

# AIDIN SALSABILI

## CHARACTER ARTIST

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<https://www.artstation.com/aidinsalsabili>

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## Professional Experience

- Art Director and Character Artist at Shahnameh 3D Project – Odin Studio & Zharf Pub Co.
- Art Director and Prop Artist Virtual Museum of Iran's Antiquities - Odin Studio
- Freelance Prop Artist / Digital Sculptor Miniature
- Graphic Designer at ZHARF Publication
- Freelance Graphic Designer
- Freelance Prop Artist - 4A Game - Metro Exodus
- Character Artist and Prop Artist / Freelance and Contracts
- Scenic Designer in Concert Show / Kaveh's flag – [Shahram Nazeri](#)
- Exhibition of "Elephant Astronaut" at Iran Science and Technology Museum / Installation and Sculpture
- Exhibition of "Astronaut" at Iran Science and Technology Museum / Installation and Sculpture
- A solo exhibition of "Virtual Museum of Iran's Antiquities" at Iranian Artist Forum, Tehran, Iran / 3D Animation and Installation
- A solo exhibition of "Mission" at Iranian Artist Forum, Tehran, Iran / Installation, Video Art and Sculpture
- A solo exhibition of "Shahnameh 3D" at Iranian Artist Forum, Tehran, Iran / 3D Illustration and Sculptures
- A solo exhibition of Shahnameh 3D at Iranian Artist Forum, Tehran, Iran
- A group exhibition "Mythic Warlord"/ 3D Illustration
- A group exhibition " Tehran Biennial of Illustrations "/ 3D Illustration
- Virtual Museum of Iran's Antiquities online exhibition
- A group exhibition of Painting, Elahe art gallery Tehran, Iran
- A group exhibition of Painting, Eivan Sepid art gallery Tehran, Iran

# Membership

- [ACM SIGGRAPH Tehran Chapter](#) / Treasure 2015 - 2016 /Member 2015-2018
- [Iranian Illustrators Society](#)  
Cultural & Artistic Society of Iranian Illustrators / Senior Member 2012-2018

# Education

- Diploma in Manufacturing
- BSc Computer Graphic Design, Iran, Tehran Art University

# Skills

- Character and Creature Design
- Character Modeling & Texturing for Game and Cinematic
- Strong knowledge about Human and Animals Anatomy
- Prop Modeling
- High-Poly Modeling
- Low-Poly Modeling
- Hard-Surface Modeling
- PBR Texturing
- Modeling for 3D Printing & Toys industry
- Digital & Traditional Sculpting
- Basic Character Rigging
- Look Development
- Rendering
- Illustration & Concept Design
- Painting
- Zbrush Instructor

# Software Expertise

- Zbrush
- Maya
- Substance Painter
- Marmoset Toolbag
- Adobe Photoshop
- Marvelous Designer
- Topo Gun
- Substance Designer
- Unreal Engine 4
- Quixel Suite
- Keyshot
- Knald
- Xnormal
- Unfold3D
- Adobe Illustrator
- Adobe premiere

# Awards

## Artstation.com Challenges

- Winner of 3rd place / Wild West Challenge - Game Character Art (real-time)
- Winner of 3rd place / Feudal Japan: The Shogunate - Prop Art
- Honorable Mention / Beyond Human Challenge - Game Character Art (real-time)

## CGArt.ir Challenges

- Winner of Mythic Warlord Challenge – Referee: **Adrian Smith**
- Winner of Batmobile Challenge
- Honorable Mention Bio-Machines Challenge – Referee: **Scott Robertson**
- Honorable Mention Prince of Persia Challenge / Referee: **Raphael Lacoste**

## GameArtisans.org Challenges

- Honorable Mention / Blizzard fest challenge 2014/ Game Character Art
- Honorable Mention / Comicon challenge 2015/ Game Character Art

## Others Awards

- First prize in the Halloween 3D Printing Contest (Sketchfab /CG Cookie/Shapeways)
- Three time Zbrushcentral.com Top Row
- Winner of Persian Cypress Awards 2015
- Honorable Award for Virtual Museum of Iran's Antiquities by Cultural Heritage, Handicrafts and Tourism Organization of Iran
- Winner of Iranian Literature and Art House 2013
- Honorable Award for the first ever Shahnameh 3D Project by Iranian Association of Art Critics

## Interviews and Publications

- [Interview](#) to Sketchfab.com
- [Interview](#) to Graphic Art News E-Magazine
- [Interview](#) to Contemporary Iranian Visual Artists Magazine
- [Top10](#) JEWELRY DESIGN Selected by PIXOLOGIC.COM
- Shahnameh 3D / Book / Illustrator and Graphic Designer / **More than 3,000 copies**
- 32 Children Books / Illustrator / **More than 18,000 copies**
- 27 different interviews with newspapers, magazines and CG sites from Iran, Canada, Germany and Britain
- Interview with Deutsche Welle
- Interview with Channel 3, Iranian television

## Tutorials

- Quixel Suite published my [Tutorial](#) "Texturing a Realistic Sofa with Quixel Suite"
- 80.lv published my [Tutorial](#) "Texturing a Realistic Sofa with Quixel Suite"
- Sculpting Animals and Creatures [Tutorial](#) in my Youtube channel

*I hereby give consent for my personal data included in my application to be processed for the purposes of the recruitment process under the Personal Data Protection Act as of 29 August 1997, consolidated text: Journal of Laws 2002, item 1182 as amended.*