

Zara Fam

Digital Matte Painter & Background Artist

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- **Website:** www.zahrajadifam.com
- Based in Vancouver, BC

Summary

Detail-oriented, innovative, and talented digital matte painter and background artist with 8+ years of hands-on experience in digital matte painting, background design, 2D and 3D design, and VFX. Proven success in the animation and film industries (with 7 credits in VFX and 2 in animation) by completing award-winning, high-level projects. Well-organized and proactive team player, capable of offering the best services that meet client needs, reach deadlines, and exceed all expectations in creativity and quality. Tech-savvy, competent in several platforms and tools, able to rapidly learn and master new software.

Technical Proficiencies

- Adobe Creative Suite (Photoshop, After Effects)
- Nuke
- Maya
- Mari
- Mac OS X
- Windows 11

Career Experience

'On the Run' music video, Pink Floyd's Animation Contes,
AI Artist, 2D Artist

2023 – 2024

I designed storyboard and layouts for some sequences. Also, I prepared 2D frames to AI to handle the art style and the predefined randomness. This process required numerous tests and iterations, marking it as the most time-consuming part of the project. Often, we had to revisit and refine control frames for a new round of AI generation. It marked a truly innovative and original process in creating moving art! We used Generative AI tools like Stable Diffusion to make it.

□ Here is the YouTube link to watch it! https://youtu.be/OqO_06Sft5g?si=KZ0DG_J4OY4letY6

Ingenuity Studios LLC, Vancouver, BC
Digital Matte Painter

2022 – 2023

Perform digital matte paintings (DMPs) such as cleaning, extending the set, painting characters, and adding dirt and blood. Use 2D and 2.5D to create photorealistic DMPs, elements, and environments. Combine 2D and 3D pieces utilizing shot data (photographic, reference data). Maintain a strong sense of composition while operating different camera focal lengths and adapting to output needs. Research and build a library of photographic reference materials. Resolve creative and technical issues quickly and under tight deadlines. Give and take guidance from VFX supervisors and execute tasks as instructed.

□ Contributed to the following 2023 TV and series projects: Fear the Walking Dead (Amazon Prime), Pretty Little Liars: Summer School (HBO MAX), Servant (Apple TV), and You Are So Not Invited to My Bat Mitzvah (Netflix).

GeniusPark, Istanbul, Turkey (Fully Remote)
Digital Matte Painter

2021 – 2022

Executed DMPs by incorporating various elements, including dirt, damage, pollution, dust, and cracks in the doors and walls. Demolished buildings and covered some structures with banners, fabric, and plastic. Elaborated photorealistic DMPs, components, and settings in 2D and 2.5D. Employed shot data (photographic and reference data) to merge 2D and 3D elements. Utilized a range of camera focal lengths and adjusted to output requirements, keeping a solid sense of composition. Developed a photographic reference material library through research. Identified and solved complex technical and creative problems in a short amount of time. Received and implemented feedback from VFX supervisors to efficiently complete assigned tasks.

□ Collaborated on the Sci-Fi series Hot Skull (2022) on Netflix.

Hoorakhsh Studios, Tehran, Iran
Senior Layout & Background Artist

2019 – 2021

Designed and painted multiple layouts for 2D feature animation projects. Prepared layouts and backgrounds using conventional and digital tools, always following the latest trends. Formed backgrounds based on approved storyboards. Maintained a list of which scenes required specific settings. Delivered backgrounds for approval and edited designs according to feedback. Took part in meetings with artistic directors, directors, editors, writers, and other experts to decide the preferred backgrounds.

- Helped produce the animated film Juliet and The King, which got selected for the prestigious Annecy International Animated Film Festival (2023).
- Presented an innovative solution that assisted other artists in making mirror fragments on the wall.
- Effectively finished every work on time and within the established budget.

Hoorakhsh Studios, Tehran, Iran
Background Artist

2014 – 2016

Painted and prepared backgrounds by adding details and props and adjusting the light, mood, and colour. Built backgrounds in line with agreed storyboards. Compiled a list of the scenarios that called for particular settings. Submitted background images for approval and revised graphics as per recommendations. Met and decided on the ideal backgrounds with artistic directors, directors, writers, editors, and related staff.

- Collaborated on The Last Fiction animated movie, chosen to be showcased at the Annecy International Animated Film Festival (2018).
- Expertly created more than 50 stunning 3D and 2D scenes.

Hoor Animation CO., Tehran, Iran
Environment & Props Designer

2013 – 2014

Provided props that corresponded to the 3D projects' concept and narrative. Considered the production team's needs to comply with standards. Analyzed and took careful notes on the script, identifying the scenes where different props are necessary and the corresponding characters to know where the items must be on stage. Conducted extensive research based on the production's theme and design, including the industrial asset and locations, style, and other characteristics that added to the props' aesthetic.

- Envisioned and developed about 200 fantasy props, industrial machine cars, and 50 outdoor and indoor locations, with model sheet and textures for Modeling
- Involved in the production of School's Heroes (2014), a teenage TV animated series broadcasted on Iranian TV and made available on the internet. Also, some other domestic animation series for TV.

Lohezarrin Art & Cultural Institute, Tehran, Iran
Visual Development Artist & Storyboard Artist

2008 – 2013

Designed characters, sets, props, colour schemes, lighting, and diverse visual elements. Made illustrations through a combination of traditional hand-painting techniques and computer software. Met with the production team to discuss several aesthetics, styles, and overall vision for each project's look. Cooperated with the art director, production designer, and concept artist to establish the project's look. Partnered with associated artists, designers, and animators. Managed reference materials, budgets, and timelines. Presented ideas to clients and senior management.

- Produced the concept, characters, and environment design for a local TV animation series for children called The Honey City, successfully raising children's interest in the show.

Volunteer Experience

Vancouver Outsider Arts Festival -2023
Art sales assistant, Installation Assistant
Community Arts Council of Vancouver

Education

Master of Arts in Illustration
The University of Art & Architecture, Tehran, Iran, 2014-2016
Bachelor of Arts in Graphic Design
The University of Science & Culture, Tehran, Iran, 2008-2012