

# SAEED ZARE

3D Generalist | Composite Artist | Motion Designer

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## Professional Summary

- Energetic 3D animator thrives in high-energy setting and create unique 3d and 2d animation with variety of software. Proven ability to produce television quality animation and incorporate sound design for complete package. Accustomed to meeting and events tight deadline in fast-paced environment .

## Core Qualifications

- Adobe After Effects ,Adobe Photoshop, Adobe illustrator, Adobe premiere,3ds MAX ,Cinema 4D,Sony Sound Forge ,V-ray-Corona engines, Nuke, Deadline ,SynthEyes

## Summary of qualifications

- Strong Understanding of 3d modeling in Autodesk 3ds MAX
- Excellent knowledge of 3d and 2d applications like Adobe After Effects
- Ability to create production quality includes hard surface modeling, focusing on quad topology, architectural visualization and industrial 3d modeling
- Experienced with high-poly and real-time asset and clean UVW layout
- Experienced with advanced rendering technology such as V-ray, Arnold and Corona engines
- Great experience in lighting setup standard and V-ray interior and exterior

## Software and Skills

### Autodesk 3ds MAX: 15 years

- Modeling hard and soft modeling
- UVW layout
- Material and shades include Standard and V-Ray and Corona and Arnold
- 3ds Max Particle Flow Pipe-line and dynamic
- Experience with object and camera animation and pipe-line including set state features and the connect 3ds Max outcome to the either Adobe After Effects or other post production application
- 3<sup>rd</sup> parties plug-ins such as Character Studio- Railclone-Multiscatter-etc.
- Created animation using description of story-line

- Used existing 3D model and created unique 3d model

### Adobe After Effects: 15 years

- Artistic composite in Adobe After Effects and Multi-layers rendering solution either VFX and animation purposes
- Motion graphics design from A to Z in Adobe After Effects with assistant of Adobe Illustrator and Adobe Photoshop
- Rotoscoping-Garbage masking
- Post Production and Color Grading
- Used After Effects to create online videos for branding packages

### Adobe Photoshop and Adobe illustrator: 10 years

- Illustration and photo manipulation
- Texture and shaders
- Logo design and drawing artworks

### Adobe Premiere: 10 years

- Film and footage edit
- Color correct
- Adding sound effect music and narration
- Finalizing

### NUKE:

- Experienced in nuke as a main tool to composite CGI and real footages furthermore mixing multilayers rendering with 3ds Max

### SynthEyes:

- Done many VFX and motion design projects via using Syntheyes as a main program for camera tracking and object tracking professional

### Engine and farm rendering system experiences:

- Setup lighting and shading with V-ray - Corona – Arnold engines with 3ds Max
- Ability to setup 3ds Max scenes with either interior or exterior lighting also using advance lighting and physical shade to gain photo real rendering
- Setup deadline farm rendering system