Teo Varga

3D artist & art director · Rotterdam

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I model, light and art-direct 3D for brands, record labels and anyone tired of flat. Most of it is soft, some of it is shiny, all of it is made in a small studio above a bike shop in Rotterdam.

Work

2021 – now

Founder, 3D artist & art director

Plastic Form, Rotterdam

Brand worlds, album art, launch films and retail CGI for forty-odd clients. Works alone or with two regulars (animation, sound).

2017 – 2021

Senior 3D designer

A packaging agency, Amsterdam

Packaging renders and launch visuals for food, drink and beauty brands. Led the agency's move to a real-time look-dev pipeline.

2014 – 2017

Product design

A design school, Delft

Bachelor in product design. Final project: a kettle nobody could stop touching (in render only).

Plastic Form is a fictional studio for the Jupiter X template demo.

Selected projects

Soft Serve · Mellow Gelato · brand world · 2026

Prism Loop · Halfmoon Records · album art · 2026

Playtime · Tumbl Toys · campaign · 2025

Night Bubbles · Fizzwell Soda · launch film · 2025

Eye Contact · Okkio Eyewear · retail CGI · 2025

Laces · Kinetta · art direction · 2024

Awards

2026 · Pixel Prize, Gold (Soft Serve)

2026 · Render Weekly, Pick of the week (Prism Loop)

2025 · Motion North, Best still (Night Bubbles)

2025 · The Shiny Awards, Shortlist (Eye Contact)

2024 · Form & Colour Annual, Selected (Laces)

Tools

Blender, Cinema 4D, Redshift, Houdini, After Effects, a pen display

Languages

Dutch, English, enough Hungarian to order soup

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