

Hossein Afzali

3D Creative Artist

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Skills

Illustration / Character Design

Illustration and character design with 9 years of experience in creating 2d and 3d cartoon style images for advertising, toy design, movies, children's story books and fun.

3D Modeling and Texturing

Experienced in 3D high-poly and low-poly Modeling & Texturing for movies, video games and architecture.

Experiences

Lead 3D Artist at PPP Co.

2010 – Present

- Lead the project of Isfahan monuments 3D Tour. (Phase 2 & 3)
- Low-poly modeling, texturing, lighting and rendering on Isfahan Monuments 3D Tour (Phase 1).

3D Artist at Negarin Advertising Agency

2007 – 2009

- 3d character modeling, texturing and lighting on the "General and Soldier" short animation movie.
- 3d creative artist on multimedia projects (Motion Graphics, CD Catalog & Web design).

3D Artist / Instructor at Arte Architectural Group

2006 – 2007

- 3d modeling & rendering for urban architectural projects.
- Instructor of 3ds Max v.5 for architectural students.

Illustrator / Graphic Designer at Pixmo Advertising Agency

2004 – 2006

- 2d/3d illustration for advertising projects and children's story books.
- Graphic design such as poster, logo and layout design for web.

Illustrator at Noghteh Tarif Cultural Institute

2003 – 2004

- Illustrator of "Colored Wishes" daily publication of the 18th Isfahan International Children Film Festival.
- Cover design for children's story books.

Other Experiences

3D Creative Artist on AFG

New York, US

2010 – 2011

- Poster design for Friskies Cat Food Portal Exploration project.

3D Artist on Das Format Werbeagentur

Rhineland-Palatinate, DE

2010 – 2011

- "Evas Welt" game board design project. (Design a farm land included cartoon characters, vehicles and environment used as toys for children 5 to 8 years old.

3D Artist on Nsight Studio

Manama, BH

2010 – 2011

- 3D modeling and mapping a cartoon donkey character for production.

Education

2001-2003 Montazeri Art School

Isfahan, IR

- Diploma of Graphic Design.

Press & Awards

2006-2011

3D Artist / Illustrator

- Published in 3ds Max Bible 2012 (WILEY)
- EXPOSE 8
- Cover Artist - 3DWorld Magazine (issue 131)
- Published in 3D Artist Magazine (issue 15)
- Published in Online PixelArts Magazine (issue 22)
- Persian CG Academy member
- 3DTotal Excellence Award
- Dope Awards
- CGArena Excellence Award
- V-ray Elite Trophy

Related Activities

2010-2011

Instructor

- Publish 2 learning articles to the following websites:
3DTotal.com
CGArena.com
Dtuts.com - Educational Network
Pixelarts.eu - PixelArts Magazine
CGAcademy.ir - Persian CG Academy

Softwares

3ds Max, Mudbox, V-ray, Photoshop, After Effects, Dreamweaver, Office 2010, Windows 7, Mac OS X