

# MOHAMMAD NOUREDDINI

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## Profile

Visual artist and storyteller working across traditional and digital media to explore themes of cultural memory, identity, and symbolism. With a foundation in fine art (BA in Painting), my practice bridges painting, illustration, and concept design. I create personal and commissioned work that often revives heritage through contemporary form, with a focus on narrative and atmosphere. My artworks have been exhibited, published, and awarded internationally, including as Art Director of the multi-award-winning short animation *Tomorrow*. I am deeply committed to artistic growth, cultural dialogue, and sharing knowledge through exhibitions, collaborations, and workshops.

## Selected Exhibitions

- **Safe Spaces: A Consortium for Street Children Exhibition** – Group Exhibition – Espacio Gallery – London, UK – Upcoming
- **Unstable** – Solo Exhibition – ArtSpace Gallery – Cambridge, UK – September 2025
- **Navigation** – Group Exhibition – Fronteer Gallery – Sheffield, UK – August 2025
- **In Light of All This: Soft Power, Strong Voices** – Group Exhibition – CISTA ARTS – UK – August 2025
- **Accidental Landscapes** – Solo Exhibition – Zameen Art House – Vancouver, Canada – July 2025
- **Permanent Exhibition** – Group Exhibition – Iranian Artists' Forum - Tehran, Iran – May 2025
- **Chromatic Fields** – Solo Exhibition – Local Edition Gallery - Sydney, Australia – October 2024
- **Horses** – Group Exhibition – Faam Gallery - London, UK – July 2024
- **No. 15, BIT projects series** – Group Exhibition – Kerman, Iran – July 2019
- **Figurative** – Group Exhibition – Iranian Artists' Forum - Tehran, Iran – May 2019
- **Drawing as Living** – Group Exhibition – Iranian Artists' Forum - Tehran, Iran – June 2018
- **World of Enchantment** – Group Exhibition – Iranian Artists' Forum - Tehran, Iran – November 2016

## Selected Projects

- **Silent Agonies**  
A monotype series exploring collective trauma, war, and displacement through expressive prints. Using a hand-drawn transfer process from inked glass plates, the works depict human figures caught in moments of grief, confrontation, and collapse. Each print is non-repeatable, mirroring the fragile and singular nature of the histories they reflect.

- **Stage & Shadow**  
A series of ink and watercolour paintings exploring the tension of performance, presence, and the gaze. Inspired by myth, ritual, and collective memory, these works depict theatrical moments suspended in time, figures caught mid-action, isolated under light, or submerged in darkness. The confined space of the stage becomes a visual metaphor for power, vulnerability, and emotional architecture.
- **Chromatic Fields**  
*Oil Painting Series*  
A series of oil paintings exploring the geometry, rhythm, and atmosphere of the landscape. Fields, trees, and pathways are reduced into simplified forms and vibrant planes of colour, capturing both the structure and the emotion of place. Developed through cycling and bikepacking journeys, the series reflects impressions of land seen in motion, shifting patterns, colours, and moods translated into abstracted compositions where colour and shape become the primary language.
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- **Accidental Landscapes**  
A digital painting series exploring the hidden forms and accidental beauty found in piles of urban and natural waste. These works investigate the tension between visual composition and ecological collapse, reinterpreting rubbish as a reflection of cultural excess, neglect, and denial. Painterly in form yet confronting in subject, the series asks: what are we choosing to ignore, and what does our waste reveal about us?
- **Tomorrow**  
*Art Director, Visual Development*  
A painterly animation directed by Aryasb Feiz, exploring loss, resilience, and childhood through rich symbolism. Winner of Best Animation at *Brooklyn Film Festival* and *Foyle Film Festival*. 7.2M views on Omeleto, *Oscar-qualifying* festival selection.  
Roles: Art Direction, Visual Development, Color Scripts, Narrative Design
- **Sharab-e Cheshman**  
*Illustrator, Visual Storyteller*  
An artistic exploration of spiritual longing and human conflict, using symbolic visual storytelling in ink and digital media for Music Video for Mohsen Namjoo. Broadcast on BBC Persian.
- **Sofalgar** – Cultural Board Game  
*Illustrator*  
Commissioned by The Institute for the Intellectual Development of Children and Young Adults (Iran). Designed board, booklet, and box art featuring ancient Persian pottery to promote cultural heritage among younger audiences.

## Professional Affiliations

- Cambridge Open Studios – Member (2025–present)

## Awards

- *Honourable Mention* – ArtStation Keyframe Illustration Challenge (2022)
- *2nd Prize* – Best Illustration, 6th National Festival of Toy & Illustration Design (2021)
- Best Animation "*Tomorrow*" – Brooklyn Film Festival & Foyle Film Festival (2024)

## Media Recognition

- *Mohammad Nouredini: questioning what is left unseen* – [Avam Mag](#)
- *A look at the "Heavy Silence" collection of works by Mohammad Nouredini* – [Poshtebam](#)
- [Media Feature](#) – Kanoon Cultural Institute, article and interview on visual storytelling in games
- Accidental Landscapes: Mohammad Nouredini's Poetic Worlds of Waste – [InspirationGrid](#)
- Accidental Landscapes by Mohammad Nouredini – [DesignCollector](#)
- "*Tomorrow*" featured on [Omeleto](#) (6.8M+ views) (2024)
- "*Sharab-e Cheshman*" music video aired on [BBC Persian](#) (2021)

## Workshops & Teaching

- Creative Skill School – Concept Design – Instructor – 2020
- Inverse School – Digital Painting – Instructor – 2019
- Tarbiat Modares University – Digital Paining Workshop – Instructor – 2019

## Education

### **BA in Painting and Visual Arts**

Shahid Bahonar University – Kerman, Iran · 2006 – 2010

## Work Experience

- **Senior Concept Artist** – Jagex · Cambridge, UK · 2022–2025  
Created promotional artwork and concept designs for RuneScape.
- **Art Director** – Bad Stache Studio · Iran · 2018–2022  
Directed multiple short animations, including *Tomorrow*.
- **Concept Artist** – 2010–2022  
Freelance Projects in Games, Publishing, and Animation.

## Skills

- **Artistic:** Watercolour, oil, ink, charcoal, digital painting, visual storytelling, concept development
- **Tools:** Photoshop, Blender, 3D Coat, KeyShot, ZBrush
- **Languages:** English, Persian