MEHDI AHMADI

Demo Reel Breakdown Sheet

Demo Reel : 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 Lead 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 Lead Rigging TD.

And I was responsible for: Rigging and Tools Development.

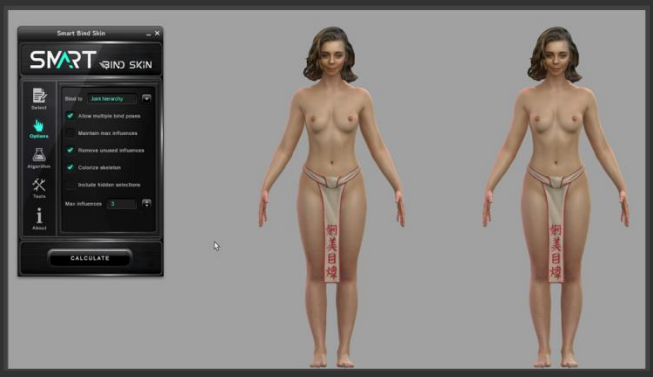
Software used: Maya, ZBrush, and Qt Designer.

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.

Please visit my website to see a detailed breakdown