

Mohammad Bahari
General artist & designer



Resume

I have worked in Najd Trading Company as a designer of new products and a 3D model-maker and designed more than 50 models during six months

I have composed the most comprehensive package of training architecture software :

- * have made the package of expertise training of 3D max software with more than 25 hours of professional training including the smallest details of designing and modeling.

- *have made the package of expertise training of Marvelous designer with more than 13 hours of professional instruction.

- *have made the package of expertise training of Corona software with 25 hours of professional instructions and presenting more than 40 exclusive materials

- *have made the package of training Sculptris software with 7 hours explanations.

- *The third place of the National Industrial Design Competition(1394 Idiran).

- *I have participated as a designer and simulator in the laser collimator

- *I have participated as a designer and simulator in the digital planetarium



Education and scientific abilities

Mathematics and physics diploma

Diploma of Manufacturing and Production

Bachelor of Industrial Management

Abilities:

The designing of characters

The professional modeling of commercial products

Simulating products in a very realistic manner.

An industrial designer having complete proficiency in software related to the field.

Having the first and second grade turning license from the technical and vocational organization



Skills



SolidWorks



VUE



Substance Painter



Keyshot



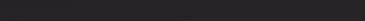
Marmoset Toolbag



SketchBook Designer



ZBrush



After Effects



Adobe Photoshop



Adobe Illustrator



3DSMAX



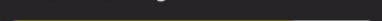
Blender



Corona



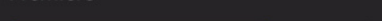
Marvelous Designer



Sculptris



Premiere



Initially, I worked in the field of 2D and I have a high level of expertise in this field and now I am working on advanced modeling and I have professional experience in both field of animation and industrial modeling



contact with me



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Ability to design a variety of models and characters

It takes a lot of time to create models and characters, and attention is drawn to the smallest detail in design



Blender

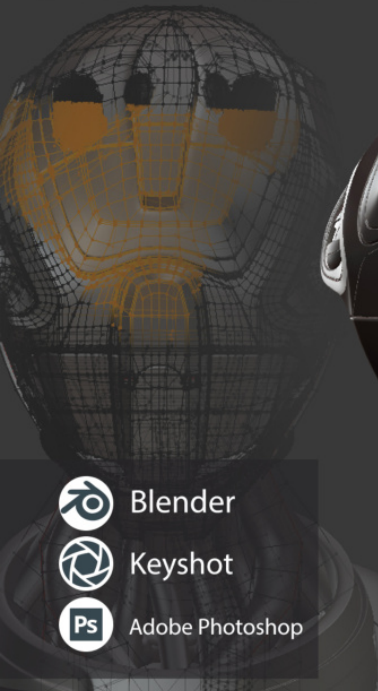


Keyshot



Adobe Photoshop

Back to Previous | Blender: 2.74.1.10 | Mem: 575.83M | Poly: 313.897 | Edges: 570/1,742 | Faces: 259/844 | Tris: 1,684 | Mem: 429.47M | Plane.005



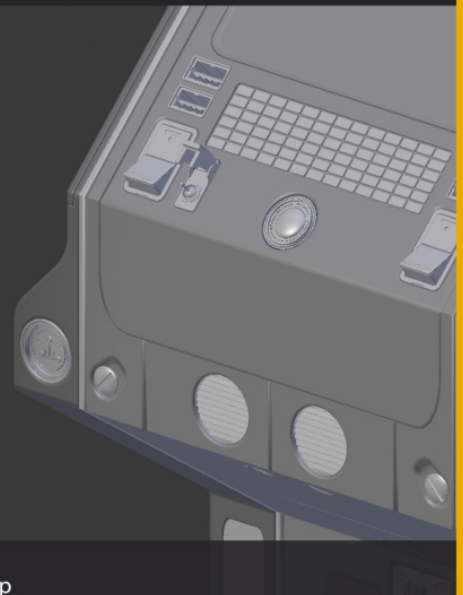
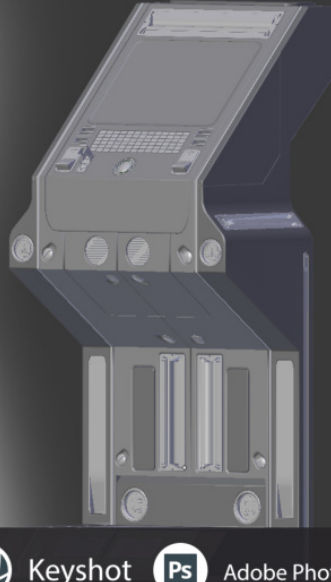
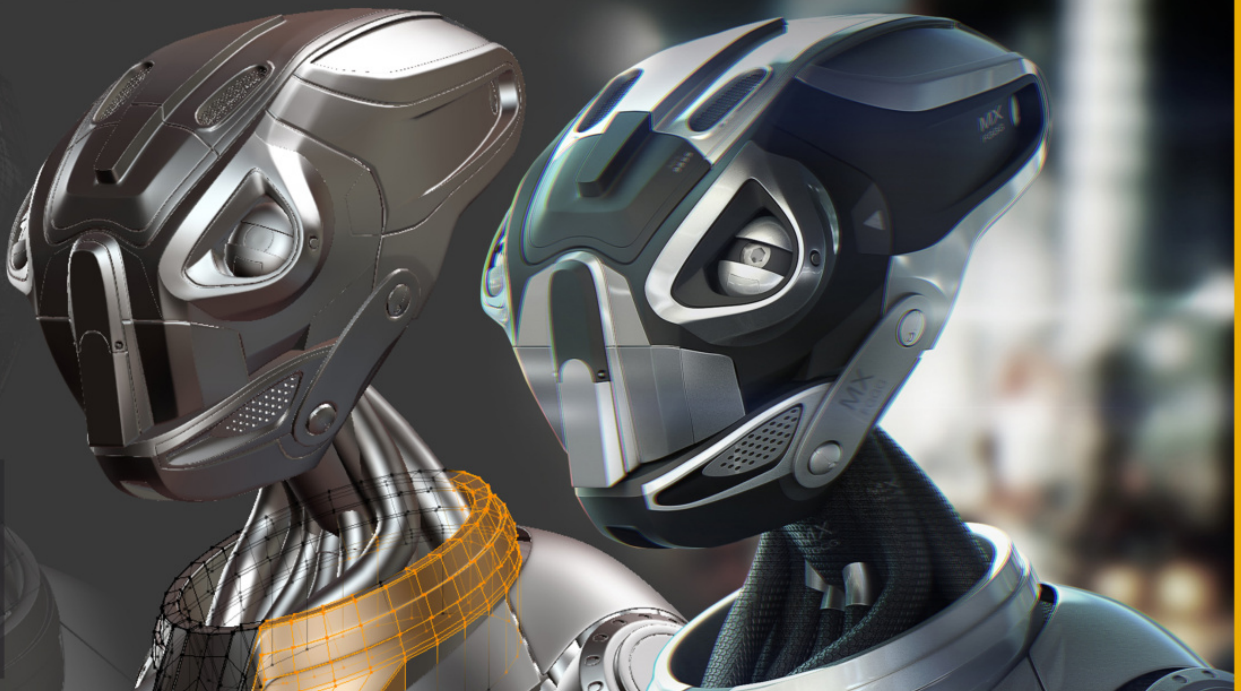
Blender



Keyshot



Adobe Photoshop



Blender



Keyshot



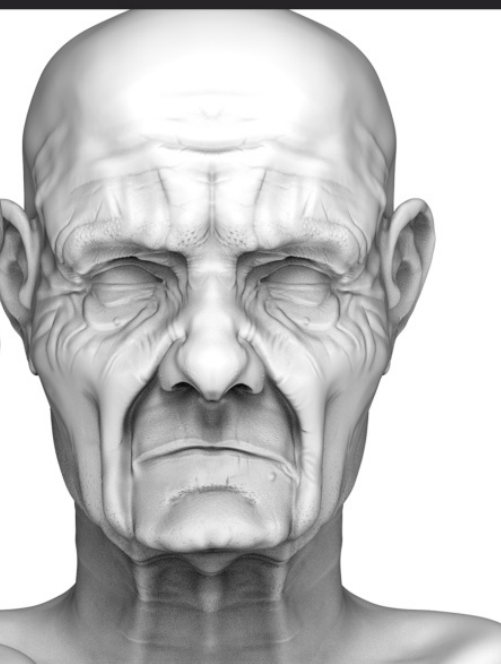
Adobe Photoshop

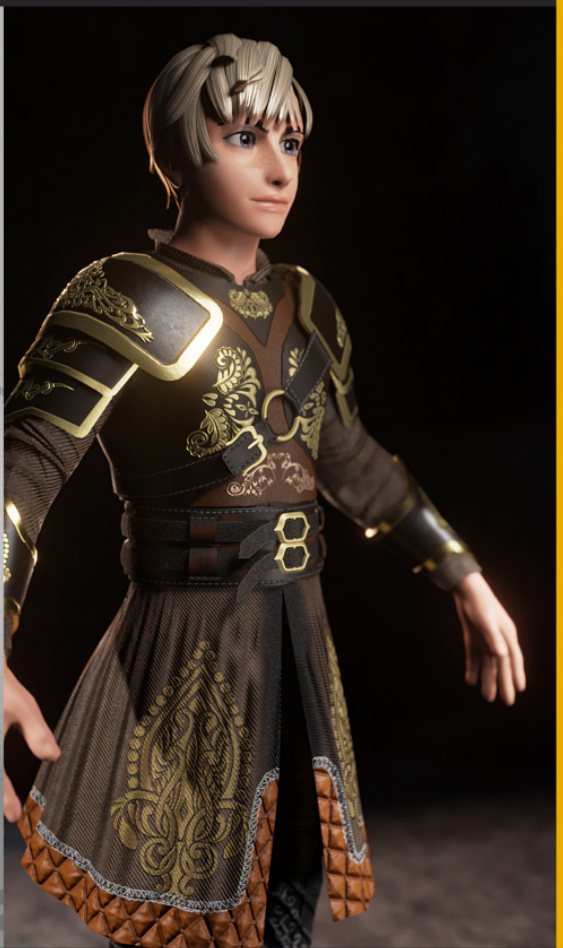
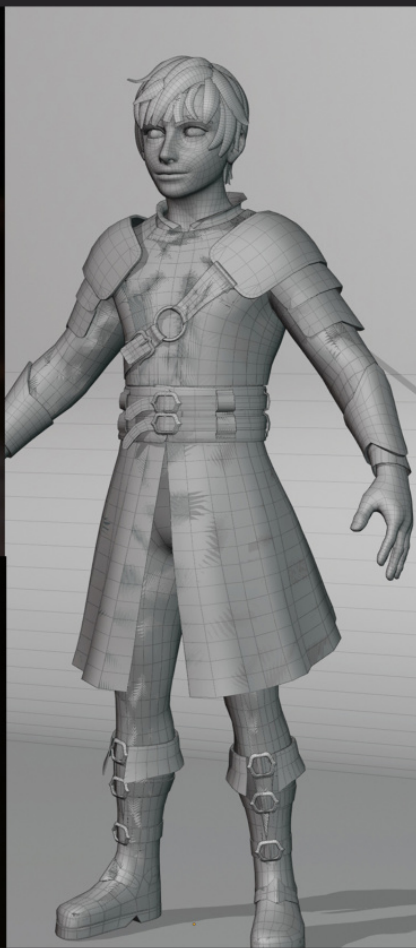
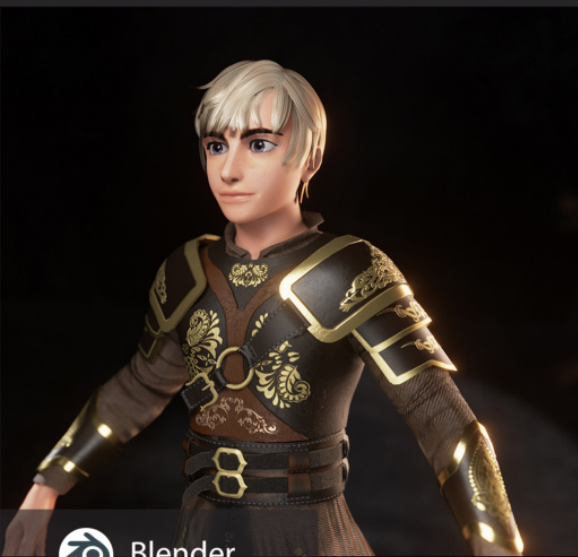


ZBrush
SubstancePainter
Keyshot
Adobe Photoshop



ZBrush
Keyshot
Adobe Photoshop



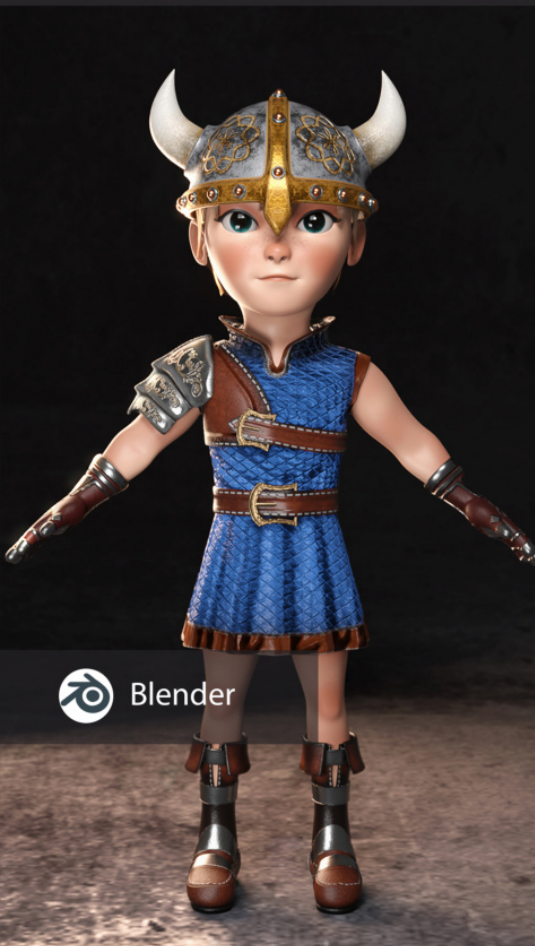


Blender

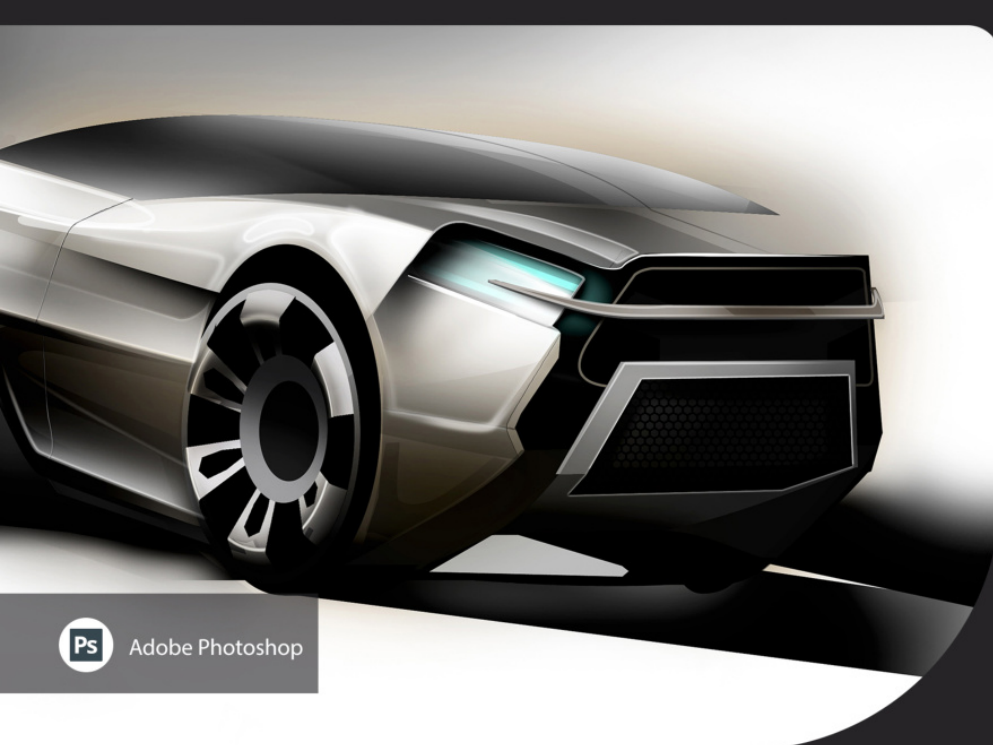


Character Design

Proficient in character design using Blender, an industry-standard 3D modeling software. Skilled in creating 3D models of characters and props from concept art, reference images, and sketches. Expert in modeling, texturing, and rendering using Blender. Strong attention to detail and ability to produce high-quality assets for use in games, animation, and virtual reality experiences. Familiarity with industry-standard workflows and techniques for character design. Passionate about creating engaging and memorable characters that connect with audiences.



Blender



 Adobe Photoshop



The ability to design complex models

Making complex and accurate models requires great mastery and the following models are examples of my work in this field.



 Blender
 Keyshot
 Adobe Photoshop



 SolidWorks  Keyshot  Adobe Photoshop



Blender



Keyshot



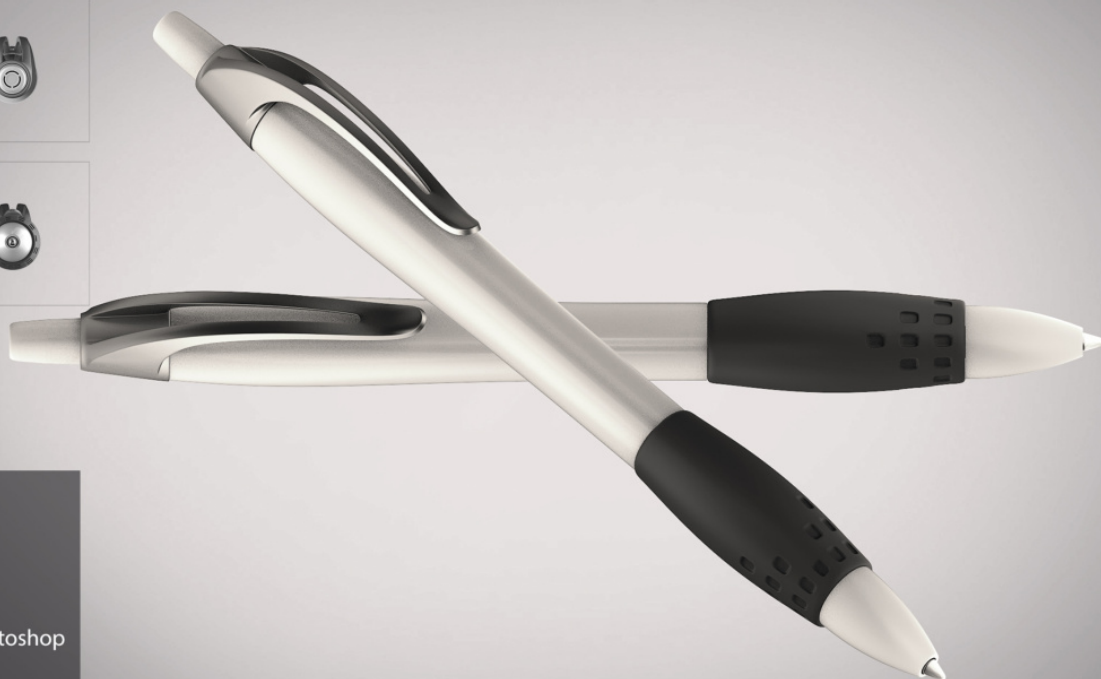
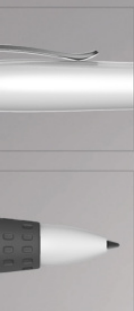
Adobe Photoshop



Ability to design products

In the past few years, I was responsible for the precise modeling of products.

In this way, with a number of product images, I prepared a high-quality model for printing or use in animation.



Blender



Keyshot



Adobe Photoshop



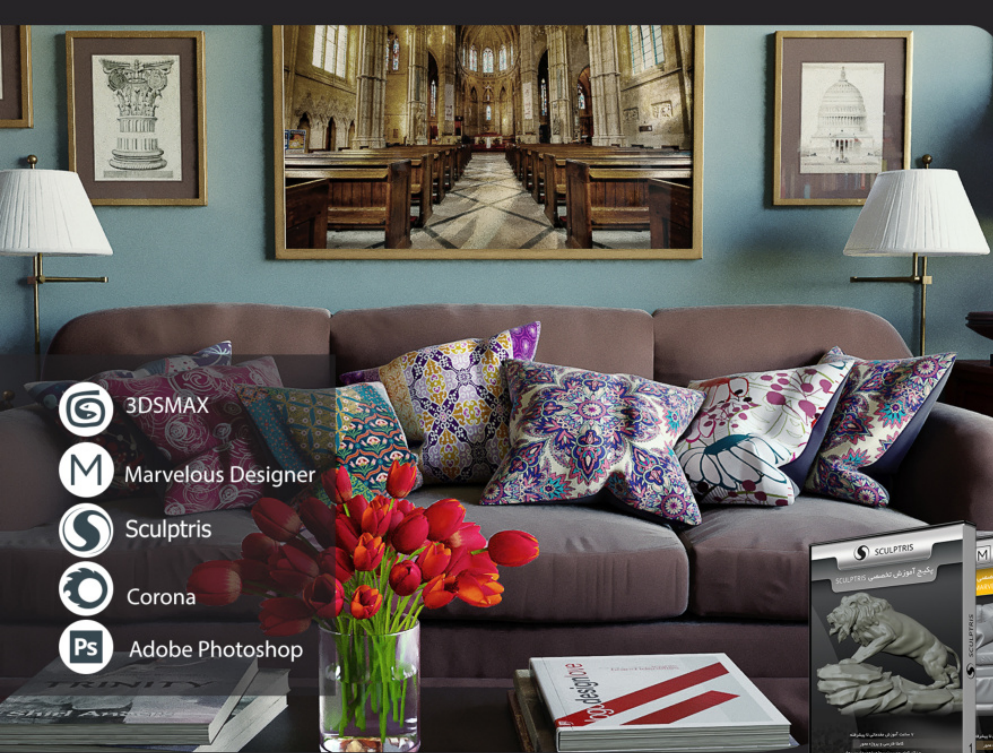
Blender








Keyshot



Adobe Photoshop








-  3DSMAX
-  Marvelous Designer
-  Sculptris
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Interior and exterior design

The images you see are related to the largest software tutorial in Iran, in which all the models in the scene are built and trained by me, and no model or scene Ready models is used.



-  3DSMAX
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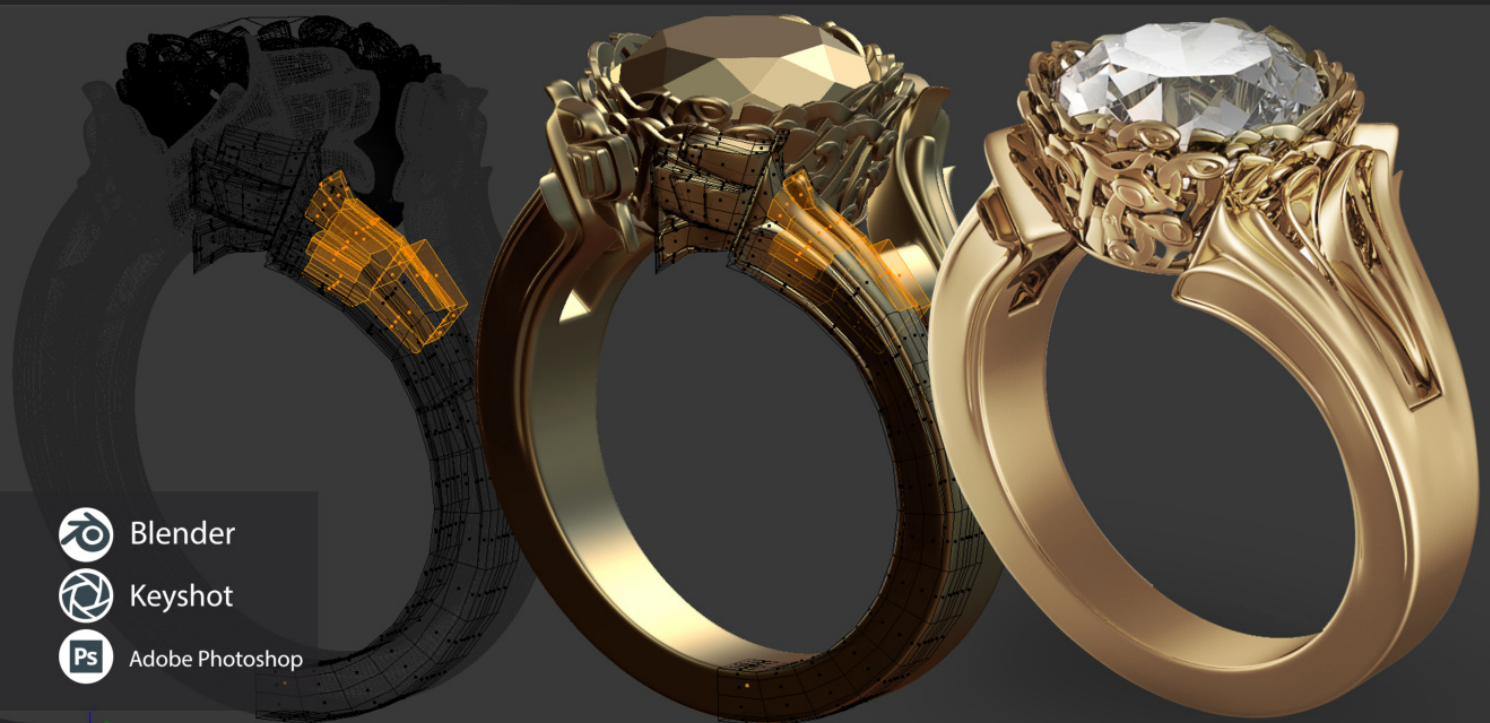


 Blender
 Keyshot
 Adobe Photoshop



Industrial Design

Apart from the design in the field of graphics and animation in the industrial field, I also worked on designing products in various industrial software.



 Blender
 Keyshot
 Adobe Photoshop

