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### Software-skills

When starting with a new software the Documentation helps a lot and then multiple hit & trials in the coming days which gives a good understanding of tools. Then move on to read extended articles and magazines on the same subject.

This is a better way to learn software than watching tutorials for next 15 hours.

This helps find little bugs, workarounds and gives a good understanding. On top of everything this way of working feels less tiring.

### Work

Want to work on visualization side of things. Can handle graphics entirely by myself.

Personal projects have become quiet necessary over time. Following artists and their workflows helps keep up with the world's pace.

For animation and photorealistic renderings, it's good to take a walk out of the building and see surroundings which is a necessity to understand metals, rust, algae, rain and natural wear & tear.

Very attracted to print side of things, as seeing the final result on a hand-crafted paper in jet black ink, holding it in hands is a feeling in itself.

Its necessary to talk about simplest of the differences between blur & depth-of field, CMYK/RGB, Bit-rate, file compressions from people around the corner, to improve definitions.

# Ankit Tiwari

## Graphics

Prefer reading about animation, typeface and design.  
People like Paul Rand, Neil Blevins & Loish are an inspiration.

**HTML / CSS / Git.....** Front-end / VCS

**Sketch / Invision.....** Prototyping

**3ds Max.....** General 3D

**Realflow.....** Fluid simulations

**World Machine.....** Terrains

**FCP / Premiere.....** Video Editing

**Photoshop.....** Image processing

**Unity3D.....** Interactivity

**V-ray.....** Rendering

### Commissioned

- Ideas need *a form that lasts*. These are projects that come across from friends. Usually there is an NDA.

### Visual Designer - Reverie Language Technologies

Jan 2016 - Present

- Created videos & artworks while working closely with the marketing team.
- Designed a book with one of the co-founders (Chief Typeface Designer) on Multilingual Indic fonts presented at the 40th UNICODE conference.
- Decided the look of proposals, case-studies & whitepapers. Made them presentable.
- Designed wall-art for branding of the office space.

### Designer - Thinqbot Technologies

Nov 2014 - Jan 2016

- Was among the core team as the only designer. We made low cost Home-Automation systems.
- Our flagship product was an automation app with actual 3D representation of the house. My designs were among the deciding factors for raising investments and affecting customer purchase decisions.
- The app designs were later published in the annual edition of HOMES magazine - December 2015

### Book - The Living Labyrinth (Tim Poston & Ian Stewart)

- The authors needed landscapes for their fiction world. Worked very closely with Tim.
- Accuracy of terrain was among the most crucial aspects for the plot. General software algorithms could not provide this level of customisation which the authors wanted. I designed accurate terrain maps for each continent with a high level of detail for readers to visualize the story as is. The maps had to be made statistically right since the genre was Sci-fi.
- The book is available on Amazon under the name The Living Labyrinth