



ADEL ADILI

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 ,...)

2010-2011

VFX Creative Director
Makuta Effects Pvt. Ltd.,

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

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.Animation 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 : Nov 2011

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<http://www.adel3d.com/>