

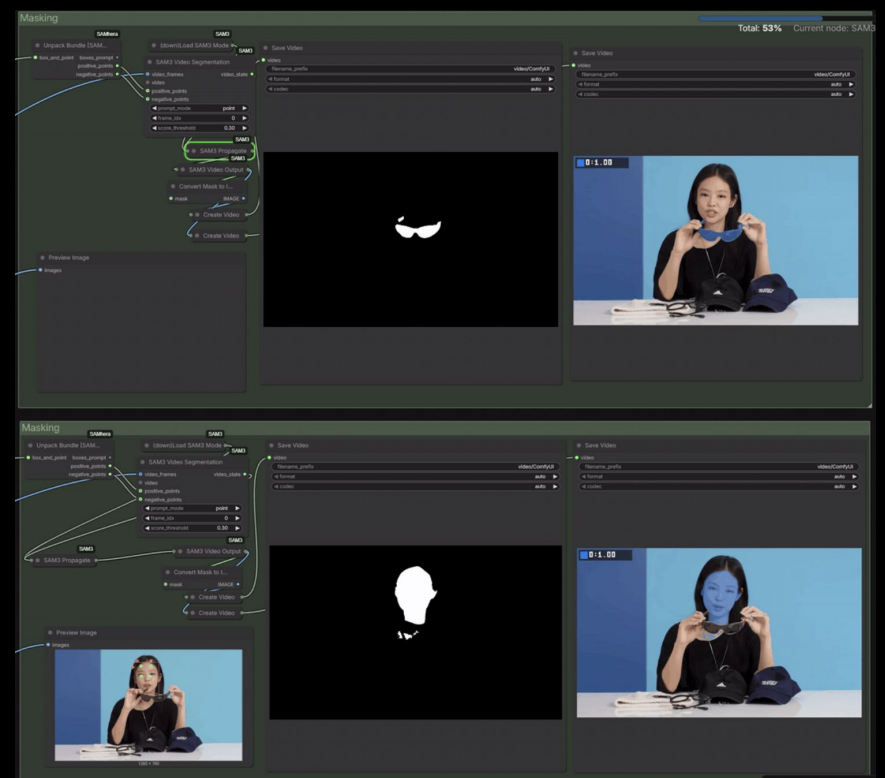
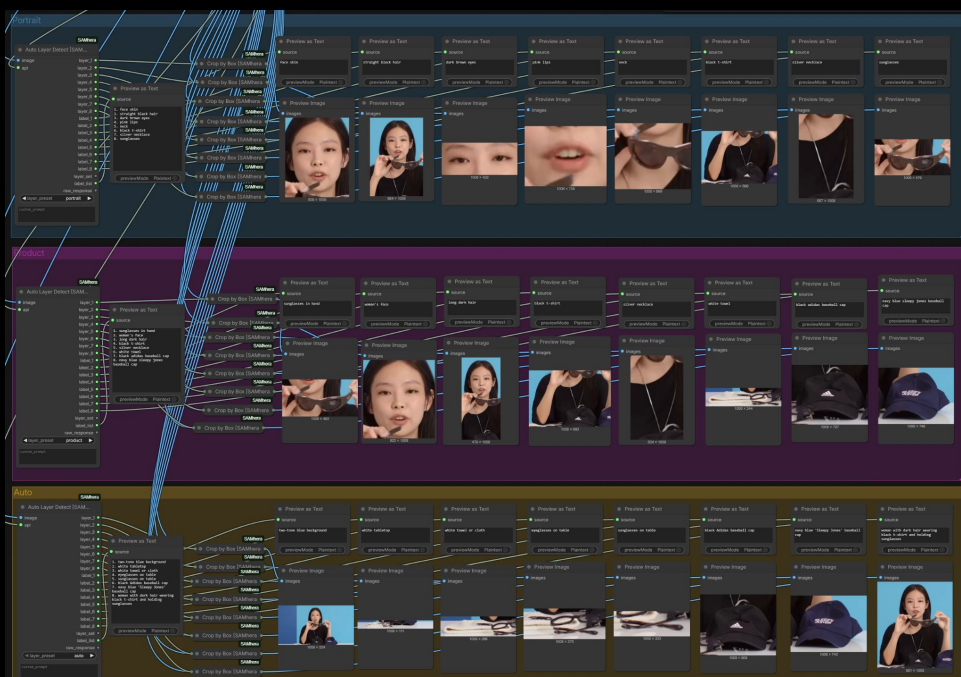
Hera Kang

Artist, Creative Technologist

Portfolio

Los Angeles, CA

herakang.com | herakang000@gmail.com



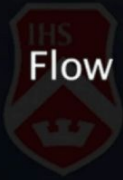
[BLOG](#)

Custom node & Workflow development
VLM (Vision Language Model – Gemini) + SAM (Segment Anything Model – SAM3) for Automatic Masking for Video

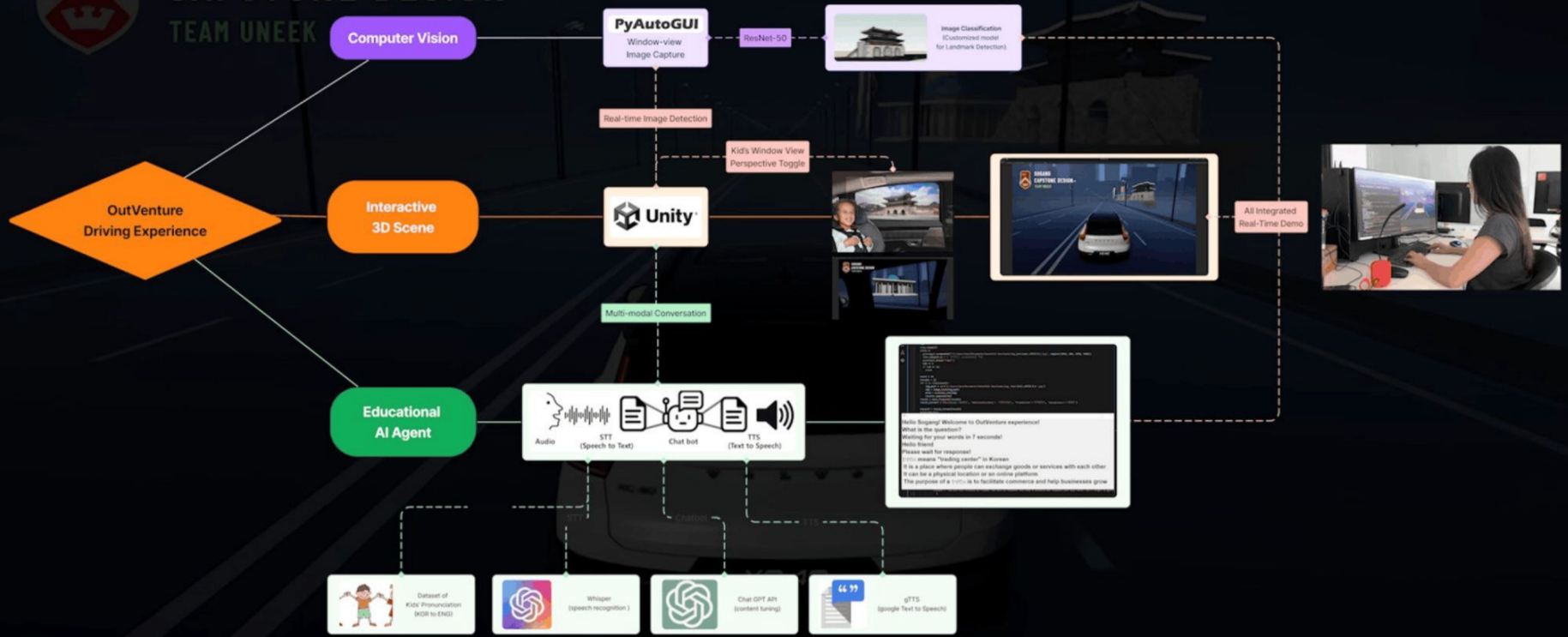
2026

Developer, Technical Artist

Zerospace, NY



SOGANG CAPSTONE DESIGN TEAM UNEEK



[BLOG](#)

OutVenture : Driving Experience

2023

Unity Prototyper, 3D Designer

Sogang University, Seoul, Korea





[BLOG](#)

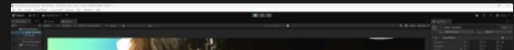
Inference Engine, Unity AI

Timeline | June 2025

Depth model integration with game engine for interactive pipeline, using ego vehicle's front-view camera.

Reference by Unity repository (Sentis AI, Inference Engine)

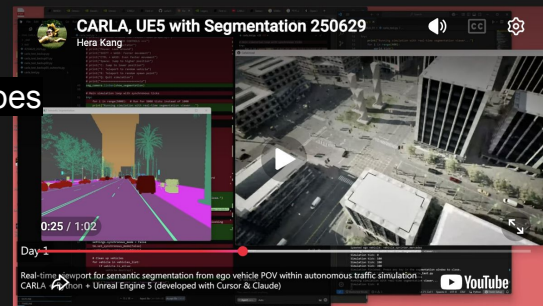
[DepthEstimationSample/README.md](#) Unity-Technologies/inference-engine-samples



CARLA, Unreal Engine

Timeline | June 2025

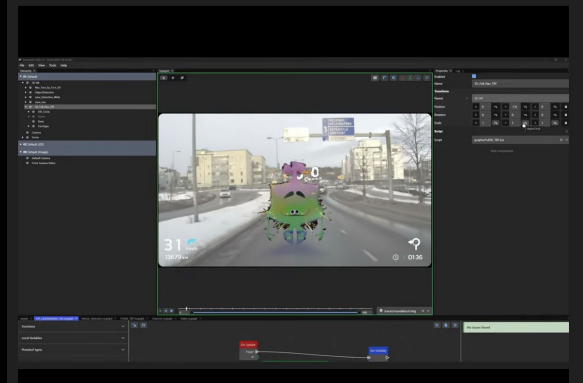
Game engine simulation with modular sensor setup. Traffic controlled autonomously via ML-based manager. Semantic segmentation from 800x600 camera displayed in OpenCV.



Basemark, Rocksolid AR

Timeline | July 2025

Fusing vehicle data (POIs, speed, directions) with AR character and comic book visual elements.

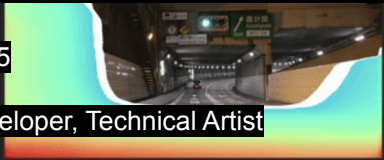


In-Vehicle Entertainment Studio Prototypes

2025

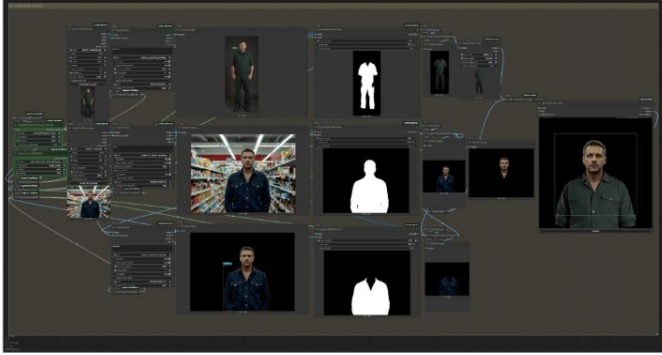
Developer, Technical Artist

hebora.studio (Self Initiated)



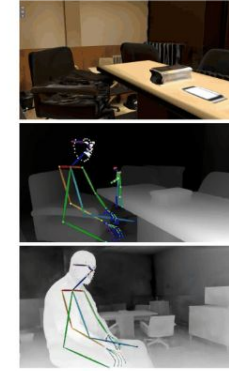
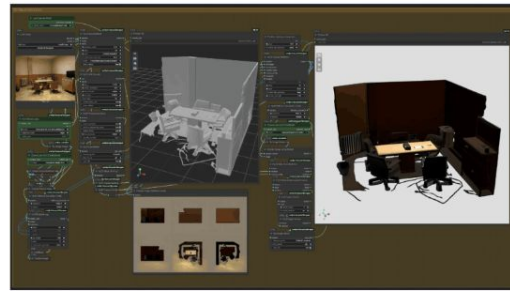
Character Consistency

1. Segmented face and wardrobe using SAM (Florence 2, SAM2-Hiera) for modular character compositing.
2. Generated synthetic character sheets with InsightFace to support LoRA training.
3. Trained custom character LoRA models separately using FluxGym (for Flux) and Google Colab (for SD 1.5) to align with model-specific requirements.
4. Embedded facial identity using PULID (InsightFace) to ensure visual consistency across shots.



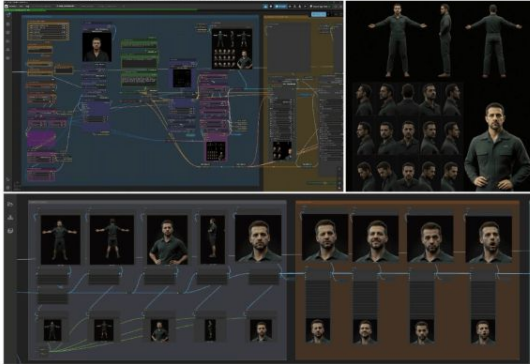
Scene Construction & Composition

1. *Experimental (Shot #1 only) Reconstructed image into 3D using Hunyuan 3D to enable multi-angle staging.
2. Layered ControlNet guidance from location (Asset 03) and composition (Asset 04), applying different modules (Depth, Pose, Linear, SoftEdge) with individually tuned parameters.



Character Consistency

1. Segmented face and wardrobe using SAM (Florence 2, SAM2-Hiera) for modular character compositing.
2. Generated synthetic character sheets with InsightFace to support LoRA training.
3. Trained custom character LoRA models separately using FluxGym (for Flux) and Google Colab (for SD 1.5) to align with model-specific requirements.
4. Embedded facial identity using PULID (InsightFace) to ensure visual consistency across shots.



Scene Construction & Composition

1. *Experimental (Shot #1 only) Reconstructed image into 3D using Hunyuan 3D to enable multi-angle staging.
2. Layered ControlNet guidance from location (Asset 05) and composition (Asset 04), applying different modules (Depth, Pose, Linear, SoftEdge) with individually tuned parameters.



Netflix | Eyeline Studio — Advanced ComfyUI x VFX (Los Angeles)

Finalist Artist (Completed 1-week production assignment)

June 2025



With all connections you need
LG gram Link

LG Electronics

Undergraduate Research Lead (UX prototype for ML based file sorting & sharing application, LG gram link)

2023

[BLOG](#)



Liquid perfume

Use Liquid simulations to create motion graphics that are suitable for your product.



[After AI] Smoke perfume

Transform basic footage created in Blender into a variety of styles using ChatGPT, IP-Adapter, AnimateDiff, ControlNet, etc.



Glossy

Using Blender, we create a Glossy image to be used as input for Stable Diffusion.



[After AI] Glossy 1

Create a stylized version of a Fire poster using Blender's basic artwork and Stable Diffusion software.



[After AI] Glossy 2

Create a Creamy poster to suit your desired style by utilizing the various settings of Stable Diffusion.



Product

Create 3D products using Blender and Stable Diffusion.



Poster

Create a 3D poster using Blender and Stable Diffusion.



Graphic Artwork

Create 3D graphic artwork using Blender and Stable Diffusion.

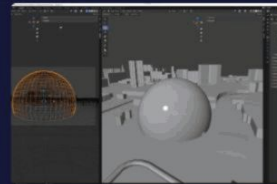
Design Process

This is how the Las Vegas Sphere is made.



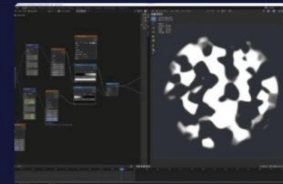
01. Production Planning

After creating the desired design using Stable Diffusion, you can use the workboard to flesh out your design ideas.



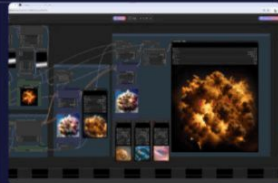
02. Modeling

Create the overall shape of the object and background using Blender's basic shapes and add-ons.



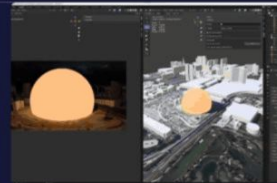
03. Guide video production

Create a ControlNet guide video for your desired UVs using Blender's Gemometry node.



04. Create a video

Generate an image to be mapped to a Sphere using Stable Diffusion.



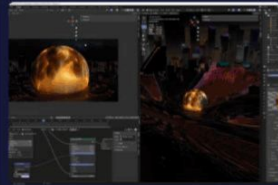
05. Image Rendering

Create a ControlNet guide image using Blender to be used to create the background image.



06. Create an image

Generate an image of the environment around the Sphere using stable diffusion.



07. Application

Import the generated videos and images into Blender and apply them to the Scene.



08. Camera Rigging

Shoot a scene with a Sphere and background using camera rigging.



09. Completion

Complete the Las Vegas Sphere.

Online / Offline Lecture : 3D x AI (Blender x Stable Diffusion for motion graphics)

2024

Designer, Lecturer

Fastcampus, Seoul, Korea

[BLOG](#)



[BLOG](#)

AI VFX, Aespa <Armageddon> Music Video

2024, Winner of 2024 MAMA Best Music Video, 122M Views

Designer

SM Ent, Rigend Film, Seoul, Korea



[VIDEO](#)

[URL](#)

Winner of 2024 MAMA Best Music Video, 132M Views



[BLOG](#)

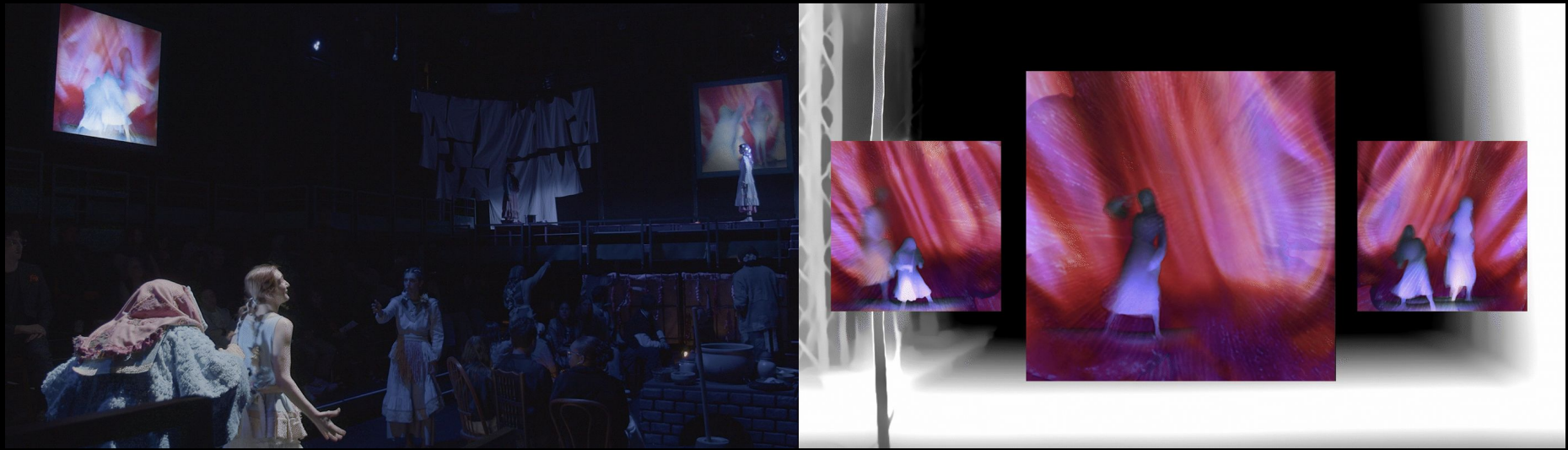
Volver

2025

Projection Designer

California Institute of the Arts





[BLOG](#)

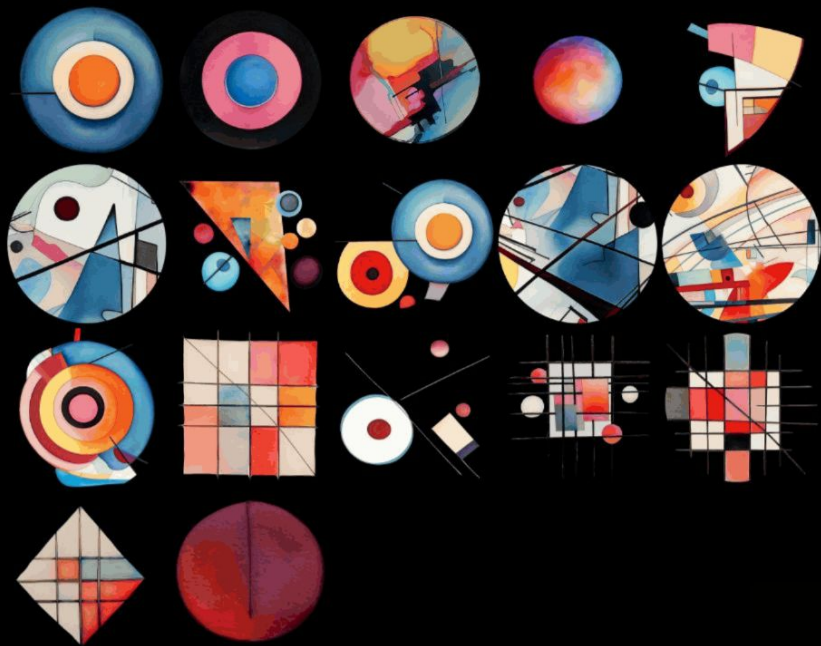
Volver

2025

Projection Designer

California Institute of the Arts





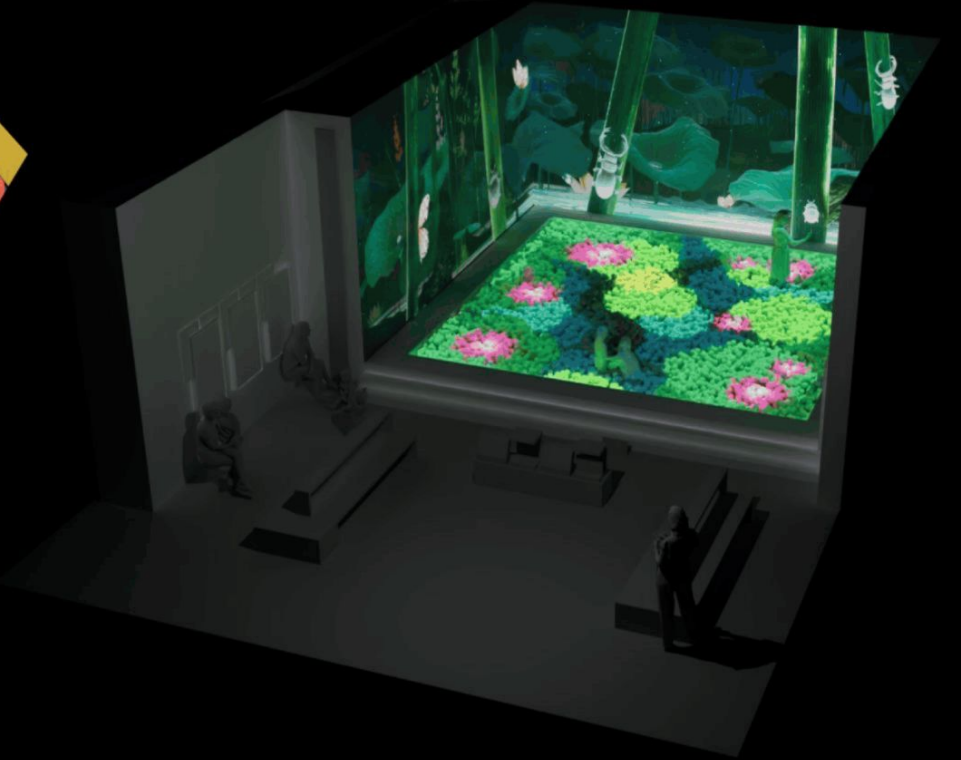
[BLOG](#)

Ground of Kandinsky

2024, 7200 x 1200 px (digital), 45.93 x 26.25 x 16.4 ft (display), flexible duration

Arte Kids Park, 929 Wolgak-ro, Aewol-eup, Jeju-do, Republic of Korea, Feb, 2024 - Present





Arte Kids Park Proposal Render

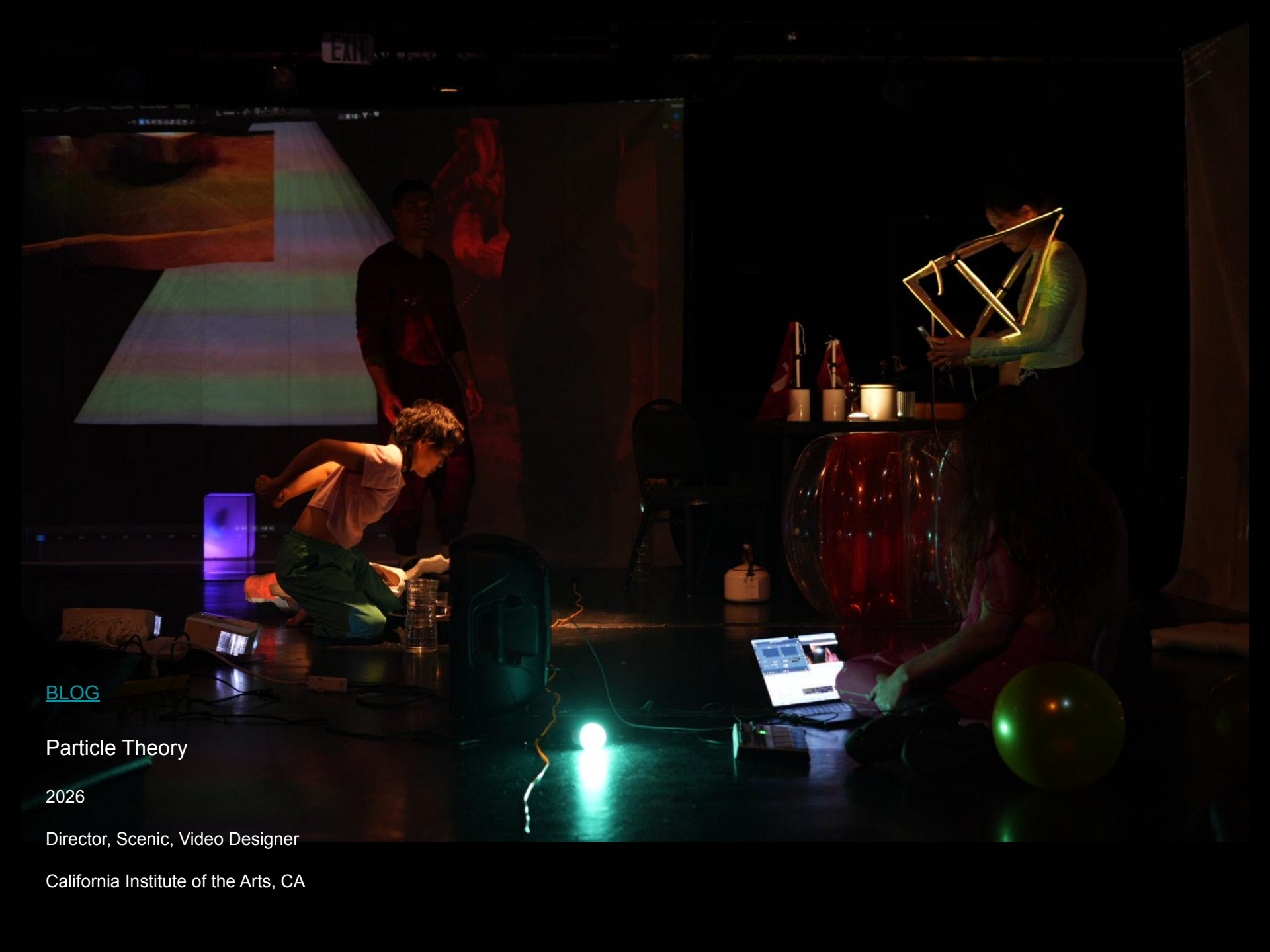
2024

Designer (full-time)

d'Strict Korea Inc, Seoul, Korea



On-site photo (courtesy of Sohu.com)



[BLOG](#)

Particle Theory

2026

Director, Scenic, Video Designer

California Institute of the Arts, CA



Wailing Body Wall — made with custom video generation pipeline developed from the movements of ant colony

2024

Video Artist

Commissioned work for Hana S Kim, Opera Mitridate, re di Ponto, Emerson Cutler Majestic Theatre Boston



VIDEO

심마니 [Simmani]; Wild Ginseng Digger
 교포 [Gyopo]; Korean Diaspora
 出租房屋 [chū zū fáng wū]; Rental Units Available
 힐링 척추 신경 [Healing cheok-chu sin-gyeong]; Healing Spinal Nerve Therapy
 절단 코다리 [Jeoldan Kodari]; Cut Frozen Pollack
 雙鳳 [Shuāng Fèng]; Two Phoenix
 심마니 [Simmani]; Wild Ginseng Digger
 교포 [Gyopo]; Korean Diaspora
 出租房屋 [chū zū fáng wū]; Rental Units Available
 힐링 척추 신경 [Healing cheok-chu sin-gyeong]; Healing Spinal Nerve Therapy
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 심마니 [Simmani]; Wild Ginseng Digger



What you believe is where you are

2025, Microphone, Three-Channel Projectors, Custom Software (Vosk Speech Recognition, TouchDesigner)

Artist & Developer

May 01 2025, Black & White Studio, CalArts, 24700 McBean Pkwy

[BLOG](#)





LEGO World Proposal Render

2024

Designer (full-time)

d'Strict Korea Inc, Seoul, Korea



3D Mockup for Jean Michel Othoniel

2023, 3D printed mockup, 5.9" x 5.9"

Commissioned design by Heights Store Seoul in collaboration with Kukjae Gallery—prototype merchandise design for Jean-Michel Othoniel