

Amir Jahanlou 2013 Showreel Breakdown

S1 - Over Ground

I was project manager in this project as well as 3D supervisor, besides the management, I had to model, render and animate at times. I did the final grading and compositing of the project myself.

S2 - Crest Clinic

3D Technical director in this project, I managed props modeling, shading, lighting and rendering.

S3 - Grand Cinemas

This was a two man project where I was in charge of 3D. My range of responsibilities included modeling, cloud & liquid simulation, animating, particle effects and rendering.

S4 - Mcdonald

I was in charge of shading and lighting in this project.

S5 - Close Up

Other than the final grading, I was responsible for everything else in this project. From modeling, to animating and fluid simulation, shading and 3D rendering.

S6 - Airbus A340 - 500 Seat

This is a seat of Airbus A340-500. I was commissioned to develop a 3D render of it. I handled the modeling, shading, lighting and rendering.

S7 - Citrus Mirinda

3D technical director, I managed modeling, shading, rendering, dynamic effects and animating.

S8 - Samsung Phone

I was in charge of the 3D modeling, shading and rendering.

S9 - Interior Rendering

This is a solo project. I handled modeling, shading, lighting and rendering.

S10 - Mozilla Cooking Oil

In this project I handled the fluid simulation, shading and rendering.

S11 - Maxwell Render Engine Benchmark

A benchmark of Maxwell render engine, I attempted developing a realistic environment. The scene was already developed.

S12 - Western Union

In this project, I handled the 3D work for animating, coding and path finding.

S13 - Crest hospital

3D Technical director in this project, I managed props modeling, shading, lighting and rendering.

S14 - Dubai Government Excellence Award

In here, I managed the 3D modeling and glass shading.

S15 - Siemens Phone

This is a project I managed myself, the modeling, 3D animating, shading and rendering.

S16 - KSA - Etisalat

I was in charge of the particle effects and rendering.

S17 - Egyptian TV Channel Logos

In this project I handled the modeling and animating.

S18 - Gray Wolf Movie Trailer

I was project manager in this project. From the concept to directing and 3D, I was in charge of the entire project. I got my hands on modeling, shading, rendering and effects.

S19 - Lighting Reel Samples

These are samples from my lighting reel. It was developed through a research project for my undergraduate studies. In most cases, the scenes were provided. I managed shading, texturing, lighting and rendering. Two different render engines (Renderman & Mental Ray) were used to develop these.

S20 - V-ray / Nuke Rendering Benchmark

In this project I developed a rendering to benchmark both V-ray as a render engine and Nuke as a compositing tool. I handled the shading, lighting and rendering.

S21 - Pepsi Logo for Theaters

In here, I was in charge of 3D modeling and animating.

S22 - Wafi Mall Video

I handled the particles effects and rendering.

S23 - Focus Studios Clouds Simulation

In here I was in charge of cloud simulation and rendering.

S24 - Strength of Fate: Quintessence-Game

This is a project I managed myself. I was in charge of 3D trailer and the playable game demo. My work consisted of across the board 3D work and programming.

S25 - Strength of Fate: Quintessence-Trailer

This is a project I managed myself. I was in charge of 3D trailer and the playable game demo. My work consisted of across the board 3D work and programming.

S26 - Gray Wolf II: Redemption

This is a project I managed myself for an online competition. I was in charge of 3D. I was mainly doing the 3D rendering and programming on my own as well as managing the team.

S27 - Dubai Public Prosecution Game Demo

This is a game demo for a government entity in Dubai. I did this on my own. Except for the automobile cars that are taken from a library, I handled everything else. From modeling, to shading, lighting and animating.

S28 - Americana Milk

This is a project that I was commissioned to do due to my liquid simulation skills. I also handled the shading and final compositing.

S29 - Nissan Pickup

In this project I handled the match-moving, tracking and stabilization, 3D development and rendering.

S30 - Kitkat

I managed the rendering in this project.

S31 - Close Up Paste

I was in charge of modeling in here.

S32 - Qatar Race Circuit

In this project I modeled the bikes and managed their shadings as well as handling the shading on other assets.

S33 - Lina Chips

I handled the modeling, shading, particle effects and rendering.

S34 - Crest Bath

3D Technical director in this project, I managed props modeling, shading, lighting and rendering.