

Waheed Nasir



My name is Waheed Nasir, i am from Karachi, Pakistan. currently working as a Creative Head at Grand Leisure Corporation, Karachi.

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Could you introduce yourself?

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How did you come to 3D?

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What are your main sources of inspiration?

Nature and beauty in all their forms and music too. at times, memories too inspire me to paint something.

Where do you work at the moment?

I work at Grand Leisure Corporation as their Creative Head. we do concepts, 2d, 3d and are involved in actual construction as well.

What are some of the projects you worked on? What was your role?

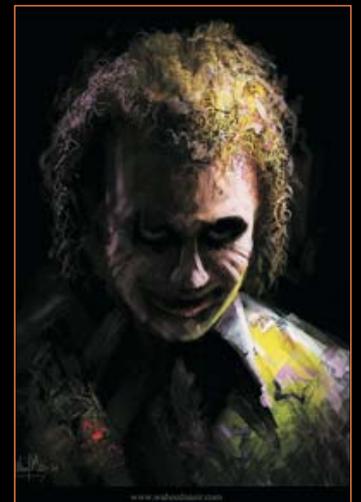
Before my current job, i was involved in 3d projects, foreign projects at a production/animation house, called Post Amazers. i was involved in concept art, texturing, lighting, more into the art department side. at the time of leaving that job, i was serving as an Art Director there.

What is your favorite genre, theme?

Actual painting, thats on canvas using oils. i do enjoy digital paintings too and making concepts from architecture to landscapes, paint everything that excites me.

How do you compare working in the industry to working freelance?

The only difference is how and what u get in the end, working in an industry or anywhere else as an employee, assures u of a regular income, here as free lance doesnt.



When did you first notice you had artistic talent?

Now, i have to go far back in the past to answer that, probably in school, at a very early stage. was always good in drawing and composition from the start, the sense that still helps me in whatever i do today. I thank the Almighty God for everything.

What and/or who inspires you?

Anything can inspire me, from a leaf, to a mountain range, from a hanging cloth to a sharp prominent feature, deep eyes of any female and a good piece of music/composition, esp haunting, romantic pieces on flemenco guitar.



Do you have a favorite piece of your own work and if so, why?

Very difficult to answer, i find all my work close to my heart, equally.

In your opinion, what are your strong points?

I guess, i find a sense of composition, perspective, tones and colors and to put a particular mood in an art piece that i think i manage pretty ok according to my needs and help me thruout.

What reference material do you use?



Nature, real life references. old masters paintings and impressionists works to get inspiration.

How accurate is your scenes compared to the original?

That depends on the need, what is actually required. if i have to get total realism, i try to put my very best to achieve that, considering, materials, textures and lighting. as an artist, when i paint for my ownself, i never go to make replicas of anything, i try to have my own distint look in my work, with my own original compositions etc.

What kind of lighting do you set up for a scene?

i do what is required and the demand of the scene and for that i dont follow any rule, i see and jugde and always satisfy myself before calling it finished.

You used other rendering engine than native renderer to render your images. Which renderer is your favourite? In your opinion, what are the main advantages over the default renderer?

I was always more involved in the look development and the visual quality of a scene, with the mood thats required. whatever we were after, we used to achieve in mental ray pretty well.

The images look very detailed. Do you prefer your objects to be as precisely modeled as possible before beginning to texture them or do you heavily rely on textures to add details to the objects?

Again, depends on the need, but i do like to have a detailed moded before texturing and i love to do detailed texture work over them.

Do you rather draw your textures from scratch or do you start from real life photos or other textures?

Everything goes, i use ready made textures, real life photographs and work over them and i do paint my own ones from scratch too, according to the need of the project im on.

Do you use existing commercial texture libraries too?

not really, i have collected good ones from the net, as i love browsing through them in my spare moments if i get any and i do make my own painted one too.

How big do you usually paint your textures?

mostly, 2k size. that depends on the scene and to what extent are we going to zoom in to a particular surface.

Do you have any particular point of view, camera angle, lighting as your favourite? Why?

yes, I love dramatic camera play, extreme angles, sometimes i love to have it straight keeping the horizon parellel to our eye level. but all this has to be considered according to the story we work on. my favorite lighting is where im able to get the most out of my scenes, the drama, mood and character.

What kind of lighting is used in your scenes?

I dont follow any rule, though im aware of basic ones like 3 point lighting etc but while working i try to get whats inside my mind in whichever way i can. sometimes soft, other times hard and intense.

How is the lighting for a night scene different from one for a day scene?

Most importantly, the source. in creating a day time scene we usually have to deal with the biggest light source, the sun and its ambience. at night artifical lights have to be considered that give us interesting challenges to face. i enjoy both.

What is your goal as an artist?

To always create what i love, to always get that self satisfaction and always creat originals.

Do you have any tips for the artists who admire your work?

I thank each and everyone of them for admiring my work. the most sincere advice that i can give is to always do what u love doing, be dedicated and passionate and let it all be natural. if u want to work as a 3d or 2d artist, have basic knowledge of art first, read and learn about composition, colors, tones, focus, etc. without all this, its very hard to carry on in the field of compure graphics. be creative, distinct and original.

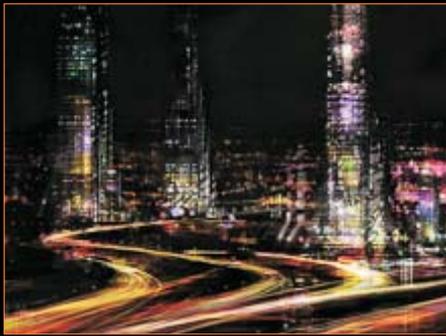


In your opinion, if there is one thing which is really important for a 3D artist, what is it?

To learn 2d first. or atleast, get the basics and be good at it.

Is there a personal or work related project that you are currently working on and can tell us something about?

for my personal work, i paint something every day, i always have a something going on to work on, even now, that i plan to bring out after 2 days. at work, im deeply involved in a very interesting project, that has to do with real architecture, its a big thing and will take few more months to complete and open. ill be sharing things of the project soon, once done. these days im making day and night time concepts and finished pieces of that project.



If we would follow you for one day on your work, what would we see and/or learn?

my work starts at around 8.30 in the morning at office, from that time onwards, ull see me working on concept sketches, finished concepts and digital paintings, color and mood keys, some times i work on very different pieces as creating logos or commercial art work, like making a concept for a brochure too. i enjoy doing all that, if its art and thats my job.

What do you do when you are not working or creating something? (Hobbies...)

sleeping is the only time when im not creating something and when awake and not creating, im visualizing, making compositions in my mind. other than that i play guitar and compose music, and there is always a composition of mine in the process of finializing that i work on. eating out is what i enjoy too.

Thanks for your time and the interview! We wish you all the very best for a bright future in your favourite field.

Thank you very much Joe, its a great pleasure to be interviewed by you. thanks for the wishes and same goes for you too.