

Mir Tohid Razavi

Curriculum Vitae

Contact Information

Name: Mir Tohid Razavi (Mir) - Location: Prague, Czech Republic

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Employment History

Mar2019-Present: Senior character artist at Geewa. my main role here is to prepare characters for an exciting mobile title called "Smash Rivals". I am responsible to create, pose and reder them both for the marketing team and also optimize them to use in the engine.

2016-2019: I have tried to help our local animation studios, advertisement agencies and government projects to have good quality characters. I did a lot of work and have learned a ton on every project.

2010-Present: I and my twin brother have founded Puyanam.com (direct translation means: Animator) which during 10 years of active content creation on various topics such as production, directing an animated project, creative roles, producer roles, Podcasts base on Illusion of life (which never translated into Persian but we are doing this!) it became most successful Persian database for learners and lovers of animation in all kind :) yooahoo!

Jun2014-Nov2014: I was lucky enough to work with successful Turkish Tv series called "Leliko" and the studio called "Dusyeri" during this period we produced 30 minutes of the series. this project was the most intense project that I have ever worked on! I had to direct the entire team, doing report stuff, handing out the tasks, and even teach some of them, but eventually we managed to do it on-time with desired quality.

Nov 2010-Mar 2012: during these years I directed and managed a team of artists in order to produce some local animation projects. we made 40 minutes of some client animations to national TV about how to become decent citizens! reminding people about the rules and laws of city life. these Tv series are called "Tehraniha"

Feb 2009-Oct 2009: I worked as an environment artist and set\prop modeler and texture artist on Garshasp video game. I worked in Fanafzar game studio.

Feb 2005 - Jan 2009: In NAS animation studio I worked on a lot of projects for Iran's health organization, Iran's oil and gas organization as an: animator, modeler, storyboard artist, texture artist, and team manager. I learned a ton during these productive and exciting years. I was so young :)

Education

In the field of 3D animation I have always had a strong passtion towards 3D animation and in general towards"ART"it is safe to say that I am pretty much self-tought. as far as i remember, when I was sixteen I was learning on my own unfill today, I learnt how to teach myself and how to solve problems, I also have no fear to plunge into unknown!

Academy of realist art Tehran
Oil Painting
2012-2014 I knew in order to be a good 3D artist, one has to have a great traditional background, so, I took Mehrdad Jamshidi's oil painting classes. he is one of the well knows realist painters inside and outside of Iran. This course have compelety changed my visual skills.

Vije - School of Visual Arts
Graphic Design
2011-2012 I participated to his one year course in order to polish and expand my visual knowledge. I had really great well known Iranian contemporary graphic designers such as: Farhad Fozouni, Ariya Kasae and many more as a teacher. I have learnt to deal with layout and graphic design challenges and how to see critically.

Art academy of Tehran
Traditional Animation
2005-2008 for some personal reasons, I did not compelete my degree in animation and I forced to jump into the industry really early! and as the years passed by, it became clear the it was good for me! I did not wase my precious time sitting in BORING classes, instead I learnt from experienced persons in real job environments.

Awards

"My ms.Rain" short animation:	<p>This project was my first independent personal short animation. I wrote and directed it which was a really amazing experience. then I drew storyboards, designed the characters and led my small team towards the production of this film. my animation has been officially selected in many national and international festivals around the world. (it is now available in my Video or YouTube channel)</p> <p>Monstara Lisbon animation Festival / Portugal 2017 Anifilm 2016 / Czech Republic 2FICAE, / Spain 2016 Golden Koker / Sofia 2016 Gdansk / Poland 2015 Ankara international film festival / Turkey 2016 Khorshid film festival / Iran 2016 Tehran International Short film festival / Iran 2016 11th Chinese American film Festival / USA 2015 Tehran International animation festival / Iran 2015 Roshd film festival / Iran 2016</p>
Appreciation for character art in Garshasp video game.	I recieved an appreciation for character art section from national foundation of computer games. Iran.
Appreciation for Puyanama.com	I recieved an appreciation for our website "www.Puyanama.com" for the best resource of animation in Iran and Persian spoken countries from Iran's national web festival.
International Urban Film Festival	Best director award for "Tehraniha"Tv series.

Known Softwares

Modeling and General 3D	3D Studio Max Maya Zbrush 3D-coat Marvelous Designer Blender
Textureing/Image editing	Photoshop Substance Painter Quixel Suite Zbrush
Render Engine	Vray Cycles (blender) A basic knowledge of Arnold rendered.
Compositing	Fusion