

ARASH TIRGARI

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EXPERIENCE

The Art Institute, San Bernardino

2007-present

Instructor: Character concept design

- Teaching the design process as it pertains to characters in the context of storytelling for game and entertainment

Instructor: Observational drawing

- Teaching the basics of draughtsman ship through the development of observational skills: composition, volume and value studies

Instructor: Language of film and animation

- Students learn about the various methods of visual communication through an extensive survey of films and animated media from the silent period to the modern era. The course involves learning about the production process, cinematography, editing, art direction and storytelling.

Rhythm and Hues

2005-2006

Effects Artist "The Chronicles of Narnia"

- Worked in creating various particle systems for smoke and dust effects
- Involved in creation of grass and battle field elements as to allow the blending of CG character with the background

Lighting TD "Garfield 2"

- Responsible for setting up digital lighting rigs, lighting enhancement and compositing for CG characters

Texture artist "The Night at the Museum"

- Responsible for painting textures of various 3D models including characters, props and digital doubles

Lighting TD "The Night at the Museum"

- Responsible for setting up digital lighting rigs, lighting enhancement and compositing for CG characters

Digital Domain, Venice CA

2005

Effects Artist "Aeon Flux"

- Worked with and developed particle systems for debris and other effects using Houdini
- Involved in lighting and shading of effects elements in Houdini
- Compositing rendered effects elements into shots using Nuke software, including deep raster layers, color correction, and rotosplines
- Trained in Digital Domain's Storm volumetric simulator and renderer for smoke, clouds, and explosion effects

Side Effects Software, Santa Monica CA**2004**

Houdini Intern

- Created Houdini demo content for SIGGRAPH 2004 with tasks ranging from concept illustration & character design to storyboarding, cinematics, modeling, texture painting, particle effects, and rendering
- Involved in the creation and editing of over 100 example networks and in the writing of the Houdini Help Documentation integrated into H7 and on in the following networks
 - VOPs, POPs, and SOPs
 - Explanation of each operator and its function

Universal Studios, Hollywood CA**2003**

Character Designer “Van Helsing Animated Feature”

- Responsible for designing some of the main and secondary characters
- Character turnarounds and color studies
- Concept illustration for key story sequences

Warner Bros., Burbank CA**2003**

Poster concept illustrator “Harry Potter and the Chamber of Secrets”

- Created various illustrative compositional and value studies of key film sequences
For poster design

The Animation Academy, Burbank CA**1999 - 2003**

Art Instructor

- Taught courses in figurative drawing, character, and conceptual design
- Material covered the fundamentals of draughtsmanship, color, and composition
- Responsible for the instruction of 20 – 30 students per class

Sony Pictures , Culver City CA**1998 - 1999**

Character Designer “Dilbert: The TV Series”

- Assisted in the design of the main and incidental characters
- Responsible for full turns of characters and clean-up of designs

EDUCATION**Animation Academy, Burbank CA****1998-2000**

Character design, Concept Design, Storyboarding

University of California, Los Angeles , Westwood CA**1990 - 1995**

B.S. Biology, Premedical Studies

SKILLS: Houdini, Nuke, Painter, Adobe Photoshop, Storm, Maya, Lightwave, ZBrush