

# Mohammad Modarres

## Character Artist/Modeler

<http://3mmart.com/>  
[http://mmodarres.blogspot.com/  
modarres.mohammad@gmail.com](http://mmodarres.blogspot.com/modarres.mohammad@gmail.com)  
415-860-5798  
U.S work authorization. No visa sponsorship  
required  
Los Angeles ,U.S.A

### Software

- Maya
- 3ds Max
- ZBrush
- Mudbox
- BodyPaint 3d
- Arnold
- Renderman for Maya
- Mari
- UVLayout
- Photoshop
- Crazybump
- Vray
- Unreal SDK
- Modo

### Objective:

Work as digital sculptor and organic /hard surface modeler in artistic team to create extraordinary products.

### Skills

- Hi-res character modeling and texturing for game cinematics
- Modeling and texturing for commercials and VFX movies
- Low-res game modeling
- Working with Scan data's
- UV mapping
- Texturing
- Normal and displace mapping
- Building characters for rapid prototyping and toy collectibles

### Experience

#### **Luma Pictures**

**October 2015-present**

- The Divergent Series: Allegiant. Modeling/texturing of background buildings.
- Capitan America: Civil War: modeling/uv mapping several parts of Stark Gauntlet.
- Deadpool:modeling and zbrush detailing Deadpool Stump,
- Modeling /zbrush detailing kill wound, creating blend shapes for some shots and fixing corrective for cloth simulation on several shots.
- Coke Commercial: working on hulk facial expressions, eye brow, eye movements and several rig corrective for hand and body
- Harry potter ride commercial: modeling and texturing train, modeling some building and texturing props

#### **McFarlane Toys**

**September 2013-Present**

- Works as Freelance digital Sculptor for creating rapid prototype toys.
- Working on Assassin creed line, Walking dead TV line, walking dead Comic line.

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### Academy of Art University (Sculpture Department)

January 2013-February 2013

- Works as cg sculptor for cleaning scan data and adding missing part of human anatomy and hairs For 3d printing.

### Zbrush 4R4 Beta Tester-Pixologic

June 2012-July 2012

- Works as beta tester and give feedback about new feature

### Zbrush Instructor – CG House

April 2011-Dec 2011

- Teaches character modeling and sculpting.

### Freelance Character Artist – Self-employed

October 2009 – present

Contracted to handle character modeling and texturing assignments from all over the world.

### Senior Character Artist – RAS Games

May 2010 – September 2010

- Worked on *Age of Pahlevan 2*.
- Created main characters, textures and normal maps.
- Used Unreal Engine editor.
- Supervised other character artists and assisted them with the creation character assets.

### zbrush Instructor – RPCA

October 2010 – December 2010

- Teaches character modeling and sculpting to RPCA animation students.

### Character Artist – Fanafzar

May 2009 – October 2009

- Worked on *Garshasp* video game.
- Contracted to provide hi-resolution and low-resolution modeling, normal, and textures.
- Responsible for the hi-res sculpting, low-res modeling, and normal mapping and texturing of three main game bosses – *Hitasb*, the main villain; *Gandarvah*, the sea monster; and the *Dragon*.
- Charged with creating some environment art elements, including all statues used in the game.

### Freelance Character Artist – Self-employed

November 2008 – May 2009

- Hired to do character modeling and textures for clients from primarily Iranian-based companies.

### Freelance Texture Artist – Kingdom of Solomon

August 2008 – November 2008

- Worked closely with modeling team; UV mapping of props/assets for movie, *Kingdom of Solomon*.
- Responsible for texturing the flying Ark of Solomon.
- Worked with other team members to achieve the desired look for the director.

### Senior Character Artist – Orient Digital Entertainment

September 2007 – May 2008

- Worked on two animated series.
- Responsible for creating the main characters and assisting two modelers with secondary characters.
- Consulted with design team to achieve best results in interpreting 2d to 3d models.

### Character Modeler/Environment Artist – Ghasedak

May 2007 – June 2007

- particle effects for a motion graphic.
- Responsible for modeling the show's main character and particles and rigging.

### Character Modeler/Environment Artist – Vishka Studio

April 2007 – May 2007

- Responsible for modeling one of the base characters of "Baran" short animation.
- Worked closely with texture artists to achieve the character's final look.
- Also responsible for modeling two environments.

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### **Character Modeler – Saba Co.**

- Worked on the animated film, “Journey To Distant Lands.”
- Modeled two main characters and a CG necklace.

**September 2006 – November 2006**

## **presentation/lectures**

### **DMF 2009 - Digital Media Festival –Tehran**

- Garshasp Development Process, the development team.
- The process of creating a Game Characters.
- ZBrush Workshop for game artists.

### **Character design seminar 2009 -- Art university-Tehran**

- Using Zbrush as a part of creative Designing approach and introduction to zbrush Features for Traditional sculptors.

### **Computer Games Festival 2011 Milad Tower-Tehran**

- Introduction to zbrush Features.

## **Publication**

- 3d Artist magazine #53: Master class Anatomy article March 2013
- 3d Artist magazine #56:I Made This section,Ron mueck Tribute.
- Uartsy Animal Sculpting (chimp-French bulldog) 2014.

## **Education**

### **Academy Of Art University**

- MFA Animation&vfx

### **Kashan University of Art**

- Bachelor of Arts

## **Honors /Award**

- Cgsculpt.org Honorable mention 4<sup>th</sup> place Big boss challenge.2010
- Computer game festival Tehran best character design for Garshasp game. 2011
- 3<sup>rd</sup> Place prize at Warlords challenge
- Cgfeedback 3 times Top row

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