KAMAL KUMAR

Artist & CGI Expert | VFX | 2D-3D Modeling to Animation | Designer - Character, Product, Graphic, Storyboard | Sketching, Painting, Digital Painting, Rangoli | Art & Multimedia Trainer | B.F.A. (Fine Art) | YouTuber Etc.

CONTACT

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Website | Artwork: https://www.kamalnishad.com
Call: +91 95012 47988 Nationality: Indian
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Linkedin | Artstation | Instagram | YouTube (educational) | Behance

PROFILE

I LOVE DESIGNING. I'M ADDICTED TO COLORS & CREATIVITY. MANIAC FOR DETAILS. I MAKE THINGS LOOK GOOD & BELIEVE IN THE POWER OF SIMPLICITY.
I'm based in INDIA but I accept assignments worldwide.

A little more about me?

I am an Artist with lots of colors & ideas... CGI Expert, 2D, 3D Animation, Visual Effects, Sketching, Graphic, Painting B.F.A., Rangoli & Mehndi Artist & YouTuber.

Graduated with B.F.A. (Bachelor of Fine Art). & a record holder with **"Limca Book of Records"**, for **"NON-STOP portrait sketching 130 hours"**.

I am unable to walk, so use wheelchair most of the time. My friend Arjun lives with me, for helping me out and travelling too. We work in the same company. Arjun is a Graphic designer, Video editor, Compositor & VFX Artist.

I work in both ways digital & traditional. I am expert in CGI (Computer Generated Imagery) 2D & 3D Animation, Digital Painting, 3D Modeling, texturing, Particles & Dynamics, rigging, lighting + rendering... editing, compositing, Video Direction, Story-board, Visual Effects, Movie Making... and

Realistic painting, sketching, live sketching, Concept & Character Designing, Oil color, Water color & other medium too, Bridal Mehndi Design & Fabric painting too.,

Currently working with my own freelance group (Firm SHADOW STUDIO) as an Admin, Artist & as an Online multimedia & ART trainer too. Meet me, if you want to know more about me.

EXPERIENCE

Artist & CGI Expert | Self Employed | Owner

Artist & CGI Expert | Multimedia & Art Trainer | YouTuber   NOV 2017 – PRESENT
(2009 – Nov 2017.Parttime, Now Fulltime)

- I handle 3D modeling to animation, Graphic, Editing, Web and many types of multimedia projects.
- Live and Online training of Art & Various Multimedia software & skills, for professionals / teachers and students, all over the world.
- Portrait Sketching, Live portrait sketching, Drawing, Watercolor, Oil color painting and many types of Art projects.
- Cultivating relationship with other artists and internal partners to develop positive rapport for future opportunities.
- I use 3D, VFX & Graphical design programs to create videos and images for use in diverse clients marketing campaigns.
- I develop all types of illustrative designs using customer specifications, company standards and mathematical formulas to produce results that met customer parameters.
- I do transform ideas into high-quality 3D and VFX creations to fulfill client requests.
- I do apply color theory and lighting techniques in drawings and illustrations to add excitement, focus and depth.
- I do handle customer inquiries and concerns.
- I create YouTube videos for Science, Technology, Geography, Space, Art & Multimedia tutorials and more.

3D & VFX Trainer/Senior Faculty

Arena Animation Amritsar, AMRITSAR – INDIA   JUNE 2016 - NOVEMBER 2017

- I have handled Digital Projects & given training of Character designing, 3D Modeling, Texturing, Shading, Lighting, Dynamics & Particles, Rigging, 2D/3D Animation, Rendering, 3D Sculpting, Maya, Max, Z-Brush, V-Ray, Crowd Simulation, Camera Tracking and match moving, Visual Effects etc...

KEY SKILLS

3D Modeling
Realistic | Character | Creature | Cartoon | Organic | non-Organic | Machine | Interior | Exterior | Hard surfaces | environments | Concept level & sets | vehicles | props etc…

3D Texturing
Realistic | Toon | Hand-Painted | Matte-Painting

3D Lighting
Arnold | V-ray for | Mental Ray for Maya and Max

3D Sculpting and Painting in ZBrush
Realistic | Toon

3D Particles
Maya | Max | Real Flow

3D Dynamics
Maya | Max | Real Flow

3D Rendering
Arnold | V - Ray | Mental Ray | Renderman for Max & Maya

3D Rigging
Organic and Non-organic rigging in Maya & Max

2D Rigging
Organic and Non-organic rigging in Moho, Toon Boom Studio & Harmony

3D Animation
3D character and technical | mechanical animation in Maya & Max

2D Animation
2D Frame by frame animation in Moho | After Effects | Flash | Toon boom studio & Harmony

Whiteboard Animation
All types of Whiteboard Animation

Character Design
With Hand drawing or Digital pen Tablet then 3D model with any level of details.

- Cultivating relationship with other artists and internal partners to develop positive rapport for future opportunities.
- Led faculty and designer team in delivery of all projects & training sessions, resulting in final design and trained artists.
- Used 3D, VFX & Graphical design programs to create videos and images for use in diverse clients marketing campaigns.
- Developed all types of illustrative designs using customer specifications, company standards and mathematical formulas to produce results that met customer parameters.
- Transformed ideas into high-quality 3D and VFX creations to fulfill client requests.
- Applied color theory and lighting techniques in drawings and illustrations to add excitement, focus and depth.
- Resolved conflicts and negotiated mutually beneficial agreements between parties.
- Managed quality assurance program, including onsite evaluations, internal audits and customer surveys.
- Monitored social media and online sources for industry trends.
- Handled customer inquiries and concerns.

H.O.D. (Head of Department) Multimedia   *MAY 2011 - JUNE 2016*
Oxl School of Multimedia, Amritsar center (OXL GROUP), AMRITSAR – INDIA

- I had managed all Digital Projects related to multimedia (2D, 3D, VFX, Graphics and web) & had given training to students and other trainees of Maya, 3Ds Max, Photoshop, Z Brush, Sketching, Clay Modeling, Pre-Production, Production & Post-Production etc. and I had managed all technical activities too.
- Cultivating relationships with other artists and internal partners to develop positive rapport for future opportunities.
- Led faculty and designer team in delivery of all projects & training sessions, resulting in final design and trained artists.
- Used 3D, VFX & Graphical design programs to create videos and images for use in diverse clients marketing campaigns.
- Developed all types of illustrative designs using customer specifications, company standards and mathematical formulas to produce results that met customer parameters.
- Transformed ideas into high-quality 3D and VFX creations to fulfill client requests.
- Applied Color theory, Golden Ratio, Rule of Third and lighting techniques in drawings and illustrations to add excitement, focus and depth.
- Resolved conflicts and negotiated mutually beneficial agreements between parties.
- Managed quality assurance program, including onsite evaluations, internal audits and customer surveys.
- Monitored social media and online sources for industry trends.
- Managed customer inquiries and concerns.

Painting, Sketching, Rangoli & Mehndi (Heena) design

Hand drawn - Oil color | Water color | Pencil | Charcoal | Pastels Freehand Rangoli & Bridal Mehndi etc.

Live Portrait Sketch

If someone is sitting still, in-front of me, as a model. Good recognizable face in less than 20 minutes.

Level design & Environment art

Level design & Environment art in 3D & After Affects

Motion Graphics

After Effects & Moho

Matte Painting and Digital Painting

Photoshop | Coral Painter | Paint Tool SAI | ZBrush etc…

Tracking and Match Moving

PFTrack | After effects

Compositing

After Effects

Editing

Premiere

Direction and Story Telling

Website Designing for professionals / Personal / Company

WordPress

Teaching / Training skills

Sketching | Painting | Image Editing | Graphic Designing | 3D modeling to animation | Video Editing | Compositing
| Camera Tracking | & all above mentioned skills

3D, VFX, GRAPHIC, PRE-PRODUCTION, SCULPTING, Faculty & Animator

Oxl School of Multimedia, Amritsar center (OXL GROUP), AMRITSAR – INDIA
MAY 2010 - APRIL 2011

- I had managed all Digital Projects related to multimedia (2D, 3D, VFX, Graphics and web) & had given training to students and other trainees of Maya, 3Ds Max, Photoshop, Z Brush, Sketching, Clay Modeling, Pre-Production, Production & Post-Production etc. and I had managed all technical activities too.
- Cultivating relationships with other artists and internal partners to develop positive rapport for future opportunities.
- Led faculty and designer team in delivery of all projects & training sessions, resulting in final design and trained artists.
- Used 3D, VFX & Graphical design programs to create videos and images for use in diverse clients marketing campaigns.
- Developed all types of illustrative designs using customer specifications, company standards and mathematical formulas to produce results that met customer parameters.
- Transformed ideas into high-quality 3D and VFX creations to fulfill client requests.
- Applied Color theory, Golden Ratio, Rule of Third and lighting techniques in drawings and illustrations to add excitement, focus and depth.
- Resolved conflicts and negotiated mutually beneficial agreements between parties.
- Managed quality assurance program, including onsite evaluations, internal audits and customer surveys.
- Monitored social media and online sources for industry trends.
- Managed customer inquiries and concerns.

CG Artist, Concept Designer and Freelancer

WOWarts, DELHI INDIA
AUGUST 2009 - MAY 2010

- I did many types of freelancing projects related to Multimedia (2D, 3D, VFX, Graphics & Web) and had given training of 3D Modeling to Animation, Graphic and Visual Effects.
- Used 3D, VFX & Graphical design programs to create videos, 3D characters/objects and images for use in diverse clients marketing campaigns and gaming projects.
- Developed all types of illustrative designs using costumer specifications, company standards and mathematical formulas to produce results that met customer parameters.
- Transformed ideas into high-quality 3D and VFX creations to fulfill client requests.
- Combined technical and artistic abilities to accomplish challenging animation objectives.
- Designed procures for storyboard composition, action creation and storytelling protocols to complete 25+ projects over 10 months' time-frame.
- I had given seminar and training also.

SOFTWARE EXPERIENCE

Maya
3D Modeling (Characters - Organic & inorganic), product designing, pack-shot, Texturing, Rigging, Skinning, Lighting, Animation, Dynamics, Particles. Rendering, etc.

3Ds Max
3D Modeling (architectural pre-visualization, interior, exterior, environment, organic, inorganic products, characters, pack shots), texturing, lighting, rigging, skinning, particles, dynamics, rendering, etc.

Adobe Photoshop
Various type of graphic designing work, Digital Painting, image manipulation, correction etc.

Adole Illustrator
Graphic Design

ZBrush
High quality organic & inorganic modeling, character designing, digital sculpting, texturing, posing etc.

Real Flow
High quality dynamic simulation

PFTrack
Tracking & Matchmoving for VFX shots.

Adobe After Effects
High quality Motion graphics and Compositing, etc.

Adobe Premiere Pro
Editing, color correction, music & voice placing etc.

Arnold for Maya
Shading, texturing, Lighting & Rendering

V-Ray for 3Ds Max
Shading, texturing, Lighting & Rendering

Autocad
Map and Blueprint creation with measurements

Moho
2D Rigging, Animation, Lip synchronization, frame by frame animation, 2D dynamics, particles, camera placement, rendering etc.

EDUCATION (DIGREE / DIPLOMA)

B.F.A. (Bachelor of Fine Arts)   *2005 - 2009*
Govt. Inst. of Fine Arts JABALPUR (M.P.) INDIA | Indira Kala Sangeet Vishwavidyalaya Khairagarh (Chhattisgarh) INDIA
B.F.A. (Bachelor in Fine Arts) Commercial Art | Applied Art (4-year Degree Course)

Advance Diploma in 3D and VFX (AD3D+)   *2007 - 2008*
MAAC (Maya Academy of Advanced Cinematics) Kamla Nagar - Delhi INDIA
Advance Diploma in Cinematics, 3D & VFX

REDBOXX II   *2008 - 2010*
FRAMEBOXX, Kamla Nagar - Delhi INDIA
A Comprehensive Diploma in Cinematic, 3D Computer Animation & Visual Effects

SCHOOLING

Higher Secondary School Certificate (10+2)   *Jul 2003 - Mar 2005*
Gyan Bharti High Secondary School, SHIVPURI CHHINDWARA (MADHYA PRADESH BOARD) INDIA

High School Certificate (10)   *Jul 2002 — Mar 2003*
Gyan Bharti High Secondary School, SHIVPURI CHHINDWARA (MADHYA PRADESH BOARD) INDIA

ACHIEVMENT

Got Featured in 98th Episode of "MANN KI BAAT"   *26 FEB 2023*
Got featured & mentioned by **Prime Minister of India, SHREE NARENDRA MODI JI** & the same was broadcasted by most of the national NEWS Channels in India.

National Winner - National Level Rangoli Competition Winner - Rank #1
"Unity In Creativity" under "Aazadi Ka Amrit Mahotsav"
Organized by **Central Government of INDIA** & **Ministry of Culture**   *05 FEB 2023*

National Record Holder of Limca Book of Records for "NON-STOP Portrait sketching 130 hours"
Limca Book of Records   *MAY 2007*

Own a YouTube channel (Dear Master) with over 120k+ (120000+) subscribers and continue increasing.

PHYSICAL DISABILITY

I am unable to walk, so use **wheelchair** most of the time. My caretaker & friend **Arjun Singh** lives with me, for helping me out and for traveling etc. Arjun is a professional Graphic designer, Video editor, VFX Artist and Compositor.

Toon Boom Harmony
2D Rigging, Animation, Lip synchronization, frame by frame animation, 2D dynamics, particles, camera placement, rendering etc.

Toon Boom Studio
2D Rigging, Animation, Lip synchronization, frame by frame animation, 2D dynamics, particles, camera placement, rendering etc.

Paint Tool SAI
Digital Painting, Character Designing & Storyboard etc.

Marvelous Designer
3D Cloth creation & design

Wordpress
Website designing

Blender
3D modeling

OS
Windows, MAC

PERSONAL DETAILS

Hobbies: Travelling & Exploring | Painting | Digital Painting | Watching Movies | Discovery Channel | Reading Story books & Novels | Playing music on keyboard & Mouth organ etc.

Language
ENGLISH, HINDI

Nationality
INDIAN

Birthday
7th August of 1987