

# MEHDI AHMADI

## Demo Reel 2018 Breakdown Sheet

Demo Reel 2018: <https://vimeo.com/486248643>

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### The Tiger

Responsible for all aspects, and I did all the steps by myself.

**These steps included:** Gathering the References, Modeling, Texturing, Grooming, Rigging, Muscle Setup and Simulation, Skin Simulation, Animation, Photography and creating HDRI Map, Shading, Lighting, Rendering, and Compositing.

**Software used:** Maya, ZBrush, Mari, Photoshop, Yeti, Arnold, After Effects, and Nuke.



### The Shark

Responsible for all aspects, and I did all the steps by myself.

**These steps included:** Gathering the References, Modeling, Texturing, Rigging, Muscle Setup and Simulation, Skin Simulation, Dynamic Simulations, Animation, Shading, Lighting, Rendering, and Compositing

**Software used:** Maya, Houdini, ZBrush, Mari, Photoshop, SpeedTree, Arnold, After Effects, and Nuke.



### The Horse

Responsible for all aspects, and I did all the steps by myself.

**These steps included:** Gathering the References, Modeling, Texturing, Grooming, Rigging, Muscle Setup and Simulation, Skin Simulation, Animation, Shading, Lighting, Rendering, and Compositing.

**Software used:** Maya, ZBrush, Mari, Photoshop, Yeti, Arnold, and Nuke.



### Baahubali 2: The Conclusion

**Studio:** Alzahra VFX

I worked as a senior creature TD in this project.

And I was responsible for: Rigging, Skinning, Muscle Setup and Simulation, and Skin Simulation of the elephant in this feature film.

**Software used:** Maya and ZBrush.



### Transforming Robot

Responsible for all aspects except for Modeling, and I did all the other steps by myself.

**These steps included:** Gathering the References, Preparing & Breaking & Separating Models, Texturing, Rigging, Animation, Shading, Lighting, and Tool Development.

**Software used:** Maya, Substance Painter, Photoshop, and Qt Designer.



## The Tank

Responsible for all aspects, and I did all the steps by myself.

These steps included: Concept Art, Modeling, Texturing, Rigging, and Animation.

Software used: Maya, Substance Painter, and Photoshop.



## The Cheetos

Studio: Alzahra VFX

In the Cheetos project, I worked as a Senior Rigging TD.

And I was responsible for: Rigging and Tools Development.

Software used: Maya, ZBrush, and Qt Designer.

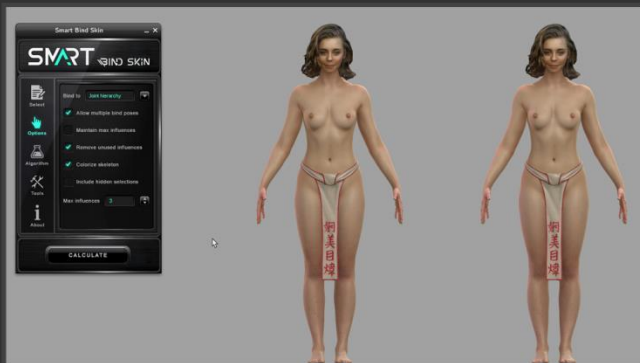


## The Naughty Kid

Responsible for all aspects, and I did all the steps by myself.

These steps included: Concept Art, Modeling, Texturing, Grooming, Rigging, and Tool Development.

Software used: Maya, ZBrush, Mari, Photoshop, and Qt Designer.



## The Skinny Girl

Responsible for all aspects except for 3d Scanning Model and Motion Capture recording. I did all the other steps by myself.

These steps included: Retopology, Texture Projection, Cloth Setup and Simulation, Rigging, Motion Capture Editing and Retargeting, and Tool Development.

Software used: Maya, ZBrush, Marvelous Designer, Mari, Photoshop, and Qt Designer.



## My Logo

Responsible for all aspects, and I did all the steps by myself.

These steps included: Designing the Logo, Modeling, Texturing, Dynamic Simulations, Shading, Lighting, Rendering, and Compositing.

Software used: Houdini, Photoshop, and Nuke.