

# PORTFOLIO

sejdinovicZlatko / **CG Artist** / **Maya ACI**



# CV

## sejdicovicZlatko

CG Artist  
Maya ACI

Hello, my name is Zlatko and this is my portfolio. I am a 3D artist and Autodesk Certified Instructor for Autodesk Maya Software. I have been a CG artist for more than 8 years and my CG works include everything from Architectural Visualizations and product renderings to dynamic simulations of liquids, fluids and rigid bodies. Also, I have been deeply involved in scripting using Maya's MEL program language and I started developing skills using Maya Python, all in order to speed up production and ease work of artists.

Aside from Maya, I am working with several different software packages: Realflow for liquid simulations, Vicon Boujou, pfTrack and Autodesk Matchmover for matching camera motions, MenatIRay and Vray for rendering, Adobe AfterEffects for postproduction and compositing and Adobe Photoshop for texture creation and postproduction. Also I'm very familiar with Autodesk 3D Max package.

Parallel with commercial projects i am also working as Autodesk Certified Instructor for Autodesk Maya software. I have been working as an instructor for last 4 years in local ATC and have taught both fundamental and advanced lessons covering everything from Maya essentials to advanced dynamic simulations using rigid bodies, fluids, particles and nDynamics. In my classes I also incorporated use and integration of other software packages like Autodesk Matchmover, Nextlimit Realflow and Adobe AfterEffects and Photoshop.

I enjoy working in team and most of the projects I have been working on were result of team work and cooperation between many artists. I have learned that working in a team is important for creative inspiration; having that platform to bounce ideas off other workers provides a foundation from which I can push myself - and others - to our greatest potential. Communication and understanding of the project means we can solve the brief to the best of our abilities, guaranteeing that key ideas are executed properly and efficiently.

### Education and Certifications

Graduated at VISER, Belgrade, Serbia  
Autodesk Certified Instructor for Maya  
Autodesk Authorized Instructor for Maya  
Trainer Performance Monitoring and Assessment  
Autodesk Certified Professional  
Autodesk Maya Dynamics  
Autodesk Maya Character Rigging and Animation  
Autodesk Maya Rendering  
Autodesk Maya MEL Programming

### Software

Autodesk Maya  
Autodesk Matchmover  
Adobe After Effects  
Adobe Photoshop  
NextLimit Realflow  
ChaosGroup Vray  
Solidangle Arnold Renderer  
Vicon Boujou  
Pixologic zBrush

### Contact

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### Reference

For a reference please don't hesitate to ask.

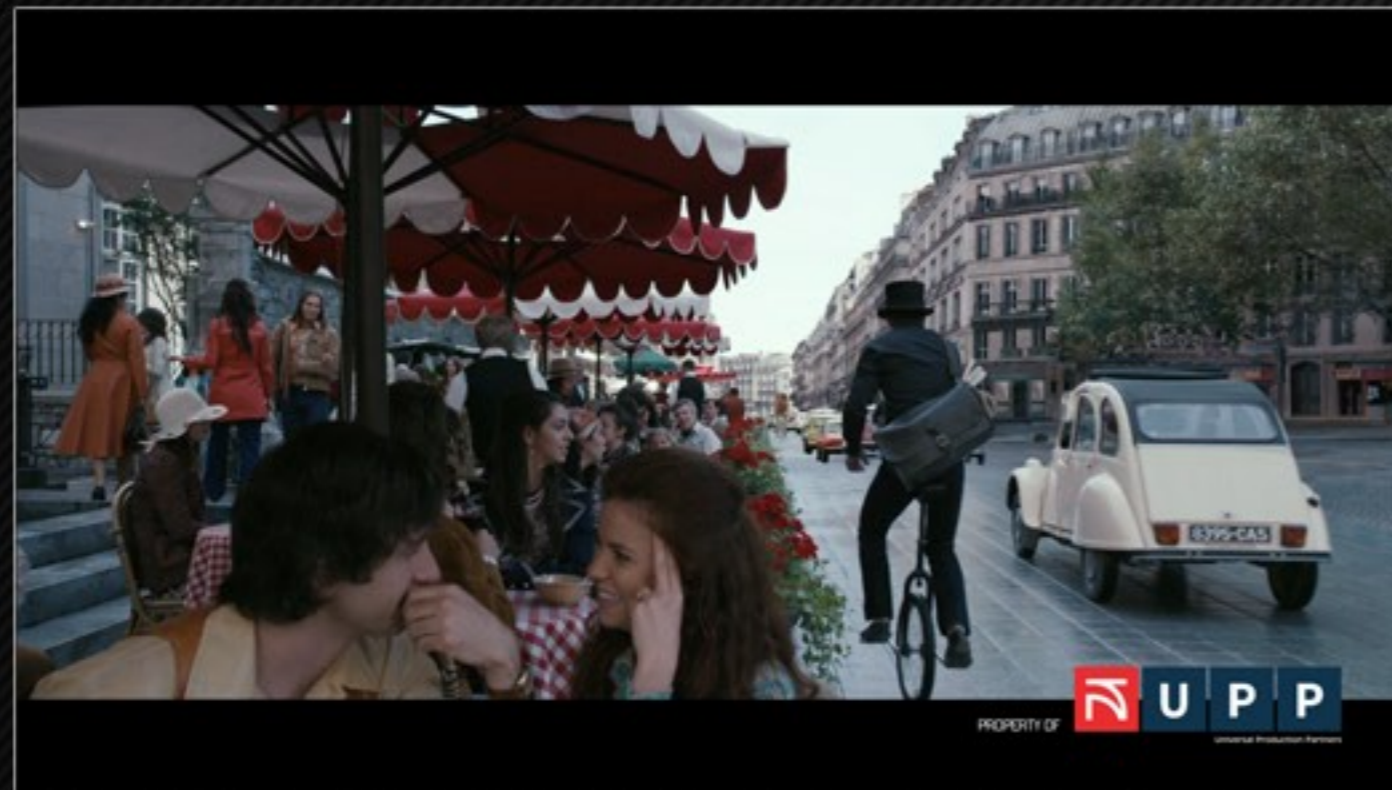
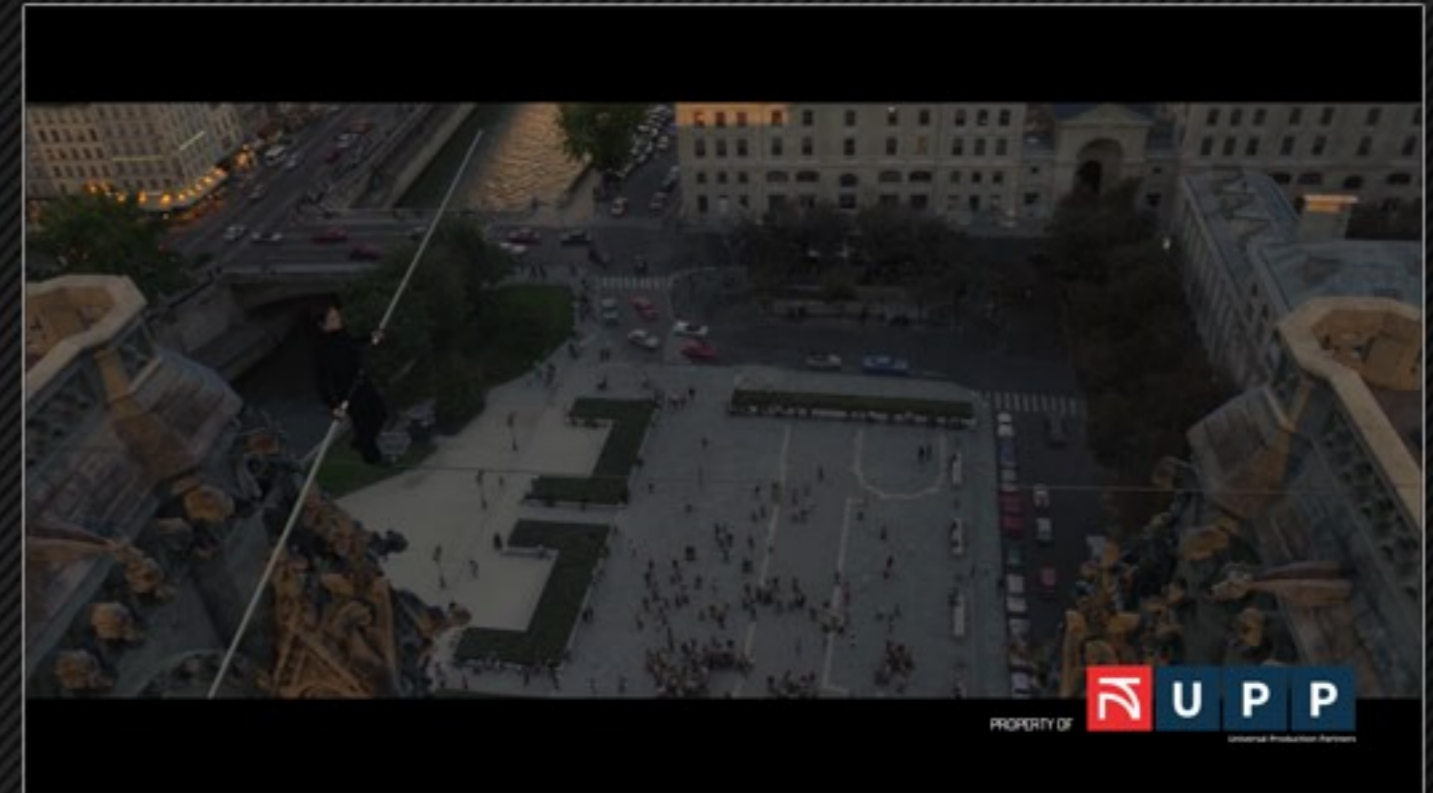
# Film and animation

Here are some of my work I did for movie industry.

Software used:

- Autodesk Maya
- Autodesk 3D Max
- Autodesk Arnold (former Solidworks)
- Adobe AfterFX

Screenshots with short descriptions of work done for each shot.



Cars shading and texturing

Scene lighting - Arnold renderer was used

Scene rendering - Arnold renderer was used. Whole scene was prepared for compositing department

Removed existing streed and cars - matched replacement geometry and custom texture projection from camera.

Rigged cars using custom MEL script - stoplights matched vehicle speed, cars have custom color, front lights intensity and speed as custom attributes automatically assigned upon creation.

Cars animation.

Cars shading and texturing

Scene lighting - scene has three different light setups for morning, mid day and night.

Scene rendering - Arnold renderer was used. Whole scene was prepared for compositing department (sequences for every time of day (lighting), mattes etc.)

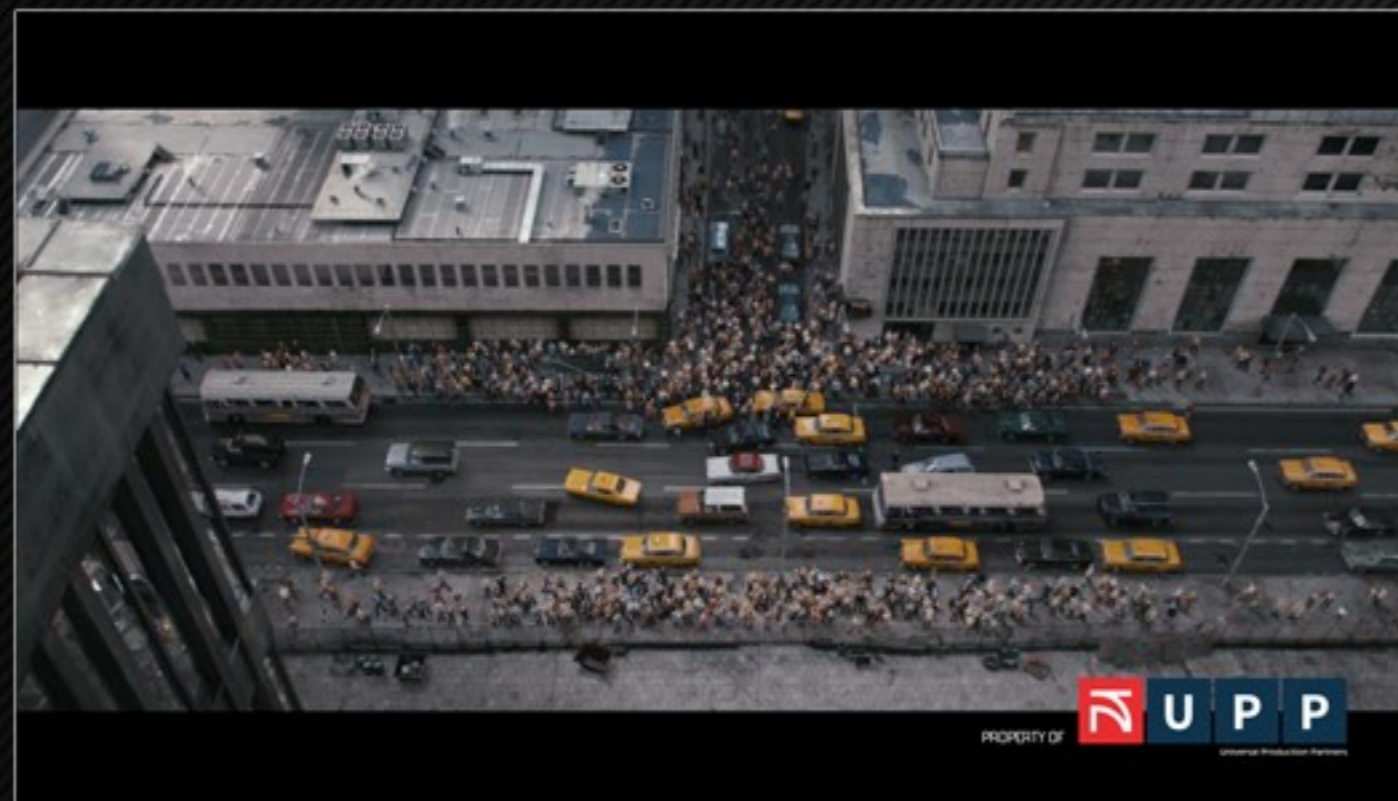
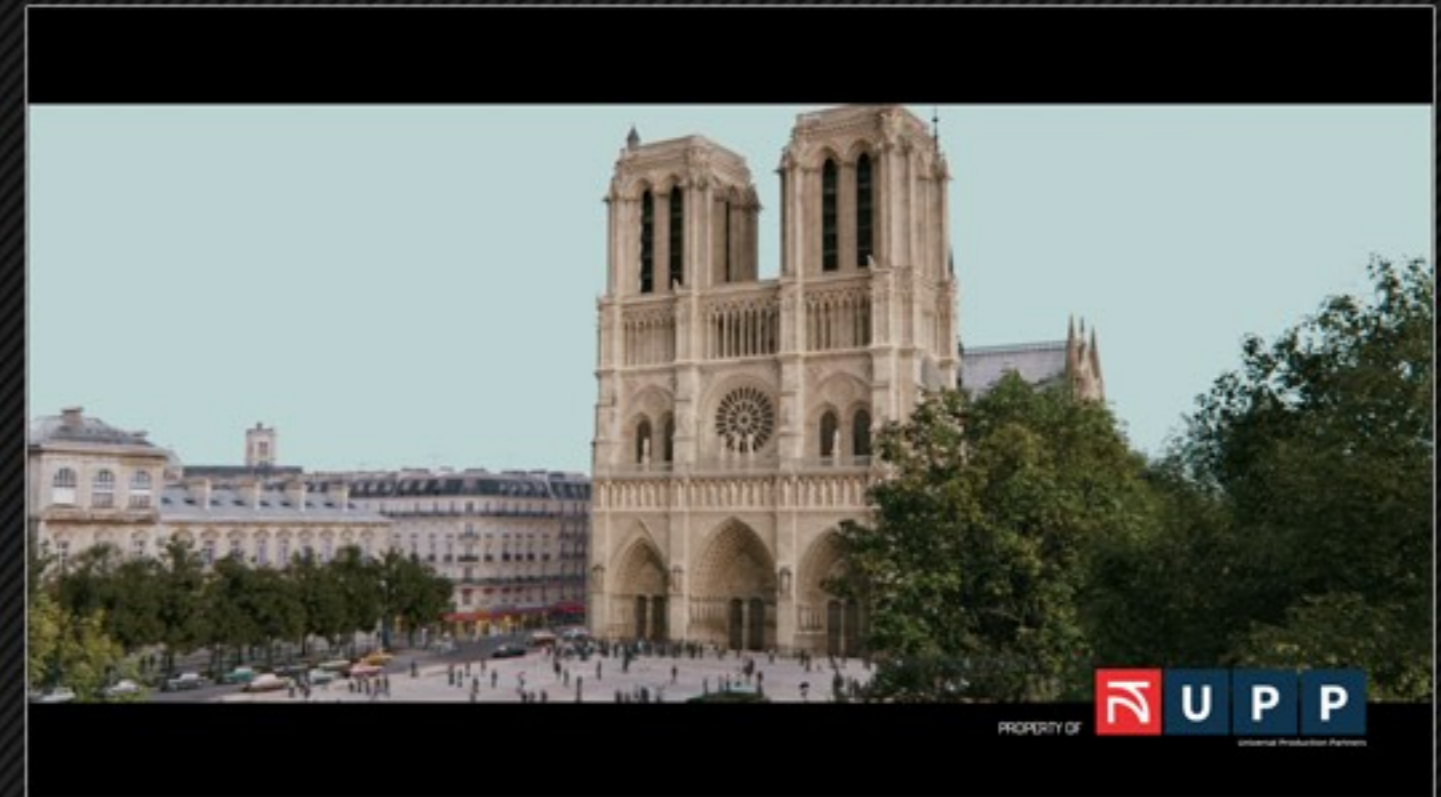
# Film and animation

Here are some of my work I did for movie industry.

Software used:

Autodesk Maya  
Autodesk 3D Max  
Autodesk Arnold (former Solidworks)  
Adobe AfterFX

Screenshots with short descriptions of work done for each shot.



Buildings modeling

Cars positioning and animation.

Cars shading and texturing

Foliage placement.

Cars lighting and rendering - Arnold renderer was used.



Property of  
**VIRGIN LANDS**  
3D GRAPHICS & ANIMATION

Environment shading and texturing

Foliage placement.

# Automotive rendering

Here are some of my vehicle renderings.

Software used:

Autodesk Maya  
MentalRay  
ChaosGroup Vray  
Adobe AfterFX

Done all aspects except vehicle modeling.





Arnold renderer

# Architectural visualisation

Here are some of my architectural renderings.

Software used:

Autodesk Maya  
MentalRay  
ChaosGroup Vray  
Adobe AfterFX

Done all aspects.









## Dynamic simulations

Dynamic simulations created using Autodesk Maya Dynamics (particles, fluids, rigid bodies, nDynamics), NextLimit Realflow for liquid simulations and Vicon Boujou for camera track.

Software used:

Autodesk Maya  
MentalRay  
NextLimit Realflow  
Adobe AfterFX

Done all aspects. Composited using Adobe AfterEffects.







## Miscellaneous

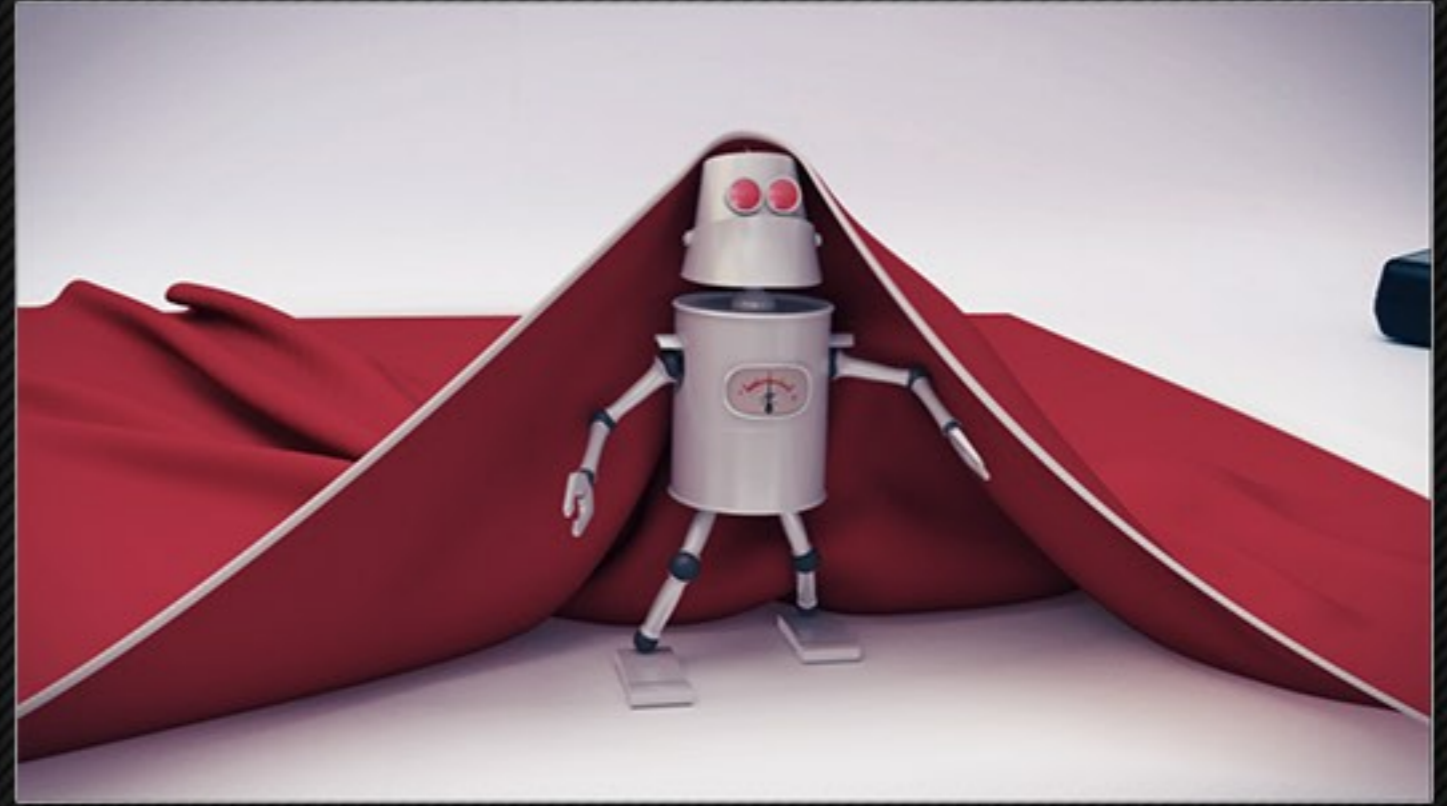
Various uncategorized projects. From WWII armament renders, combination of live footage and 3D to environment renders.

Software used:

Autodesk Maya  
MentalRay  
Vicon Boujou  
Autodesk Matchmover  
Onyx Tree Generator  
Adobe AfterFX

Done all aspects. Footage shot with Canon 7D. Composited using Adobe AfterEffects.





Miscellaneous



## Contact

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