

ADEL ADILI

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CG Society : <http://adel3d.cgsociety.org/gallery/>

IMDB : <http://www.imdb.com/name/nm358014>

Qualifications

- 1.VFX Creativity
2. Modeling(Environment ,Character , Crowd , ...)
- 3 Material , Shading , texture & UV
4. FX and lighting
5. Character Setup , Animate , Hair/fur,Muscle system
6. Composite 2D, 2.5D , 3D & Matte Painting
7. Graphics & Design
8. Other related fields(2D,concept ,...)

Relevant Software Programs

Autodesk 3DSMax & Maya , Mental ray , Photoshop , Zbrush
Nuke , PFTrack ,Vue , Body paint & ...

2010

VFX Creative Director

Employee of

Makuta Effects Pvt. Ltd.,

UK & India

1995- 2009

- 1.VFX Freelancer Artist
2. Concept designer and 3D visual effect supervisor in movies.
- 3.Creating 3D organic ,characters,objects and industrial instruments.
4. Producing 3D commercials for TV stations.
5. Making the real preview of the architectural designs.
- 6.Lowpolygon modeling and texture mapping in game industry .
- 7.Working on cinematic projects
8. Managing director of Tarahan Company and supervising the Graphic design and CG team of the Company

1992- Present

Experienced in handicrafts, caricatures, photography ,cloth design, Asian decoration, plasticity modeling and 3D & 2D computer graphy in these fields:

- 1.Polygon,Patch and NURBS modeling ,also 2D and 3D spline modeling .
- 2.Painting and creating the real material on the digital 3D models.
- 3.Animaition and design of 3D space of sights and structures and 3D decoration.
- 4.Moving and morphing the digital 3D models and dynamics.
- 5.Matching, mixing and composing the digital 3D space and position corresponding to the real camera movement position and lighting.

1982- Present

Experienced in Painting ,drawings ,anatomy, perspective, portraits and illustration .

Education

1986 - 1992 Paradise art university of Isfahan-Iran (B.A)

1982 - 1986 Isfahan fine art school.

Last update : July 2010