Özgür Kahraman

3D & Immersive Artist

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Ankara, Türkiye

PROFILE

I am Özgür Kahraman, a 3D and immersive artist in Ankara, Türkiye. A 3D artist first: everything I make starts as geometry, materials and light, and is built for the scale of a wall rather than a screen. From 2024 to 2026 that meant Infinia: twelve projectors on a single workstation, and a new world every few months.

Most of what I make ends up projected onto something: a five-surface room, a wall at a launch event, five LED columns behind a DJ. That constraint shapes the work. Content has to be authored to real geometry at real scale, hold up when a single surface is metres wide, and run in realtime without anyone in the room thinking about the machine driving it.

I combine Unreal Engine, Blender, TouchDesigner, HeavyM and AI-assisted workflows to prototype quickly and deliver finished visual systems. Based in Ankara, Türkiye.

SELECTED CLIENTS AND BRANDS

Infinia · Neurolanche X Labs · YachtingVerse · Imaginatrix · Goodboys · Marketing İstanbul · Marketing Türkiye · WIRED Türkiye · Scania · hepsiburada · Emaar — XP Zone

EXPERIENCE

VJ / Live Visuals (Freelance)

Aug 2026

Goodboys — Ankara, Türkiye

- Built and performed a two-hour audio-reactive rig for a five-column LED stage: one TouchDesigner scene rendered through five cameras, each sent out as its own NDI feed and decoded to HDMI at the wall, so a line crossing the stage stays a line; the band's clip pack was transcoded to HAP for realtime playback.
- Drove every cut, hue move and flash from live analysis of the desk feed through Essentia, with an autopilot advancing scenes on a beat count and a phone remote served by the project itself.

3D Artist

Feb 2024 - Jul 2026

Infinia Advanced Elektronik — Ankara, Türkiye

- Built and installed content for a five-surface immersive room: twelve projectors driven by one workstation with three GPUs, warped and blended in HeavyM so the floor and the walls meet without a seam.
- Modelled and rendered a sixteen-minute solar system — nine worlds, each seen from orbit and then from its own surface — in Unreal Engine 5 and Blender, composited to the installed 12000×1200 wall ratio with a matching floor pass.
- Built an interactive floor entirely in TouchDesigner: an Intel RealSense D455 depth camera feeding a live point cloud, with optical flow steering GPU particles through custom GLSL, so the room answers one visitor or a crowd without anything changing.
- Built an audio-reactive installation with nothing of its own to show until someone makes a sound — a microphone through an interface into TouchDesigner's own audio CHOPs, splitting low, mid and high to drive colour, motion and pattern.
- Rendered a twelve-minute, seven-scene forest through Unreal Engine 5's Movie Render Queue for the same rig.
- Delivered Capsule, the portable three-by-three-metre room, to Marketing İstanbul, Marketing Türkiye and WIRED Türkiye: seven projectors, an eleven-minute loop of brand content on every surface, and a depth-camera interactive floor between rounds.
- Designed projection mapping animations for the XP Zone Emaar launch, built to interact with physical objects.

EXPERIENCE

Freelance 3D Artist

Jul 2022 - Feb 2024

Freelance — Remote

- Neurolanche X Labs: built a photoreal MetaHuman through Unreal's photo-to-MetaHuman pipeline, performed with Live Link Face and rendered from Unreal Engine 5.2 with Movie Render Queue; costume in Marvelous Designer, skin and eyes finished in Substance.
- Neurolanche X Labs: produced a thousand-piece cyberpunk portrait collection with a trait generator scripted in Blender's Python API, on one shared camera and light rig so the whole set reads as one world.
- YachtingVerse: modelled, textured, lit and rendered a thousand octopus characters at 4K for a metaverse collection, built from a family of roles and their kits.

TECHNICAL SKILLS

Immersive & Realtime: Immersive Visual Design, Projection Mapping, Realtime 3D Environments, Interactive Installations, Exhibition & Event Content, Product Visualization, Rapid Prototyping

Realtime & 3D: Unreal Engine 5, Unity 6, Blender, ZBrush, Substance Painter, Marvelous Designer, Quixel Mixer, Houdini, Modelling, Texturing, Lighting & Rendering, Rigging & Animation, PBR / Game-Ready Asset Optimization

Interactive / Immersive: TouchDesigner, HeavyM, Projection Mapping, GLSL / Shader Authoring, GPU Particle Systems, Depth Sensing & Point Clouds (Intel RealSense, Kinect), Computer Vision / Optical Flow, Audio Analysis & Audio-Reactive Visuals, NDI, HAP & DXV, Motion / Time-Based Triggers, Spatial Interaction Prototyping

Scripting & Pipeline: Python, C#, Blender Python API, Procedural & Generative Systems, Pipeline Tooling, Git, ffmpeg

Content & Delivery: 360° / Equirectangular Content, Panoramic & Multi-Surface Masters, H.264 / HAP Encoding, ffmpeg, Media Delivery Pipelines

Motion & Design: After Effects, Photoshop, Illustrator

AI Production: AI-assisted image / video generation, Concept development, Reference building

EDUCATION

Başkent University

BA, Cartoon and Animation — 2022

Department Valedictorian

GPA 3.79

Success Scholarship recipient

Founding member of Anicade

LANGUAGES

Turkish — native / bilingual

English — professional working proficiency

SELECTED WORK ONLINE

Eleven projects with stills, video and the technical detail behind each are at ozgurkahraman.com — immersive rooms, live visuals, realtime systems, 3D art and client work.