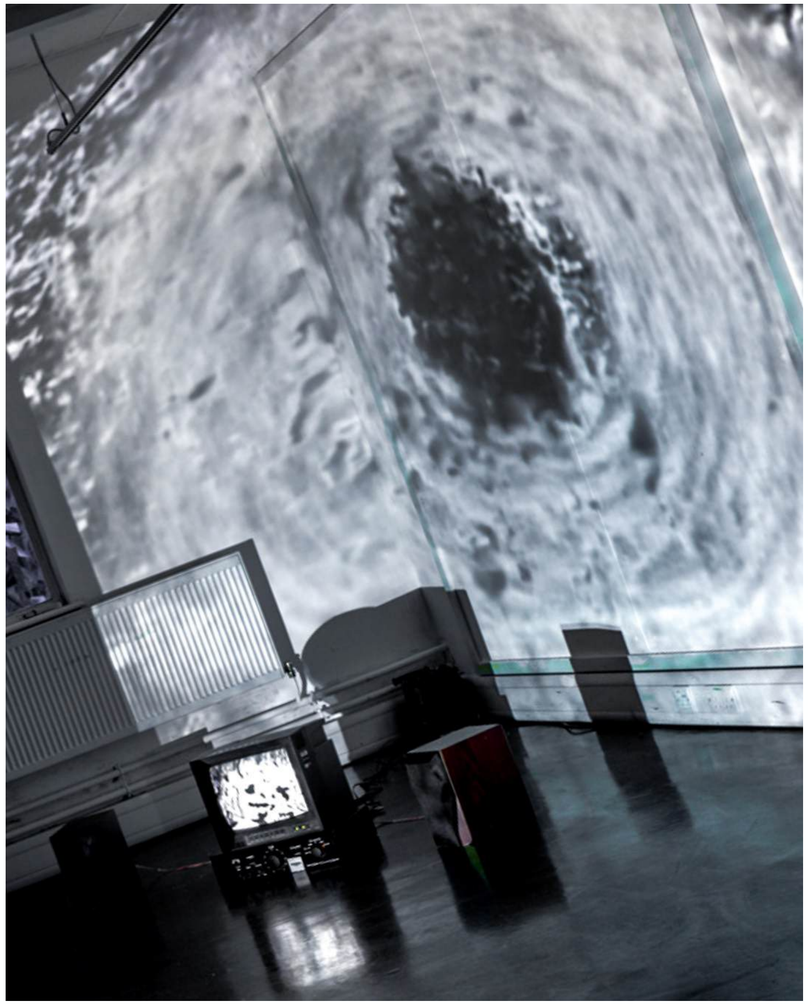
the wall →

Exhibition view





- Photography
- C4D animation
- Adobe Premiere Pro
- Processing, creative programming
- Printing & Bookbinding

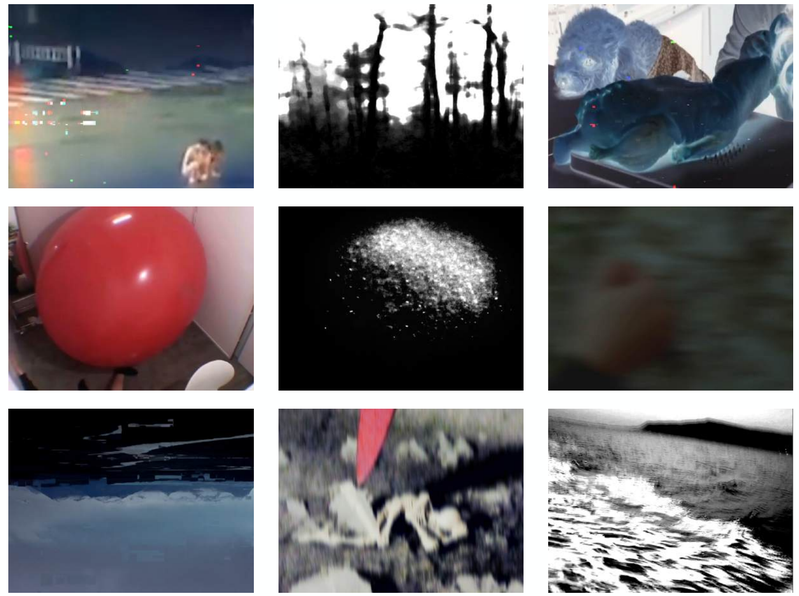


Exhibition view

Ghosts in the Resolution,
Video Installation, 2019

Looping video and sound installation haunting the glitches between human presence and digital resolution.

- Adobe Premiere Pro
- Photography/Videography
- Logic Pro

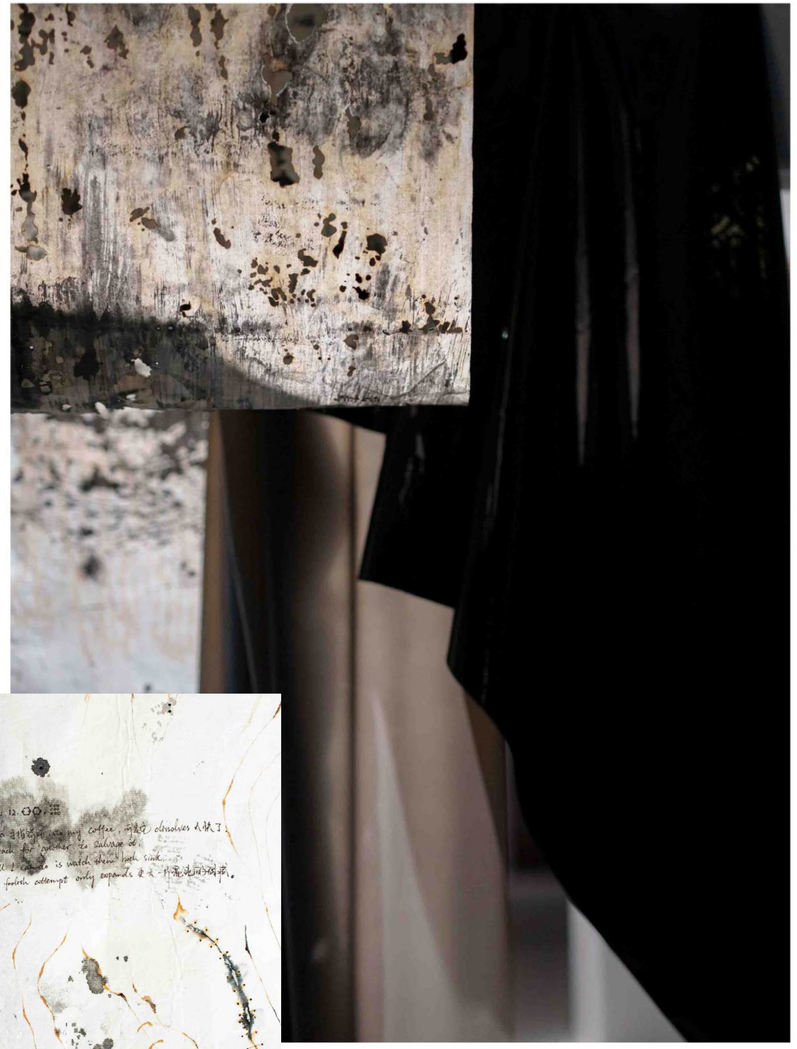


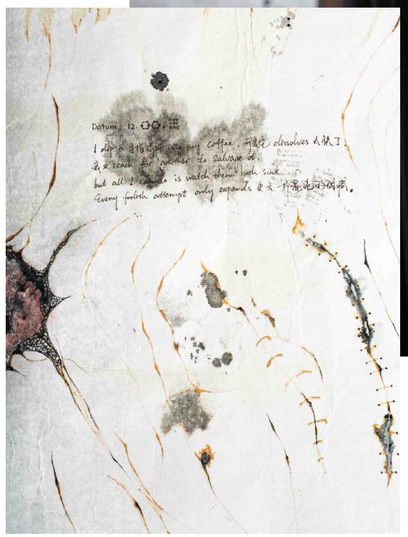
Screenshots

Cold Air, Ash, and the Ringing in My Skull, Installation, 2025, 50cm × 9m

Large-scale drawing and textile work combining pen & ink, latex, and faux leather, tracing fragile residues of memory and sensory perception.

Explores thresholds of body, sound, and scent in spatial form



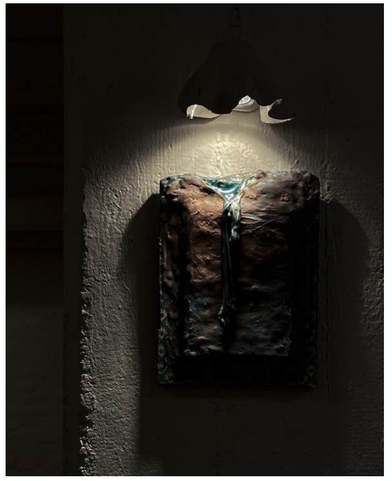


Exhibition view

Exhibition views

I'm Thinking of Spilt Milk
Olfactory Installation, 2022

Soy wax, fragrance oils, clay, and electronics merge into a heating device, releasing ephemeral scents as a meditation on fragility and impermanence.



https://www.yimeizheng.com/im-thinking-of-spilt-milk

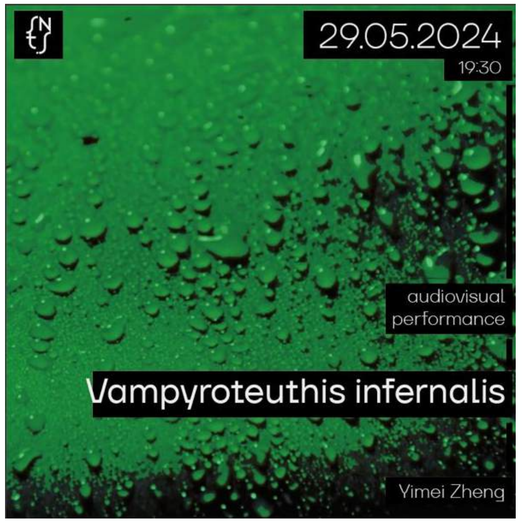
Insomniac Popping Boba Poetry, Sound Performance, 2022, 8min

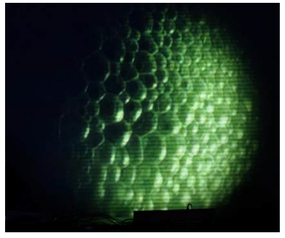
A spatial sound work inspired by Iannis Xenakis, layering atonal textures in a performance setting

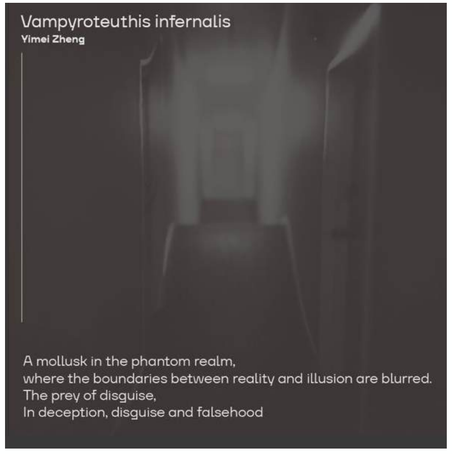
- Ableton Live
- Sound spatialisation
- Sound recording

A/V project + performance

- Music production
- Ableton Live
- Blender
- DaVinci Resolve
- Resolume
- Live performance

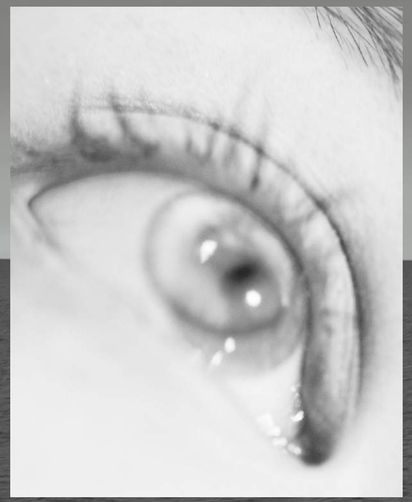
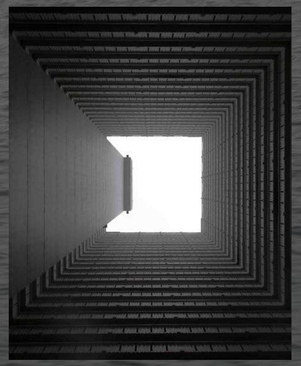
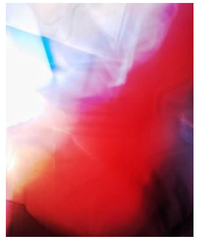
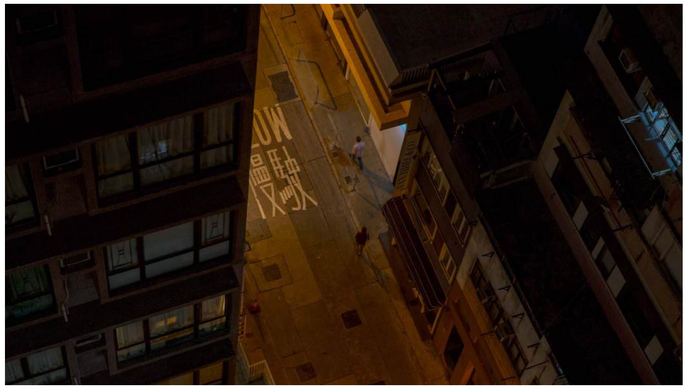
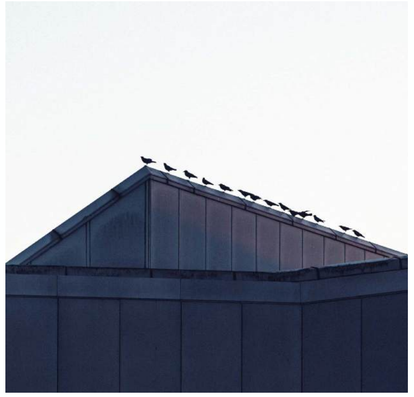
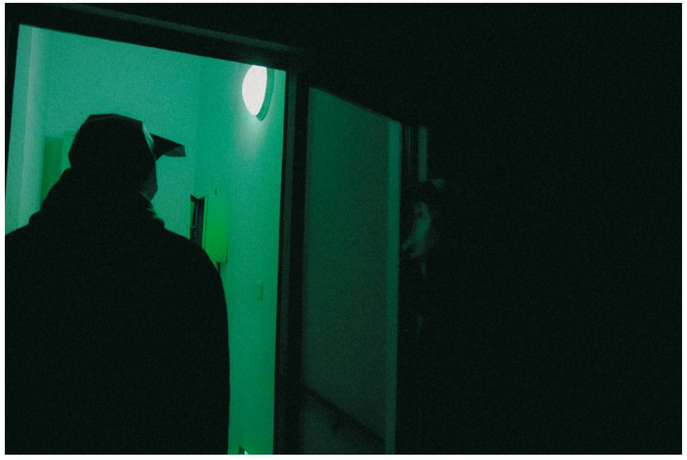
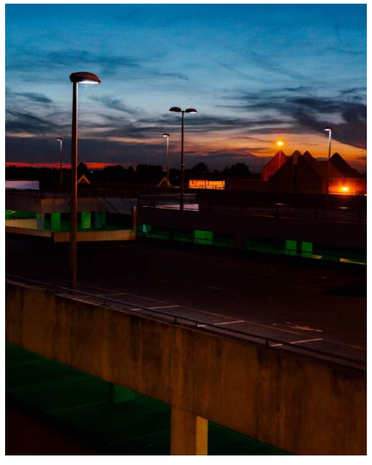






Collaboration

Data into Flesh, Flesh into Data,
Sound Design Collaboration, 2024
Exhibited at Ars Electronica, Linz, Austria

Only Difference will Eternally Recur,
performance, 2024
Performer&video editor
Trailer: https://vimeo.com/1009466087

Selected Documentary Photography