

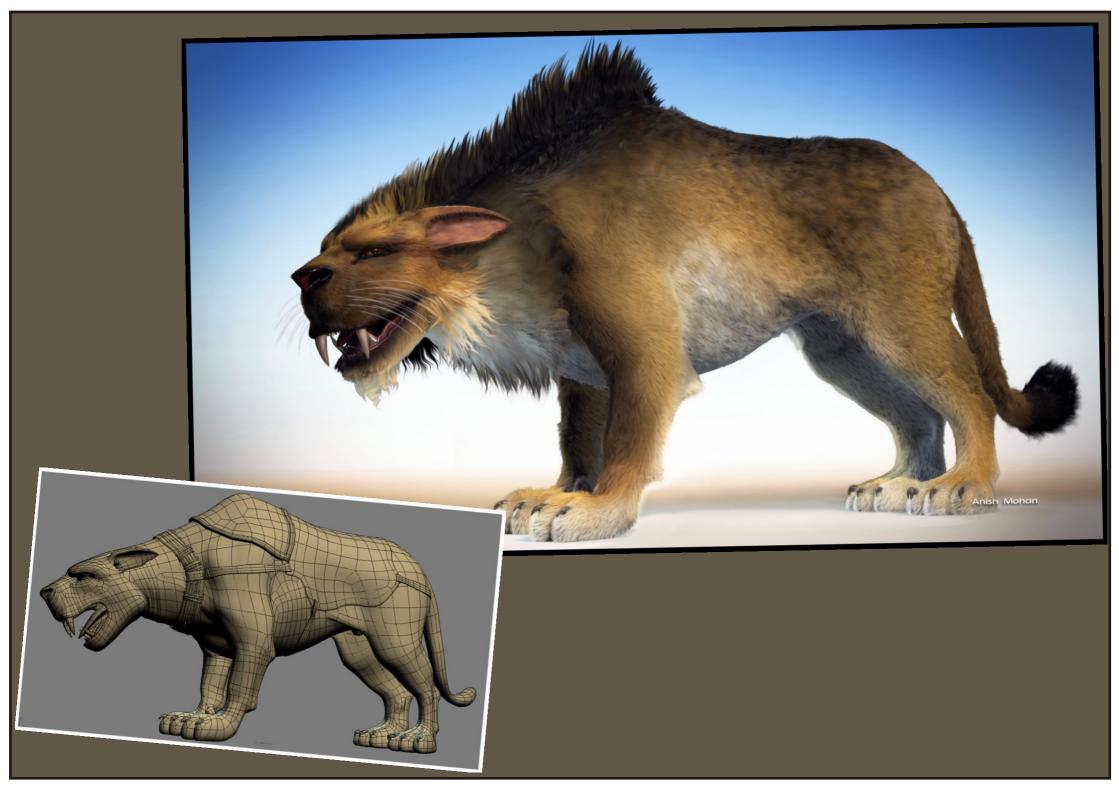




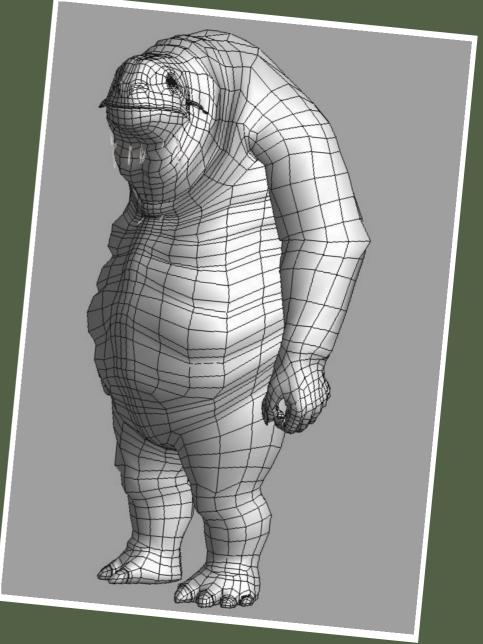
## **Work in Progress**



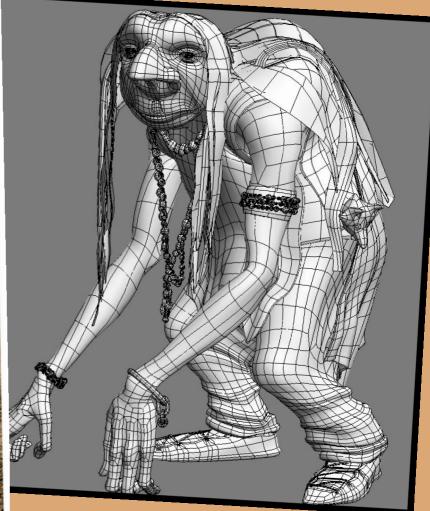
















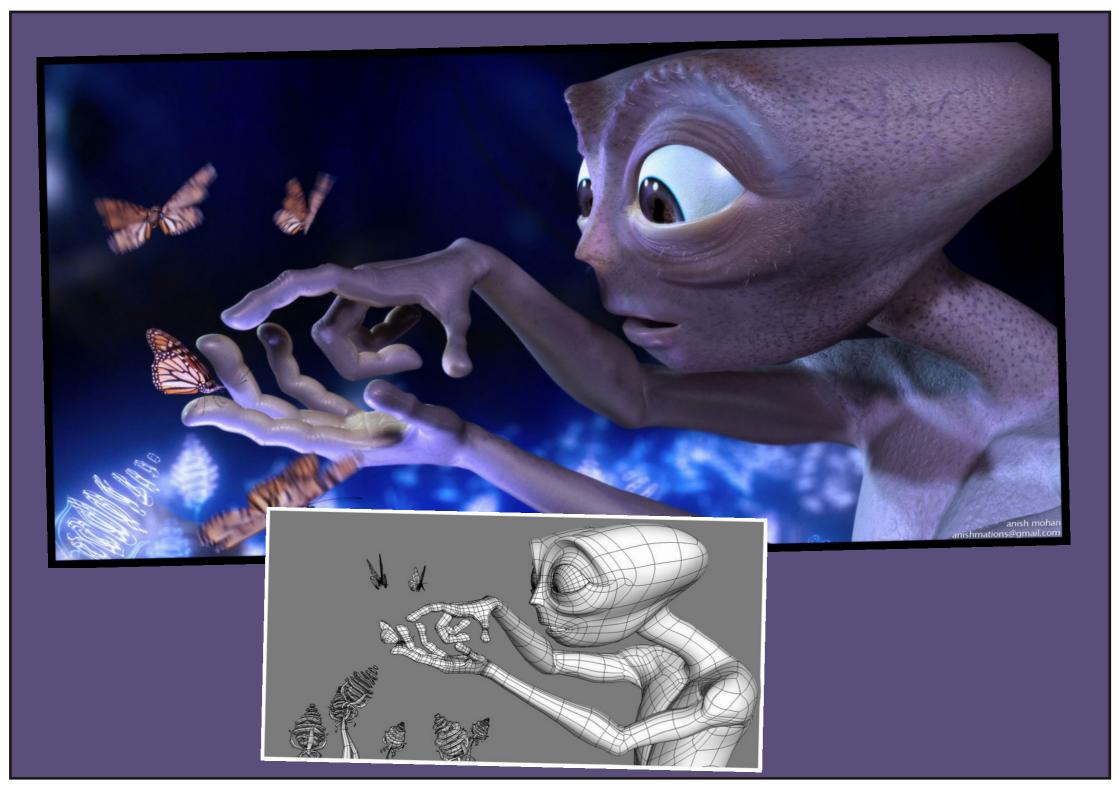










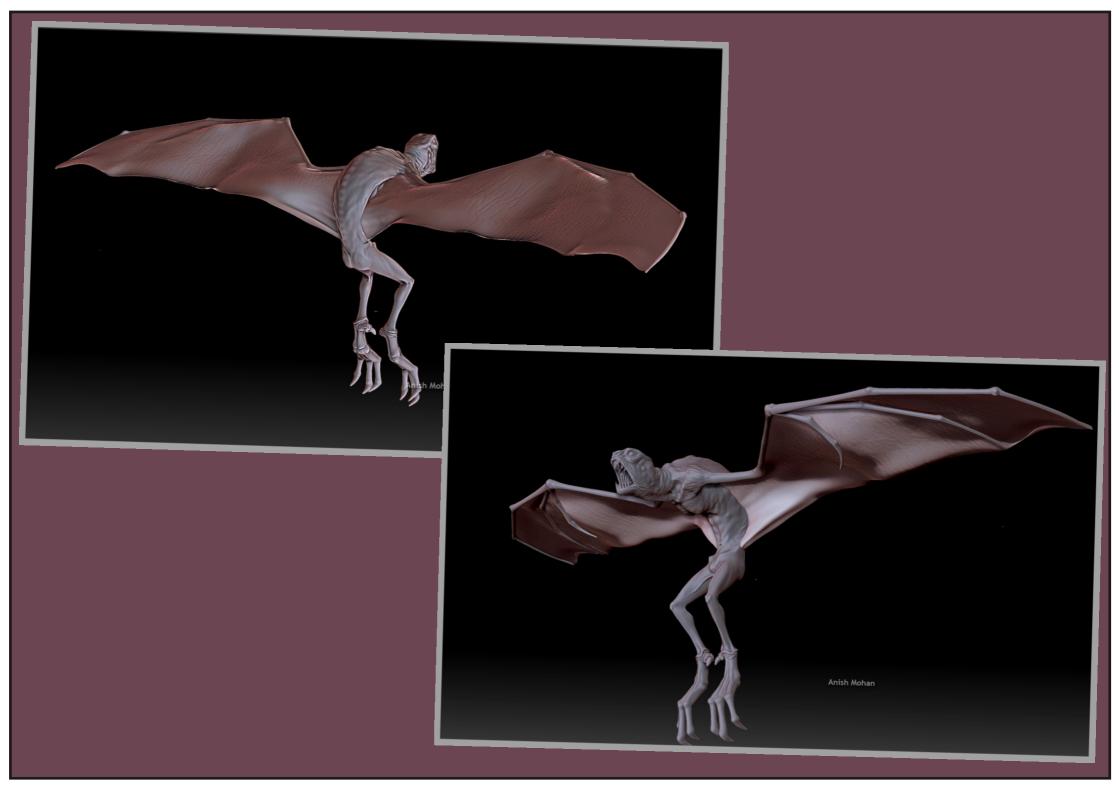


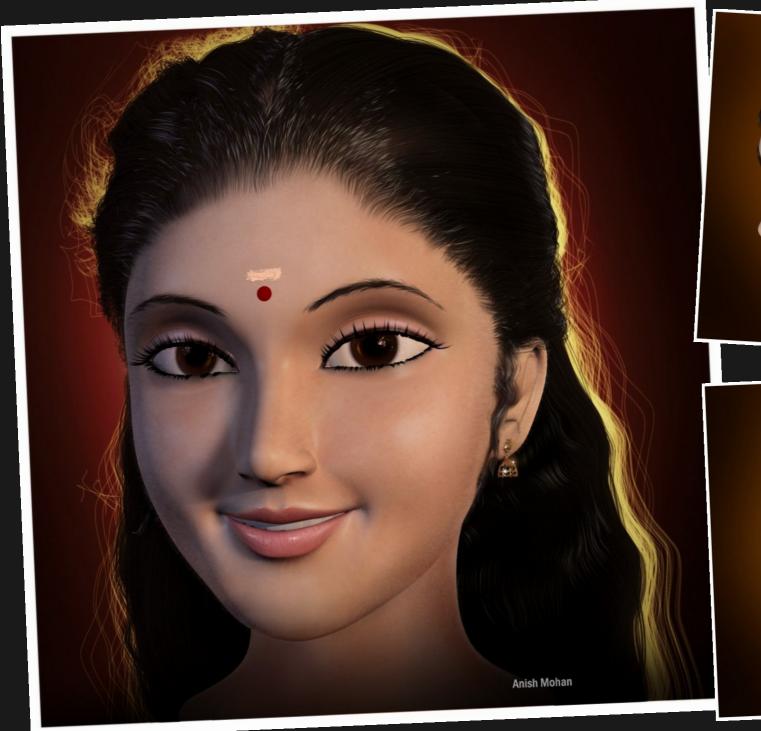






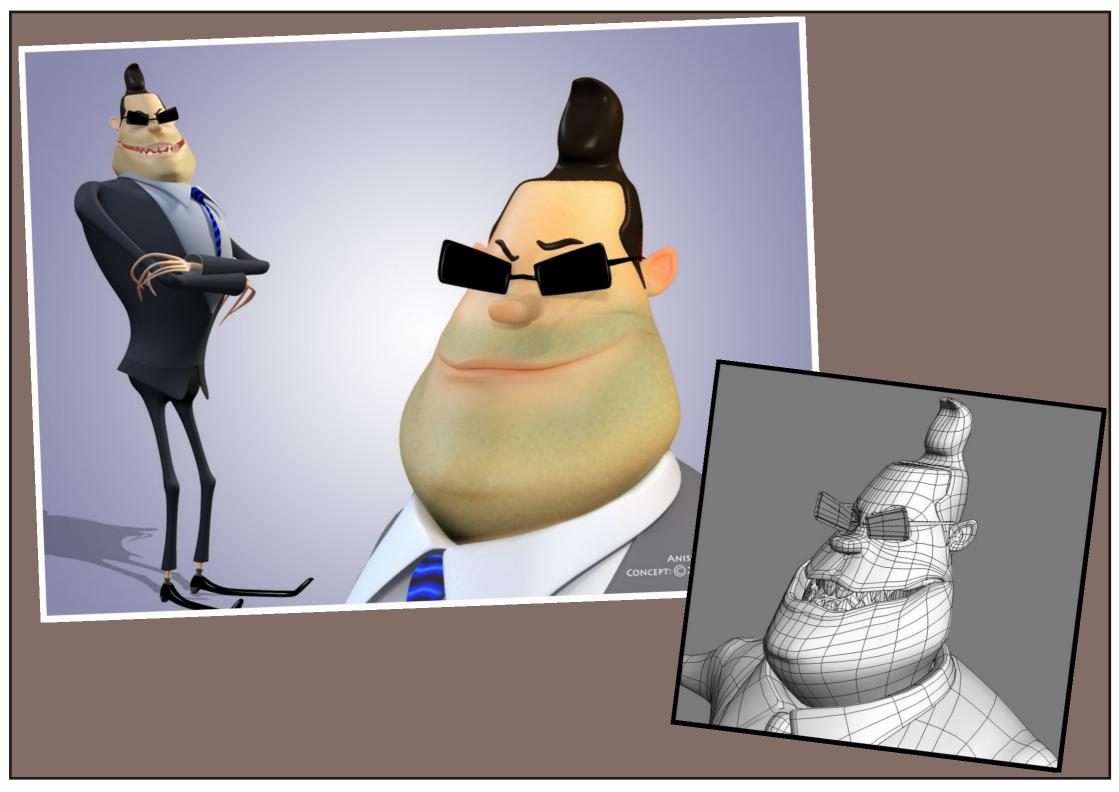
















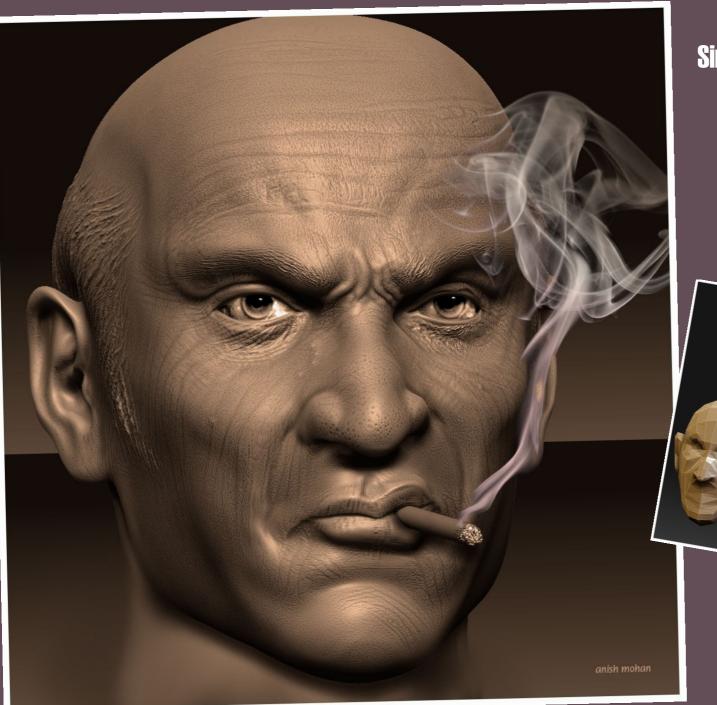












## **Single Sitting Sculpt**



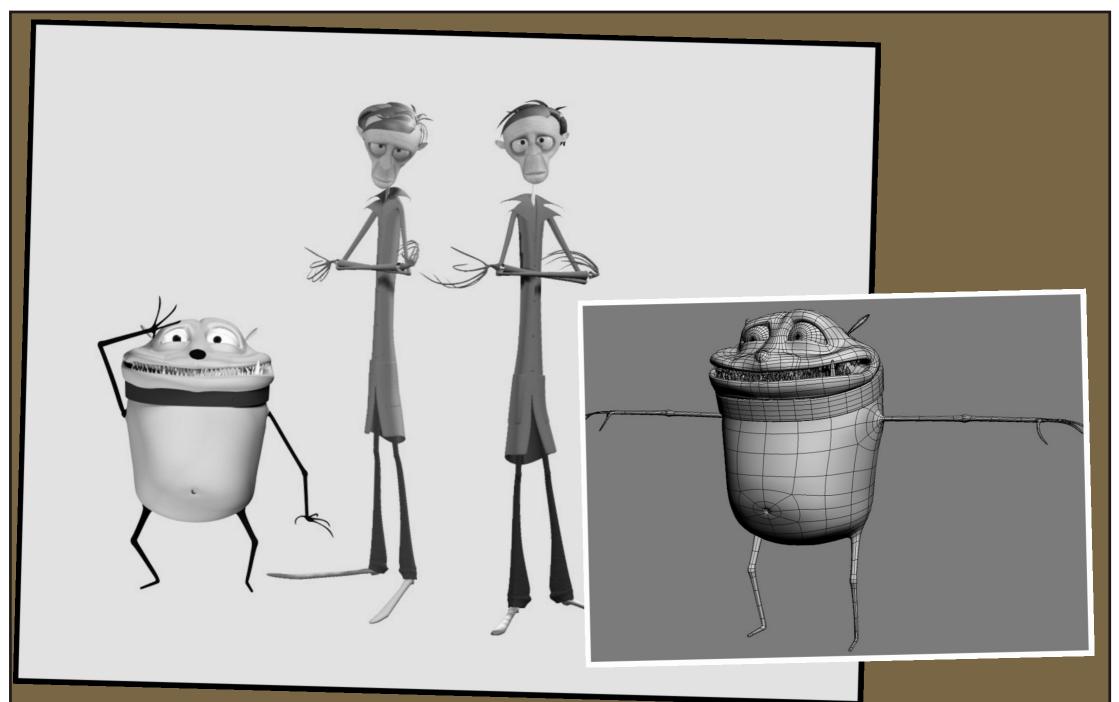
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## **Single Sitting Sculpts**



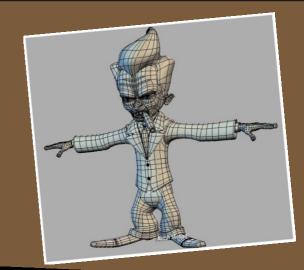




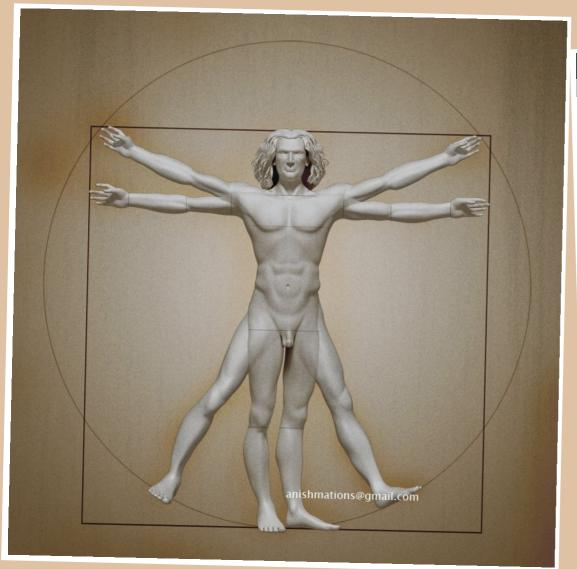


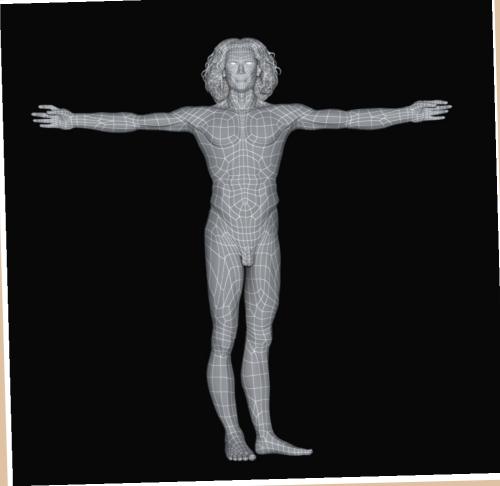




















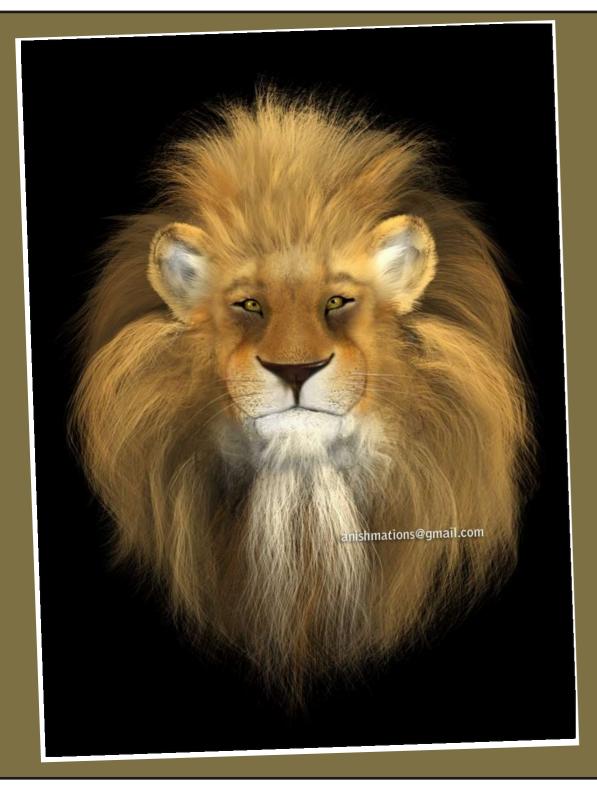


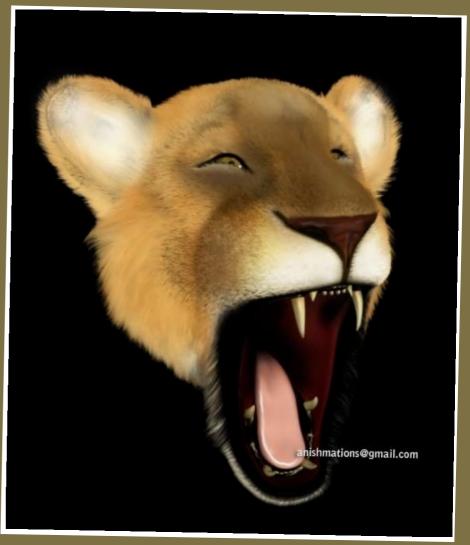


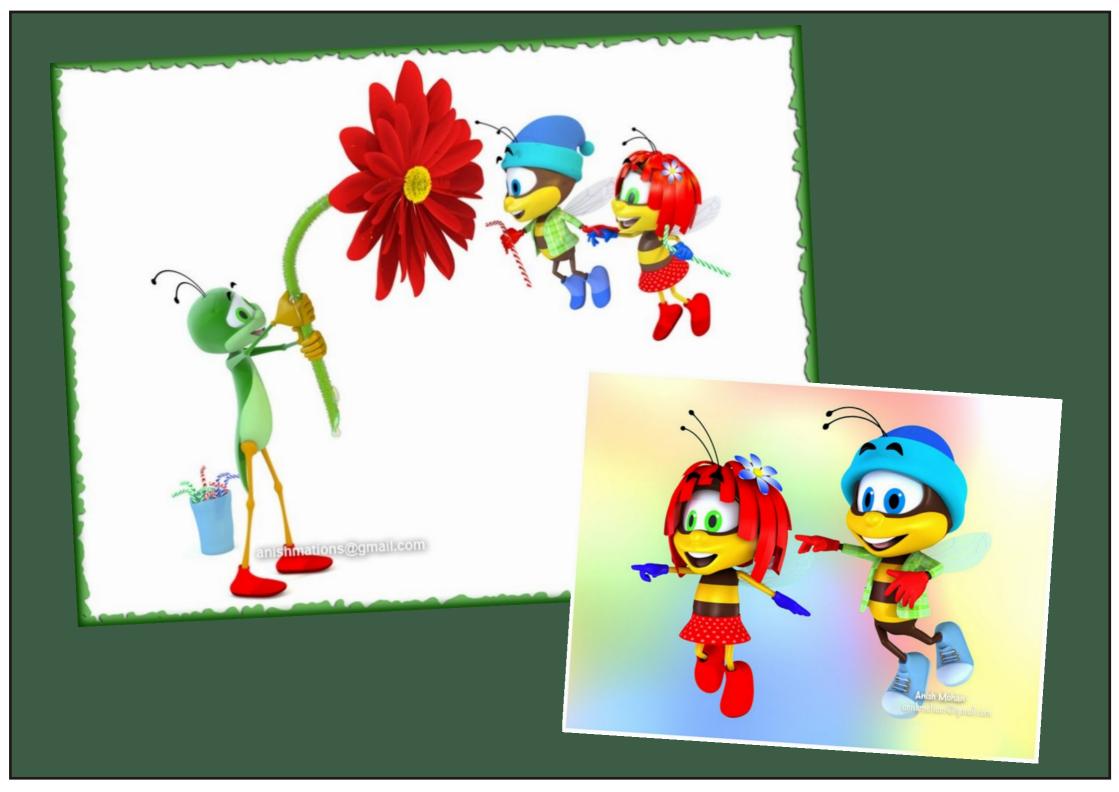








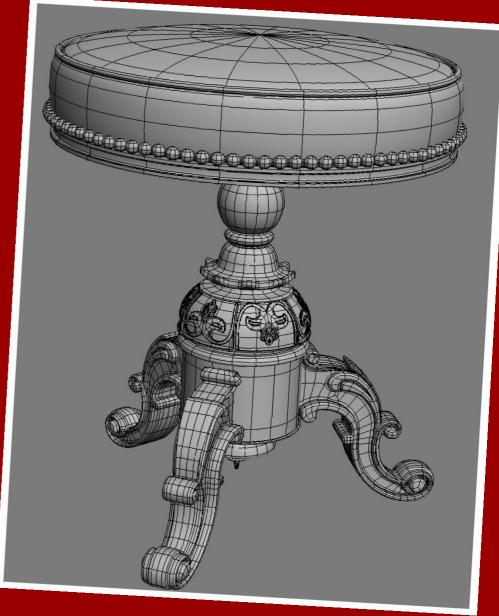










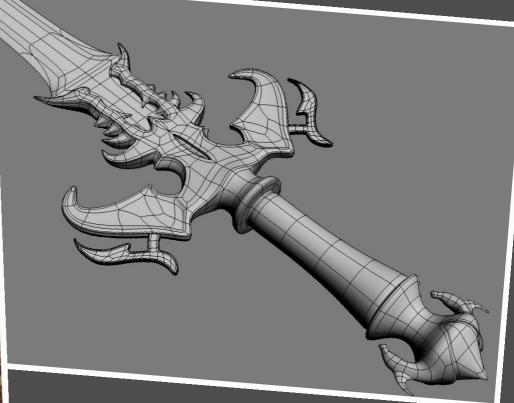


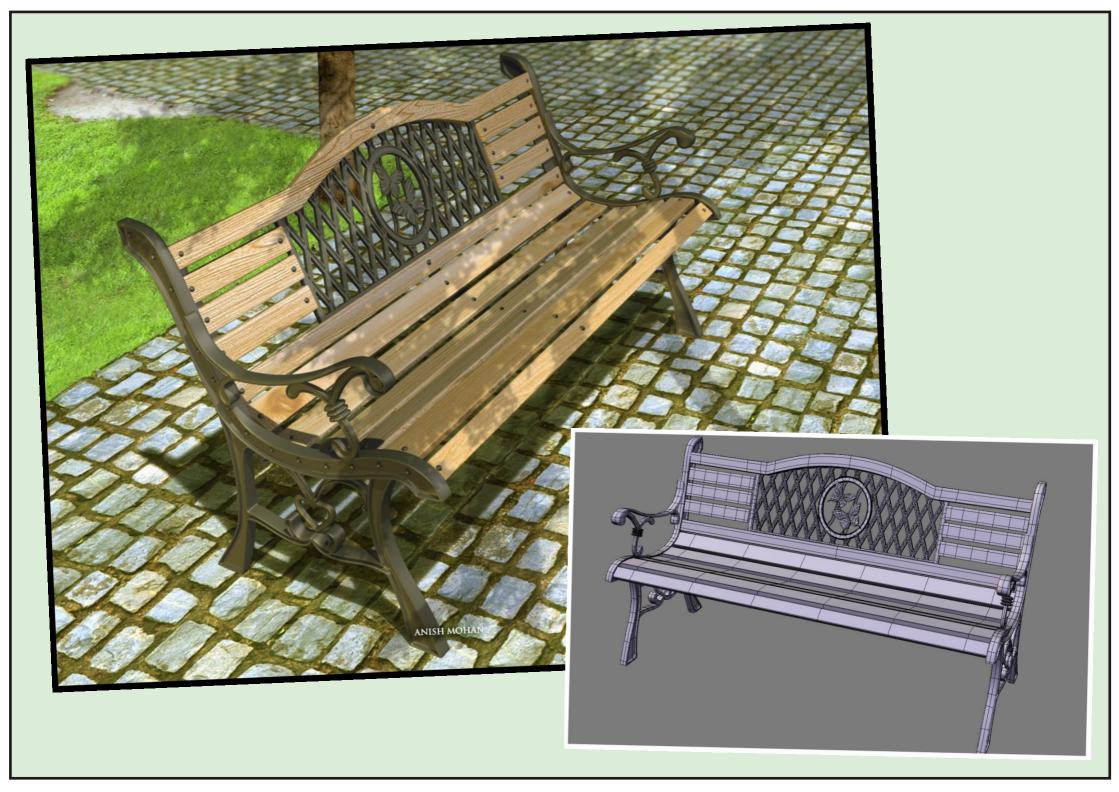


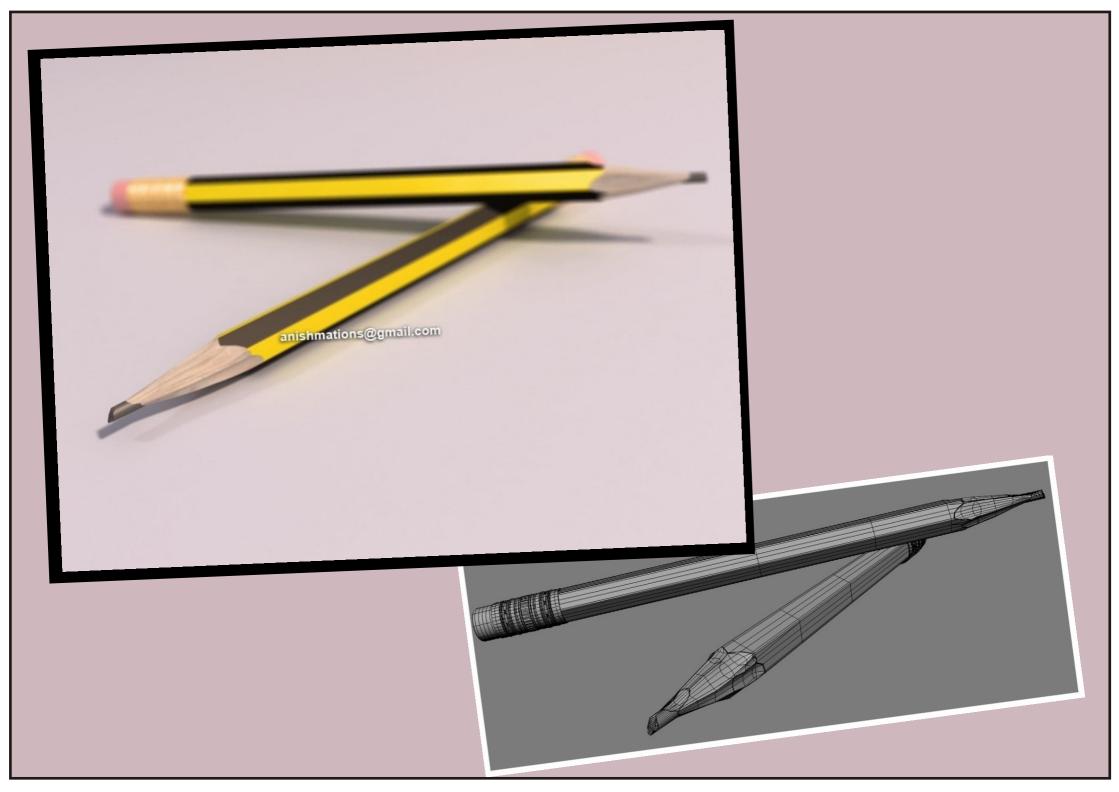


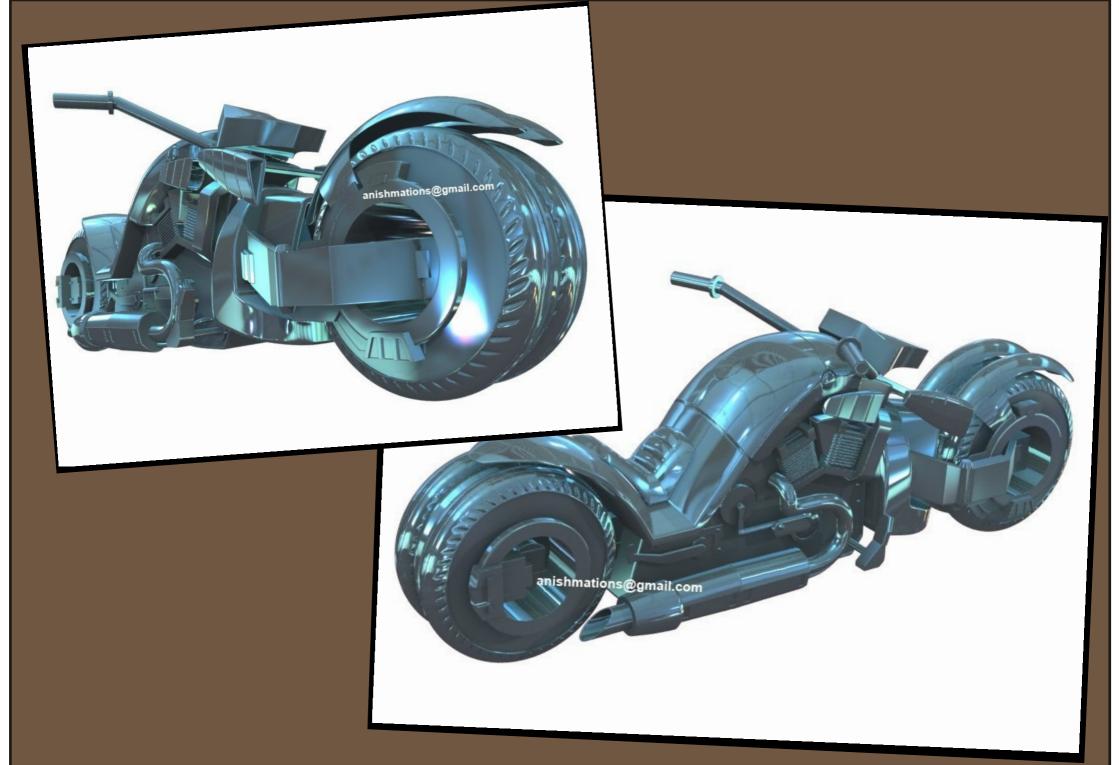








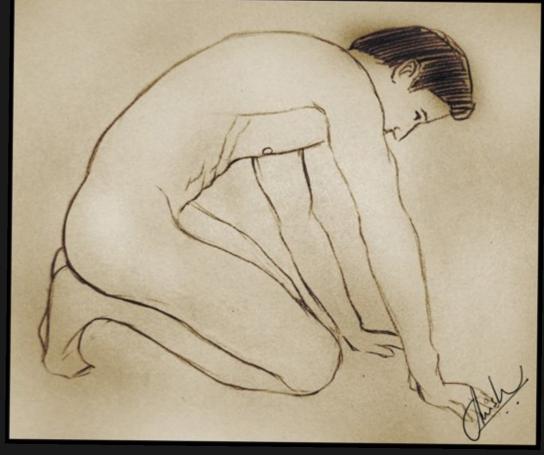




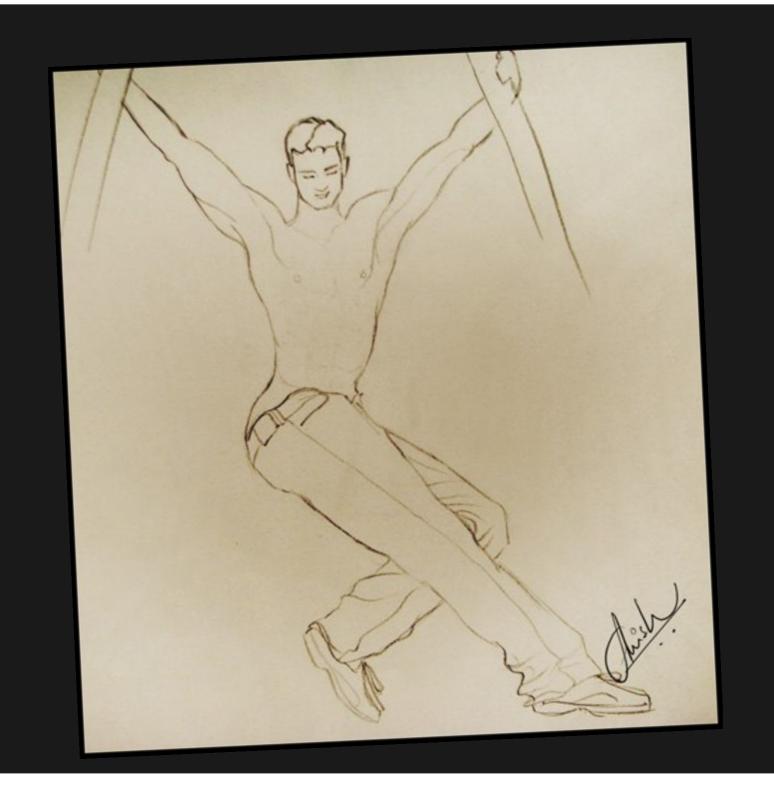




















Door #6, 20/21, Ramanujam Street, Valluvarkottam, Nungambakkam, Chennai - INDIA - 600 034

## ANISH MOHAN

3d Modeler



91-9884390882 anishmations@gmail.com www.anishmations.com

#### **OBJECTIVE**

To take up challenging works to polish and enhance my skills and make commendable contributions to the industry.

#### **SKILLS/INTERESTS**

Although I love and embrace all aspects of 3D animation, it is character modeling that I would love to experiment and specialise on.

I am skilled in modeling with Maya and 3dsMax. I am skilled at sculpting with Zbrush too.

#### **EDUCATION**

B.Sc Visual Communication from CSI Bishop Appasamy College, Bharatiar University, Coimbatore.

#### Additional Education

CG Talk Cybergirl Character Workshop by Steven Stahlberg, a high quality comprehensive workshop sharing realistic character development and presentation.

#### **WORK EXPERIENCE**

Sun Animatics, India

2009- . . . .

As lead character modeler, for CG Feature project - "Eshan-The Legend of Bhairavi"

Ken Creative Studio, India

2007-2009

As lead modeler on a few tv commercials, broadcast episodes of HipHop Fables and previs work of CG feature Ninja Knights.

Red Octane Technologies, India

2006-2007

As lead character modeler, for broadcast and game characters (Guitar Hero II).

MARTI Animation, Turkey (online)

2004-2006

Worked on a few animated TV series for kids. Jobs included modeling, texturing, assigning facial expressions and rigging of cartoon characters as per approved design. Have completed around 180 characters with setup ready for use by animators in about one and a half years.

PAPRIKAAS Animation Studio, India

2004 - 2 months

Worked as a facial expression animator (training) at Paprikaas, Bangalore for "FFACCE", a Korean CG film.

**NIETT**, Indian Navy

2004 - 8 months

Was chosen to be the instructor for multimedia development for defence related Computer Tutorial Media development for three consecutive batches assigning them with projects and guiding them in their projects.

#### **ACHIEVEMENTS**

Chosen to be in the beta testing community for Hair-Farm, a highly acclaimed hair plugin for 3dsMax.

Chosen to be in the beta testing community for Phoenix, an upcoming fluid simulation plugin for 3dsMax, from Chaosgroup, the house of V-Ray.

My rendition of Tony Diterlizzi's "Northern Quarry Dwarf" won a front page plug at CGTALK.com,

the excellence and front page excellence award at **3DTOTAL.com**, Pixeltheory3d.com and the showcase Award at **CGTANTRA.com**.

Won the runners up for the 24 fps CGTantra Excellence Award for Best Modeling and Texturing 2007

Won the best for several categories at the Hardcore Modeling Challenge at CGTALK.com.

The challenges were the 30 models in 30 days Modeling challenge at CGTALK.com

The Vitruvian Man Modeling challenge at CGTALK.com

# Thank You













### anish mohan

(91) 9884390882 anishmations@gmail.com Http://www.anishmations.com/gallery.htm