



CARLOS PADIAL

Visual Artist

Creative Developer

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born 02/11/1978

PROFESIONAL EXPERIENCE

- 2025 **Audiogames XR** (*Bicélula SL + Asturnazari*) [>]
since 2021 **Creative Developer** (*ArsGames*) [>]
since 2019 **3D Artist / Projection Mapping Artist** (*freelance*) [>], [>], [>]
2016-2019 **Front End Developer** (*Ezzing Solar*) [>]
2014-2015 **3d low poly modelling** 3d content for augmented reality (*Aratechlabs*) [>]
2014 **3d pointcloud modelling** laser scanner & kinect (*Playmodes, Onionlab*) [>], [>]
2014 **3d/animation/composition** marketing spots production (*Image Laundry*) [>]
2011-2014 **3d/animation** projection-mappings, virtual scenography [>], [>], [>]
2009-2010 **3d/animation** marketing spots production (*Renfe-Ave Area Sur*)
2007-2009 **TV Cameraman**. Making offs and Reports (*esMadridTV*)
2007-2009 **Lighting setups** for TV and video, and broadcast live events (*esMadridMusic & deMAC*)
Several photographic works: fashion, sports, studio and social photography.
Production of books, portraits, advertisings and graphic designs
since 2006 **Freelance audiovisual** (director / director de fotografía / postproducción)
2005-2009 **Aventuras Visuales** (Audiovisual Creation Workshop-School)
2005-2006 Workcenter.S.L. (Signage department manager)
2001-2004 Worker in **Cízero Digital s.l.**(preprints and signage), in charge of **digitalization**, high quality **photomechanics**, **color management** and large format signage.

TEACHING EXPERIENCE

- 2024 Workshop, *Immersive 360 Audiovisual Production*, BitLab Cultural SCCL, Barcelona.
2022 Workshop, *Blender for People*, Espíritu 23, Madrid.
2015-2018 Workshops *Robotics and Video Games for Children*, La Casa Encendida, Madrid.
2015 Workshop, *Video Editting with Blender*, Sapiens Formación, Madrid.
2012 Charla, *Blender: Organized Chaos*, H4ckademy, Campus Madrid.
2011-2014 Workshop, *Video Editting with Blender*, Telenoika, Barcelona.
2014 Workshop, *Video Editting with Blender*, Sapiens Formación, Madrid.
2012 Workshop, Open Source Cinema, UOC + Telenoika, Barcelona.
2012 Workshop, Telenoika Mapping Workshop, Fabra i Coats, Barcelona.
2012 Conf., Towards an Open Source Cinematography, Blender Conference, Amsterdam
2012 Conference, *Free hardware photography* at Oviedo Arts School, Asturias
2012 Workshop, *Video Editting with Blender*, Medinaceli, St Lorenzo del Escorial, Madrid.
2012 Workshop, *Interactive games with Blender* at Telenoika, Barcelona
2011 Workshop, *Video Editting with Blender* at Telenoika, Barcelona
2005-2009 **Aventuras Visuales** (Audiovisual Creation Workshop School)
Teaching: Theoretical and practical annual courses of documentary and studio photography, movie camera & lighting. Also intensive courses of Photoshop, Raw Photography, After Effects, Color Grading, HD cameras and Super 8mm, among many others.
Maintenance: responsible for workshop computer equipment, hardware and software, either mac or windows and linux. Also arrangement and maintenance of a little set
Designer-Editor: in charge of design of the group Aventuras Visuales image. Graphic Design and signage. Photo, lighting, editing and postproduction of video pieces and spots
2002 Young Editors Workshop, Oviedo city council (Teaching Photoshop and Freehand)

SKILLS

- **3D** Modelling and animation (blender)
- Procedural Modelling (**geometry nodes**, blender)
- Development of **XR and AR virtual environments** (Godot, Unreal)
- **Game and interaction engines**: (Godot, UPBGE, Unreal, Processing, Arduino, Kinect)
- **Projection Mapping** (technical direction and artistic production)
- **Photogrammetry**, 3D scanning, texture baking, and remeshing
- **360 and immersive** video
- **Programming**: (html, css, javascript, angular, processing, python, gdsript)
- **DOP and cameraman** in many formats and projects (analog and digital)
- **High level photographic technics**: Portraits, still life, documentary, high quality development, photographic retouching, computer camera control, color grading, old photo restoration and photomontage,
- HDR, **timelapses** and **panoramics**
- Photo-graphic design-book layout (gimp, inkscape, scribus, penpot)
- Video editing (kdenlive, blender...)
- Postproduction and color grading: (blender...)
- Web design: (drupal, wordpress, css and html)

PROJECTS

- 2012-2014 Kinoraw: Free Open Cinema Lab
since 2010 Audiogames: Juego de sonido - interactive 3d sound game
2000-2003 La Cocoguawa. RPG Publisher.
1997-2000 Federación Asturiana de RoI y CLN (Convivencias Lúdicas Nacionales)

GRANTS, AWARDS, RESIDENCES

- 2012 Fabra i Coats: production residency *Audiogames installation*, Barcelona
2012 Telenoika Research and Production Grants, *Kinoraw project*. Barcelona
2012 Espacio Trapezio, production residency *Audiogames installation*, Madrid
2012 Laboral Centro de Arte, production residency *Audiogames installation*, Gijón
2010 Telenoika, Research and Production Grants, Special Mention for *Audiogames*, Barcelona
2000 varios cortometrajes con premios internacionales [**>**], [**>**]

INSTALLATIONS, ART PIECES

- 2024-2025 **BlockHood**, Exposición La Ciudad Visible/ La Ciudad en Juego, Euskadiko Arkitektura Institutua, Donostia
2023-2024 **BlockHood**, Exposición La Ciudad Visible/ La Ciudad en Juego, Centro Centro Madrid
2012 **Audiogames 2.0**, Telenoika, Barcelona
2012 **Audiogames 1.0**, Festival In-sonora, Madrid
2010 **Audiogames**, Playlab (Experimental videogame workshop) Arsgames, Medialab Prado, Madrid

ACADEMIC EDUCATION

- 2015 H4ckademy, 2ª edición (Madrid)
- 2009 Postproduction with After Effects. Editrain (Madrid)
- 2004-2005 Cinematography. Lighting and Camera Annual course. Séptima Ars
- 1999-2001 Associate's Degree in Visual Arts and Design, Photography Major. Oviedo Art School

LANGUAGES

- Spanish (native)
- English
- Catalán

BLOG

<http://www.surreal.asturnazari.com> blog

PORTFOLIO

<http://www.surreal.asturnazari.com/portfolio> works

REEL

<https://vimeo.com/carlospadial/reel2021> 3D reel