ACHMAD FARCHANI

2016

3D Generalis, Compositor and mate painter

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http://khan2008.deviantart.com/gallery/

https://www.youtube.com/watch?v=wgQXhvUvRyY

SUMMARY

Born in Cilacap 1984, and start interest in 3D and animation in 2004, and from 2009 starting working in postproduction in Malaysia as 3D generalis, compositor & Visual FX artist until 2013. i loved to challenge my self for the sake to increase my skill in every subject, especially 3D. and works effectively on the team and is accustomed to tight deadlines.

Very passionate about animation and Vfx, iam stay at malaysia for 4 years with the goal of learning from the best as much as i can, in order to reach my goal becoming a Director of Visual Effects Movies, and Animation.

SKILLS

Language

- Indonesia, English, Malaysia

Technical Skills

- 3D

  Modeling hard surface/organic, UV hard surface/ organic, texturing, riging, lighting & rendering using mentalray/ scanline, 3D camera projection, create explosion with rayfire and fume fx.

- 2D and compositing

  Drawing and colloring, create mate painting, roto, cleanup and create backplate, remove wire and rig, croma keying, 2D and 3D tracking, color match and grading.

Software Skills

- 3Ds max, blender (basic), zbrush, photoshop, afterefect, boujou, premier (basic), Mocha pro, audition (basic), aeon Fusion (Basic),

EXPERIENCE

3D artist and compositor | KRU Studios http://www.krustudios.com
2009 - 2013

- Feature Film

Responsibility :

- Modeling 3D character , property and environtment
- Texturing model 3D hard surface or organic
- Riging character
- light & rendering 3D
- camera projection in 3D
- 2D/3D compositing
- rotoscoping
- cleanup and create backplate
- 2D matte painting base on image and 3D
- 2D tracking & 3D camera tracking
- color match & grading
- vfx footage manipulating

Project Involved :

- Vikingdom (Imdb)
- 29 Februari(Imdb)
- Cinta Kura – Kura (Imdb)
- Karak(Imdb)
- Hikayat MerongMahawangsa aka
  Clash of Empire (Imdb)
- Magika

- Myspy

- TV Series

  Responsibility :

  - Modeling 3D character , property and environtment
  - Texturing model 3D hard surface or organic
  - Riging character
  - light & rendering 3D
  - Rotoscoping
  - vfx footage Manipulating

  Project Involved :

- Arjuna(Kru)
- P.Ramlee (coloring black and white and Roto)
- Bionic

- Comercial

  Responsibility :

  - Modeling 3D character , property and environtment
  - Texturing model 3D hard surface or organic
  - Riging character
  - light & rendering 3D
  - Rotoscoping and
  - 2D/ 3D tracking
  - compositing

  Project Involved :

- Digi Hotel Mania
- Post Laju - tupai "cuma 20sen"
- short animation "Grek"

- Music Video

  Responsibility :

  - Modeling 3D character , property and environtment
  - Texturing model 3D hard surface or organic
  - Riging character
  - light & rendering 3D
  - vfx footage Manipulating

  Project Involved :

- MTV "Ganas" -KRU (youtube)
- MTV "Sedetik Lebih" - Anuar Zain (youtube)
- MTV "Mila"

- Simulation and game

  Responsibility :

  - Modeling 3D character , property and environtment
  - Texturing model 3D hard surface or organic
  - light & rendering 3D
  - vfx footage Manipulating
  - compositing

  Project Involved :

- AZIMUTH, video project for worker safety at oil rig
- EPTCO, simulation Silo construction site for "Holcim"
- AGATE STUDIO, Game android project for "Nestle"

REFERENCE

- WIRYANDI WIDJAJA
  VFX SUPERVISOR

http://www.krustudios.com
wiryandi.widjaja@krustudios.com
+ 6012 262 4767

3D artist and compositor | AMPU Studio.
2013 - 2015

- Feature Animation

  Responsibility :

  - Modeling 3D character , property and environtment
  - Texturing model 3D hard surface or organic
  - Rigging, and skinning
  - Concept character and graphic
  - Director and sinematic director
  - Editing

- Project involved

  - Short Animation “ABC”
  - Game PC “Bawor Advanture”
  - Game PC “Saving Komodo”