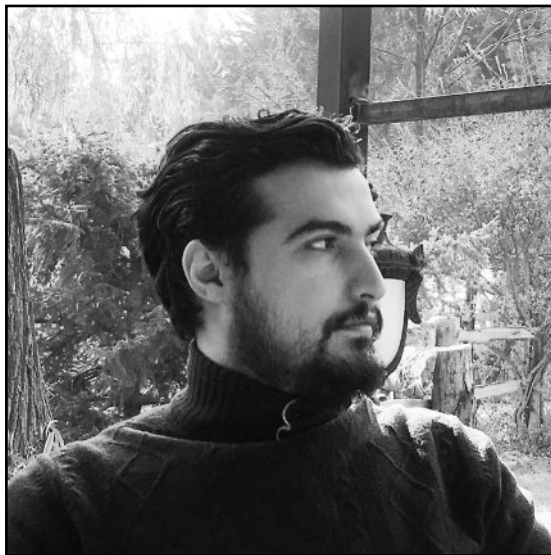


Architecture **PORTFOLIO**

Shahin Afarin
Date: 2025





Shahin Afarin

Architect

Engineering design license
0-10-10-25328

Marital status: Married
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IAUCTB Faculty Of Architecture
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2015 - 2019
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Islamic Azad University
Architecture
2010 - 2014
GPA:17.25 of 20
Tehran,Iran
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Special Skills

Team Leadership,Troubleshooting
Animation, Logo Motion, graphic
design, IT Service,Computer
Hardware, Painting, NFTs

Proficiency

Autodesk AutoCAD ● ● ● ● ●
Autodesk 3Ds MAX ● ● ● ● ●
Rhinoceros ● ● ● ● ●
Grasshopper ● ● ● ● ●
Sketchup ● ● ● ● ●
Autodesk Revit ● ● ● ● ●

...

Lumion ● ● ● ● ●
Chaos Vantage ● ● ● ● ●
Corona Renderer ● ● ● ● ●
Vray Renderer ● ● ● ● ●

...

Adobe Photoshop ● ● ● ● ●
Adobe After Effects ● ● ● ● ●
Adobe Illustrator ● ● ● ● ●
Adobe InDesign ● ● ● ● ●
Adobe Audition ● ● ● ● ●
Corel Draw ● ● ● ● ●

...

Unreal Engine ● ● ● ● ●

Language

English ● ● ● ● ●
Farsi ● ● ● ● ●

Experience

Cedrus Studio Architect
Apr.2024
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Zima Studio Architect
Apr.2023 - Apr.2024
Tehran,Iran
[Instagram.com/Alirezajavanmard](https://www.instagram.com/Alirezajavanmard)

Poorkeivan Studio Studio Director
may. 2021 - Apr. 2023
Tehran,Iran
[Instagram.com/raminpoorkeivan](https://www.instagram.com/raminpoorkeivan)

Triangle Architecture Studio C.E.O.
2014 - Now
Tehran,Iran
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Re-office Architect
2019
Tehran,Iran
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Parshia Qaregozloo office Junior
Architect
2011 - 2013
Lavasan,Iran
[parshiaqaregozloo.ir](https://www.parshiaqaregozloo.ir)

...

ISIRAN 3D Generalist
Jan. 2016 - Apr. 2021
Tehran,Iran

Mobin Research Center 3D Generalist
2011 - 2016





مجموعه مسکونی
بوم آخر



مسابقه ملی معماری
مجموعه مسکونی
جزیره بوموسی

CG Artist, Designer, Interior Designer



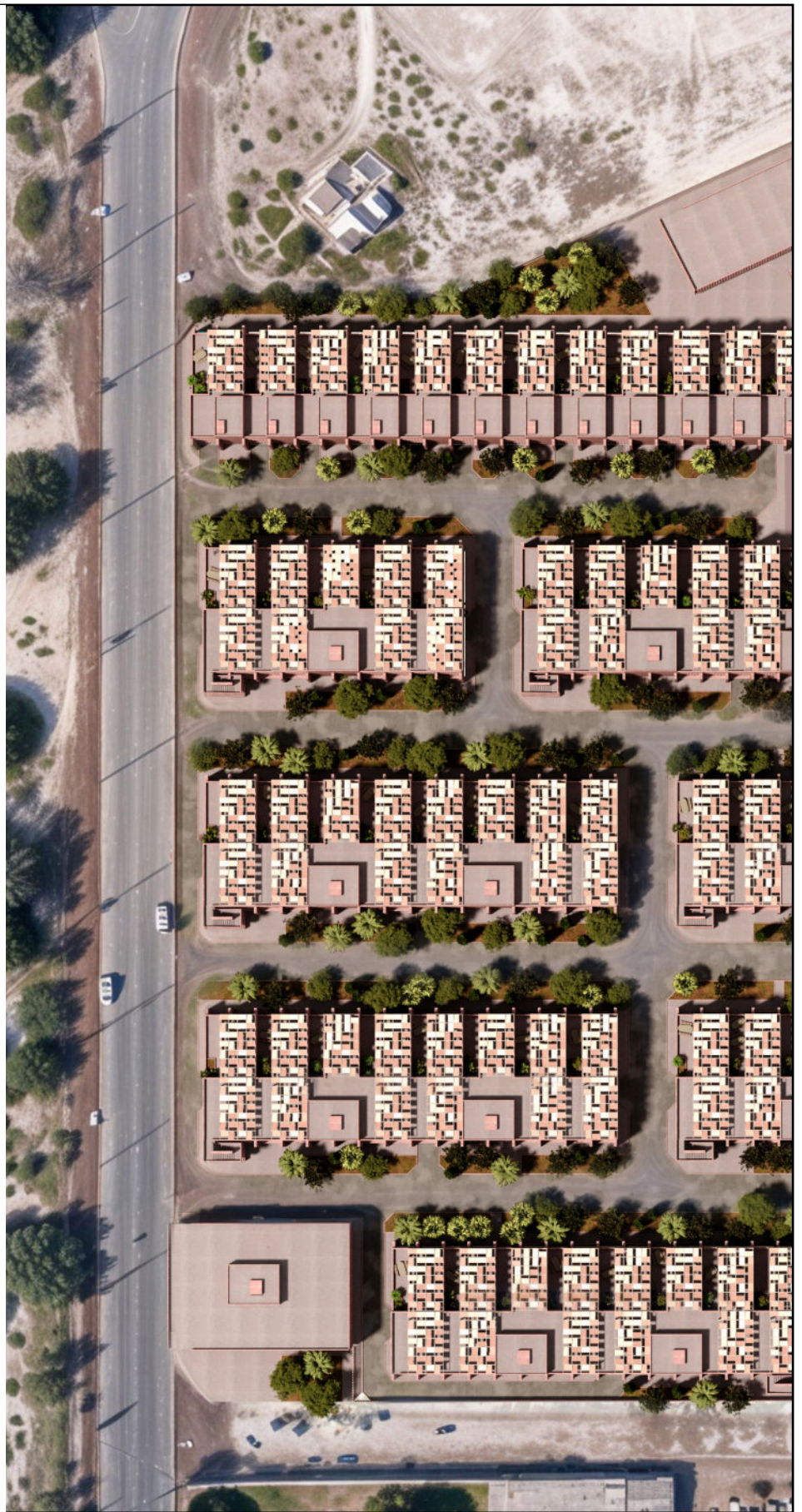
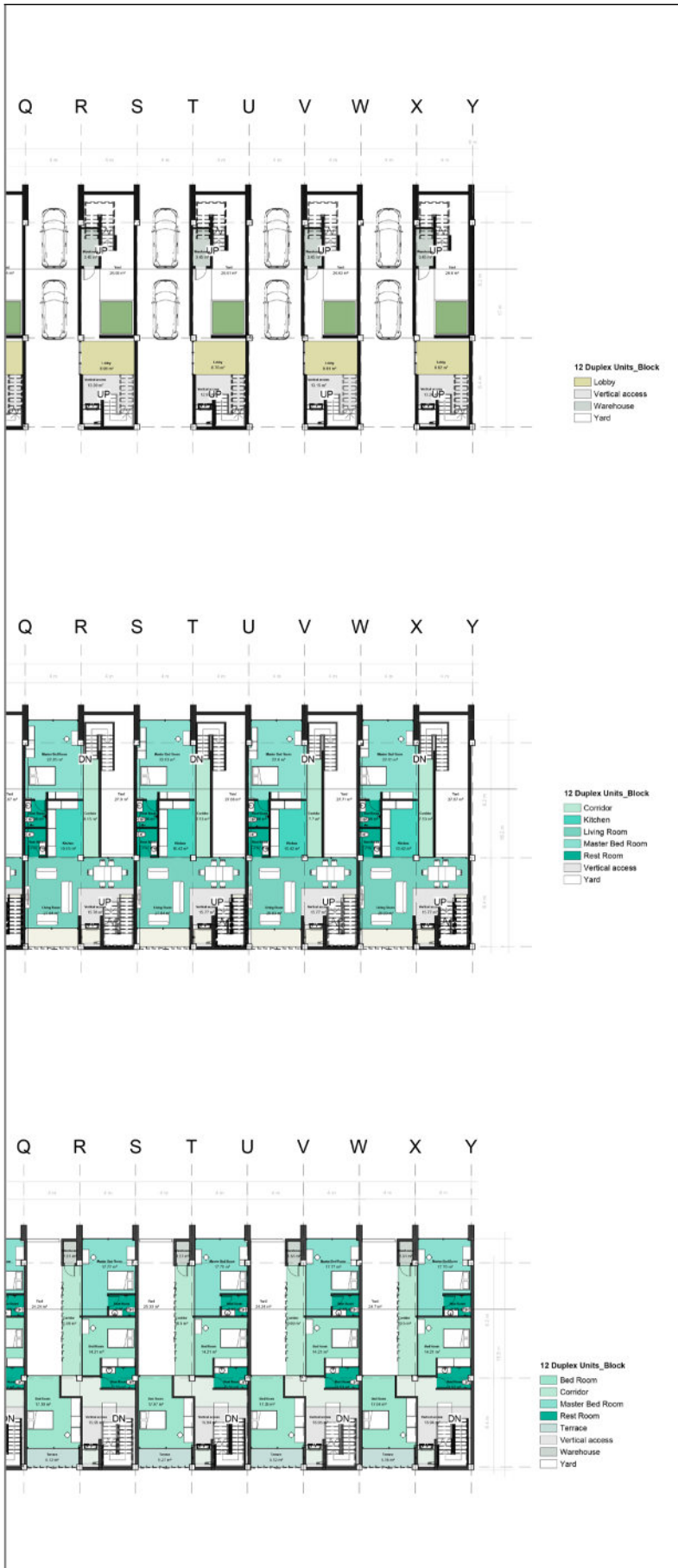
The main issue for the design team in this project is to maximize the population's attraction to choose a location for living in Abu Musa I. Given the small size of the island and its remoteness, this response must be aligned with reality, as it is not feasible to cover all the deficiencies in facilities and urban weaknesses of Abu Musa due to the scale of the project and its supportive nature. Therefore, we aim to provide a residential complex with high architectural space value (beyond a high-density residential neighborhood) while maximizing connections with the strengths of the Abu Musa ecosystem and creating amenities that exceed the standards of a supportive neighborhood. This approach aims to leverage the strengths of this location rather than merely addressing the weaknesses of Abu Musa, thereby providing an effective attraction. It is important to note that this does not mean disregarding the needs

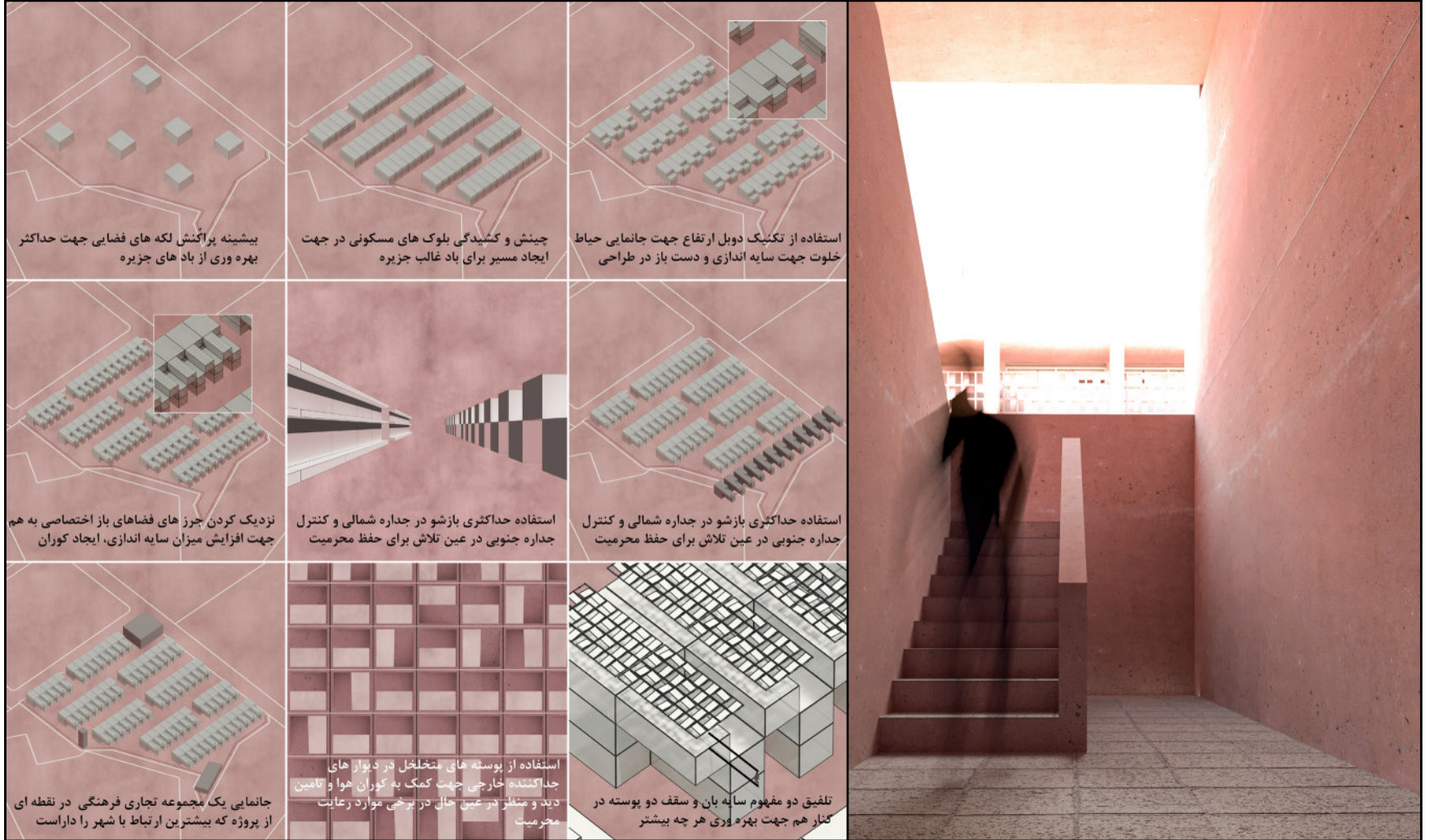
مجموعه مسکن کونی بومِ اَخرا

Red Ocher Region Residential Complex

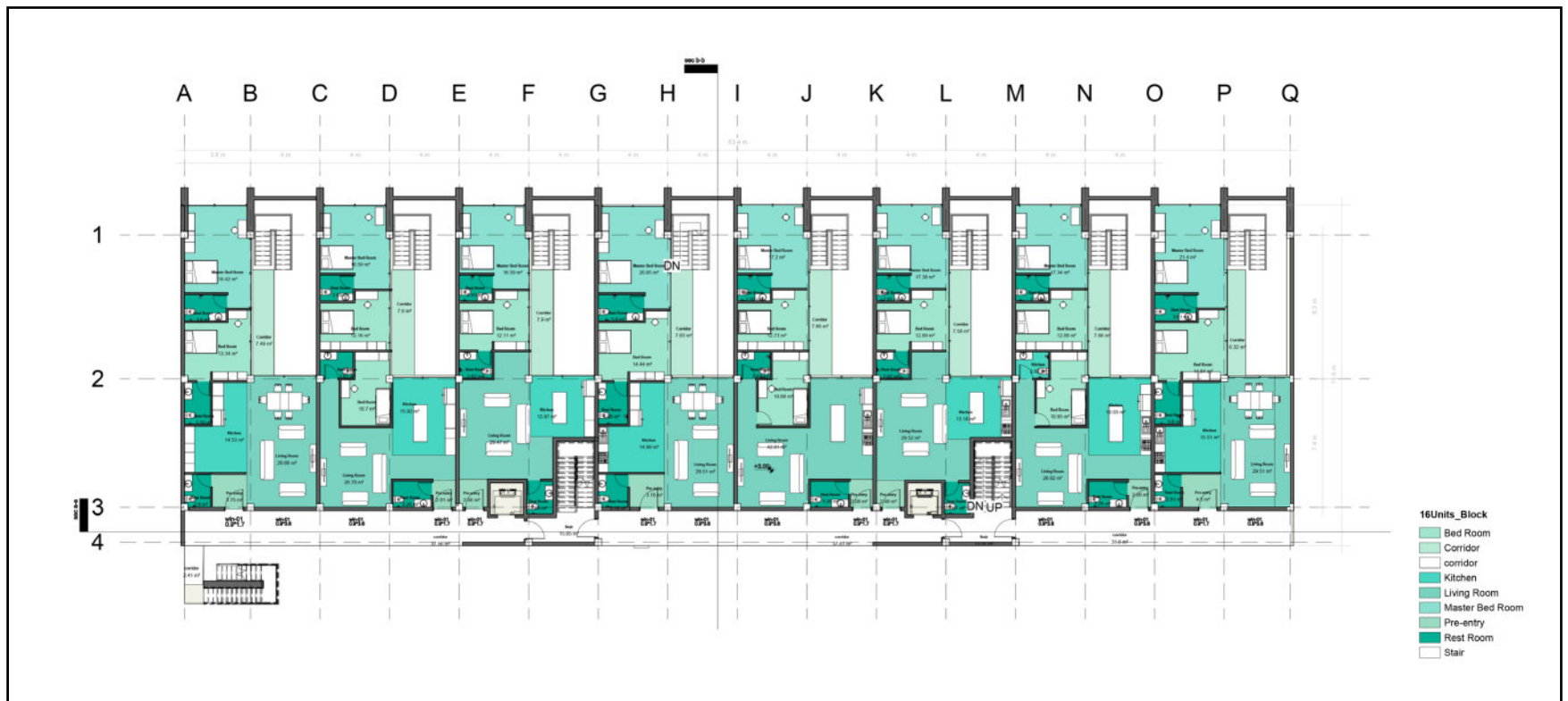


CG Artist, Designer, Interior Designer





CG Artist, Designer, Interior Designer

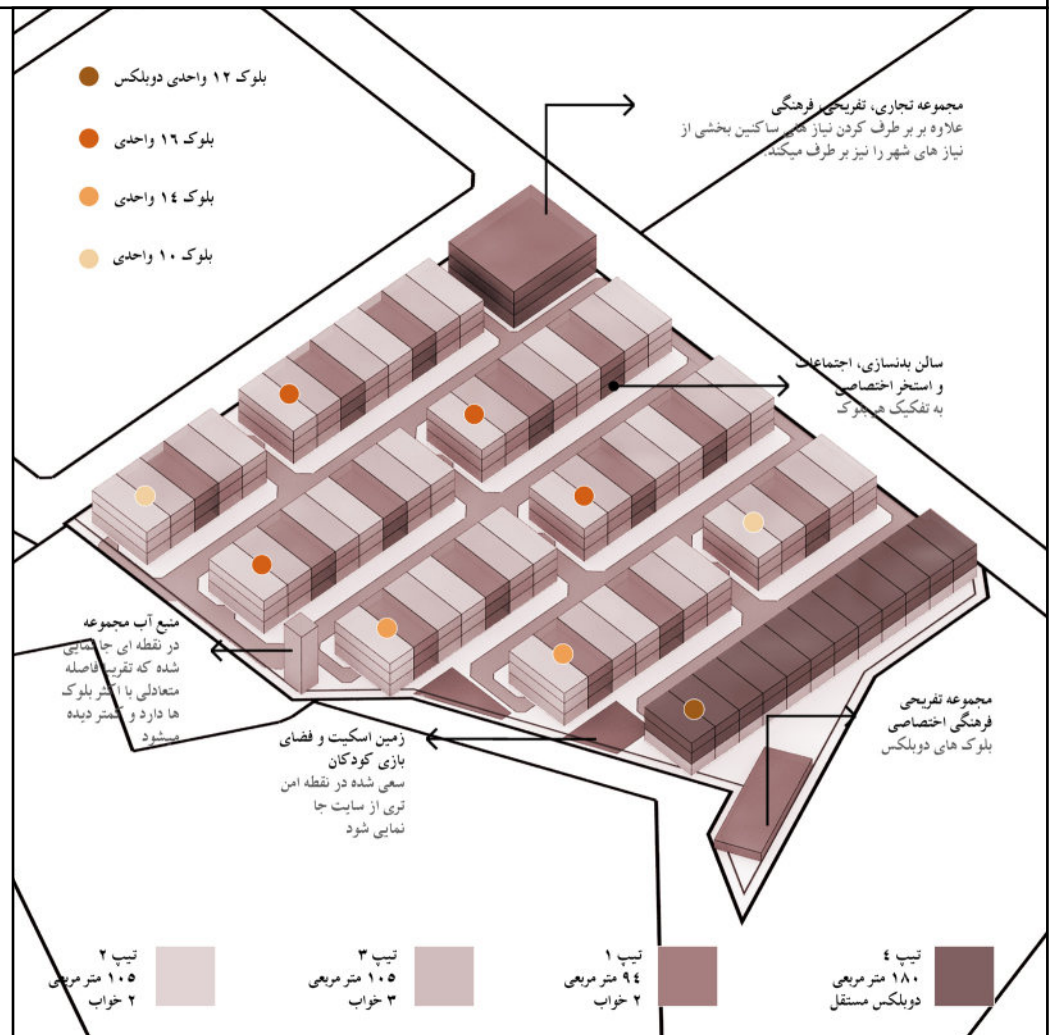


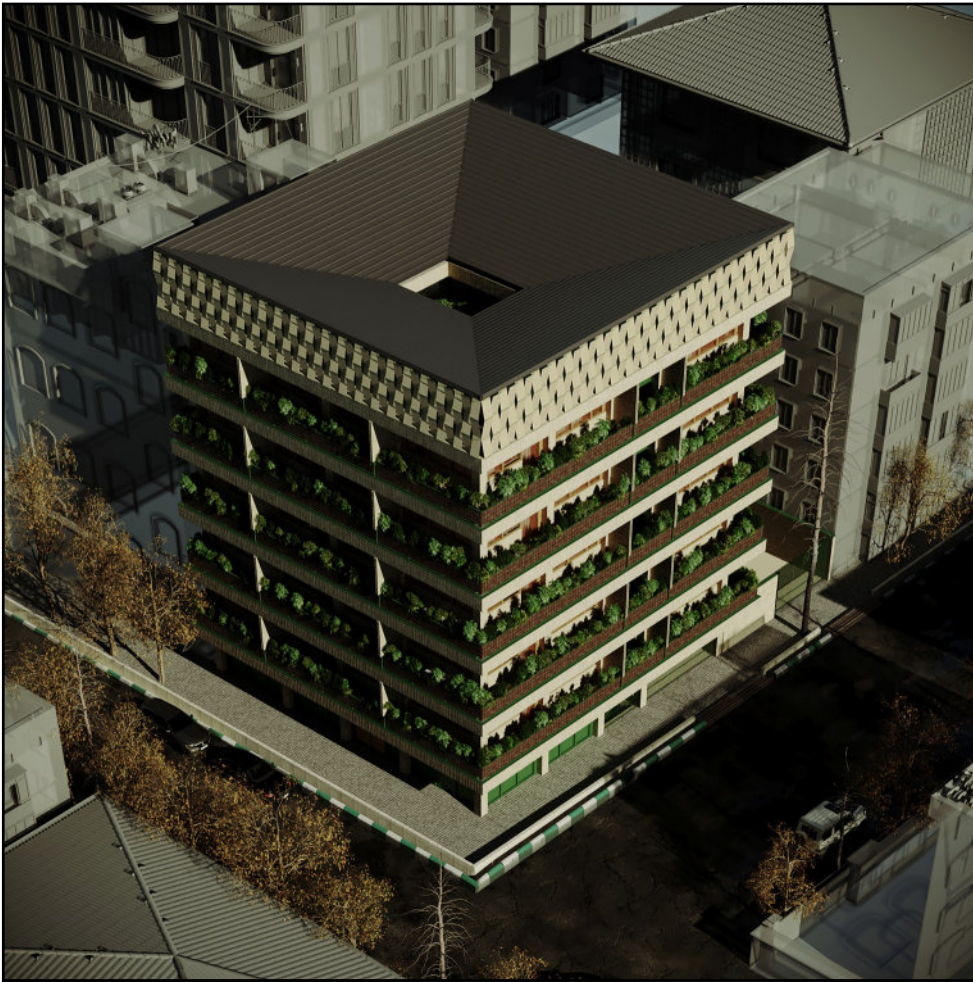
Accordingly, we have advanced the project with the following objectives:

1. Control climatic conditions through architecture to minimize dependence on urban facilities and amenities (sustainable architecture).
2. Maximize connection with the Abu musa ecosystem.
3. Create spatial quality beyond a flat residential unit.
4. Consider architectural solutions from the northern shores of the Persian Gulf due to cultural proximity with the majority population expected to be attracted to this neighborhood, as well as to better respond to sustainable architecture.

In light of these objectives, we addressed the following functional ideas and necessities:

1. Maximize the dispersion of spatial patches for optimal utilization of the island's winds and create environmental currents.
2. Arrange and stretch residential blocks to create pathways for the prevailing winds on the island.
3. Bring together the edges of exclusive open spaces to increase shading, create airflow, and prevent temperature rise in both open and interior spaces.
4. Utilize «double-height» techniques for placing courtyards, enhancing space for more flexible design while maximizing shading and creating more functional areas.
5. Establish complete spatial independence in large units by making them two stories with completely separate access (semi-villa).
6. Integrate the concepts of awning and double-skin roof together for greater efficiency.
7. Use porous skins in external separating walls to aid airflow while providing views and perspectives, while also ensuring privacy in some cases.
8. Direct spatial views towards the sea in areas where volumetric placement allows it, such as rooftop pavilions and western terraces.
9. Use Abu musa red earth color (red ochre) as the dominant color of the project.
10. Position a commercial-cultural complex at a point in the project that has the most connection to the city, addressing not only the needs of residents but also some needs of the city.





Future Residential Apartment Design Competition | Young Architect of the Year 2023

The weak connection between Tehran's residential fabric and its natural environment has inspired us to reimagine the concept of the traditional Iranian courtyard (hayat) in a vertical format. Even within limited private space per household, a semi-open courtyard can seamlessly extend into interior living areas, strengthening the bond with nature.

Tehran, a city highly sensitive to energy and water resources, demands simple yet thoughtful architectural interventions to reduce energy consumption and encourage energy self-sufficiency. Efficient water management strategies, such as harvesting rainwater for secondary uses, should become integral to future designs.

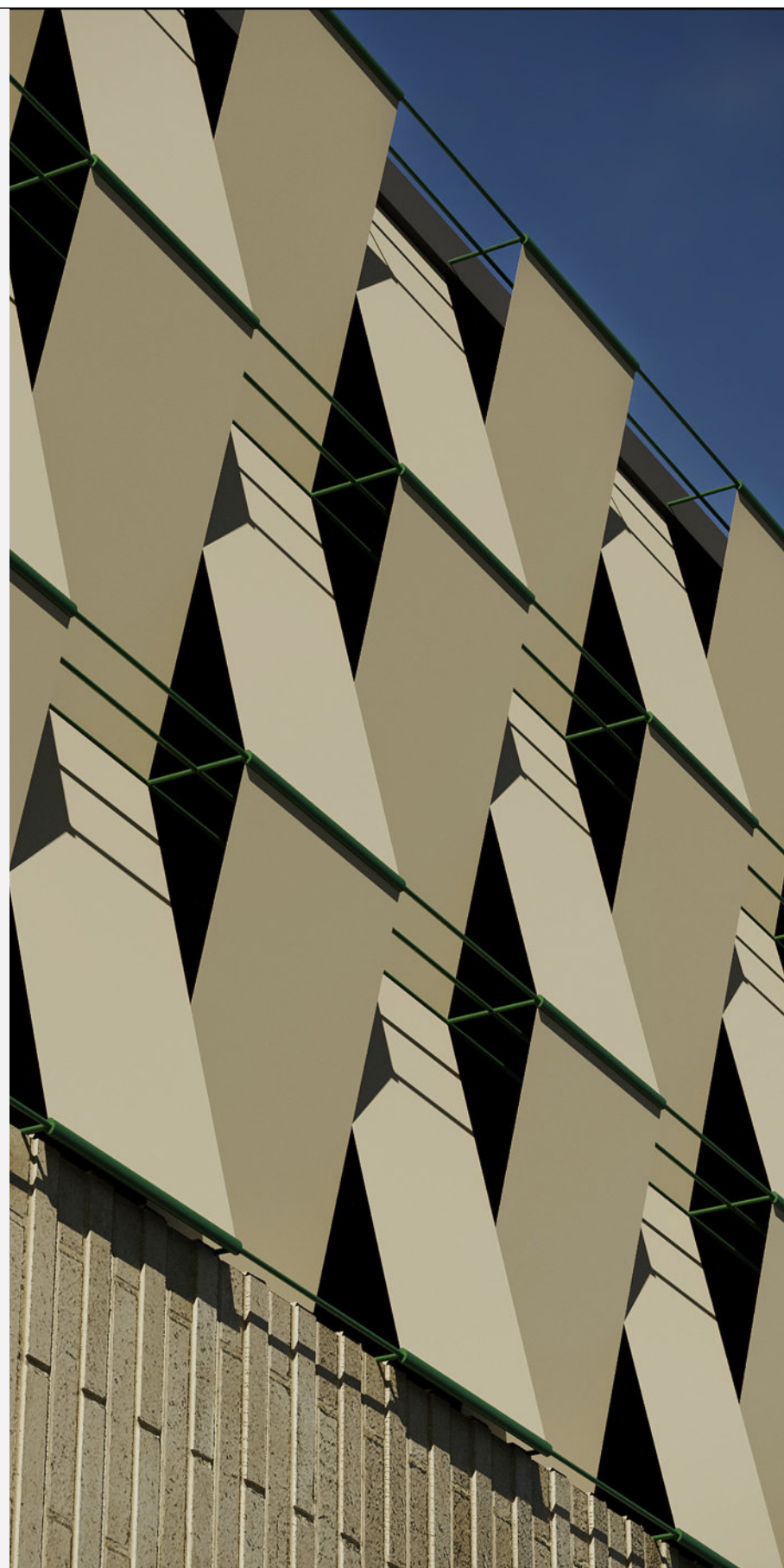
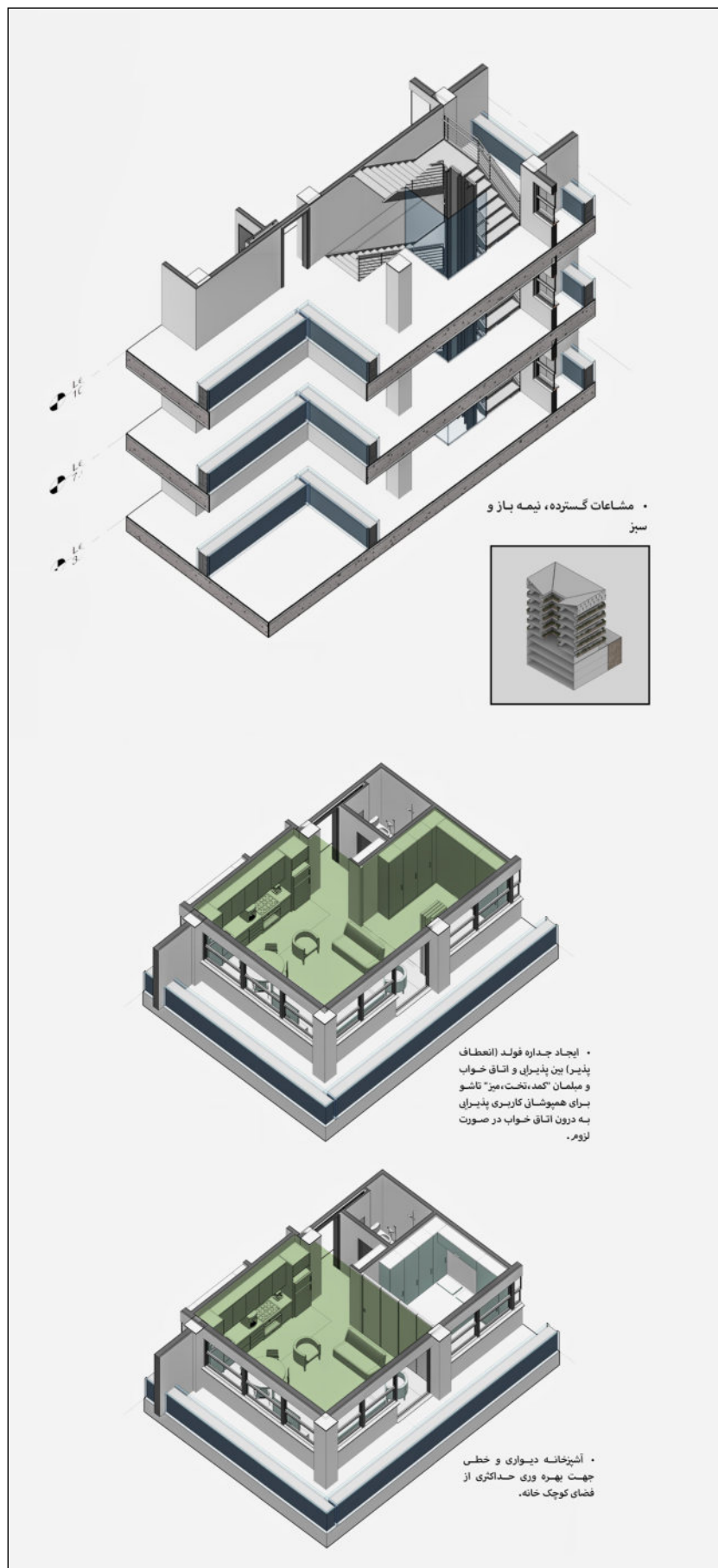
Considering Tehran's hot, arid climate – especially in its dense southern neighborhoods – and its increasingly dry and warm future, controlling indoor thermal comfort is essential. Simple solutions, like incorporating non-residential and green buffer spaces between residential units, can serve as thermal and air pollution insulators while enhancing residents' connection to nature.

Moreover, with over eight million residents from diverse social and cultural backgrounds, Tehran faces complex challenges in communal living. Issues around shared spaces, such as parking, rooftops, and utility areas, highlight the need for clearer spatial boundaries and more thoughtful design of "in-between" spaces. Avoiding maximal parking layouts and separating different uses can help foster better neighborly relationships.

Finally, the ever-present risk of earthquakes – given Tehran's active fault lines and socio-economic density – necessitates a cautious structural approach. In low-cost housing projects, prioritizing seismic resilience through modular, prefabricated structural elements offers a pragmatic and sustainable solution for the city's future.

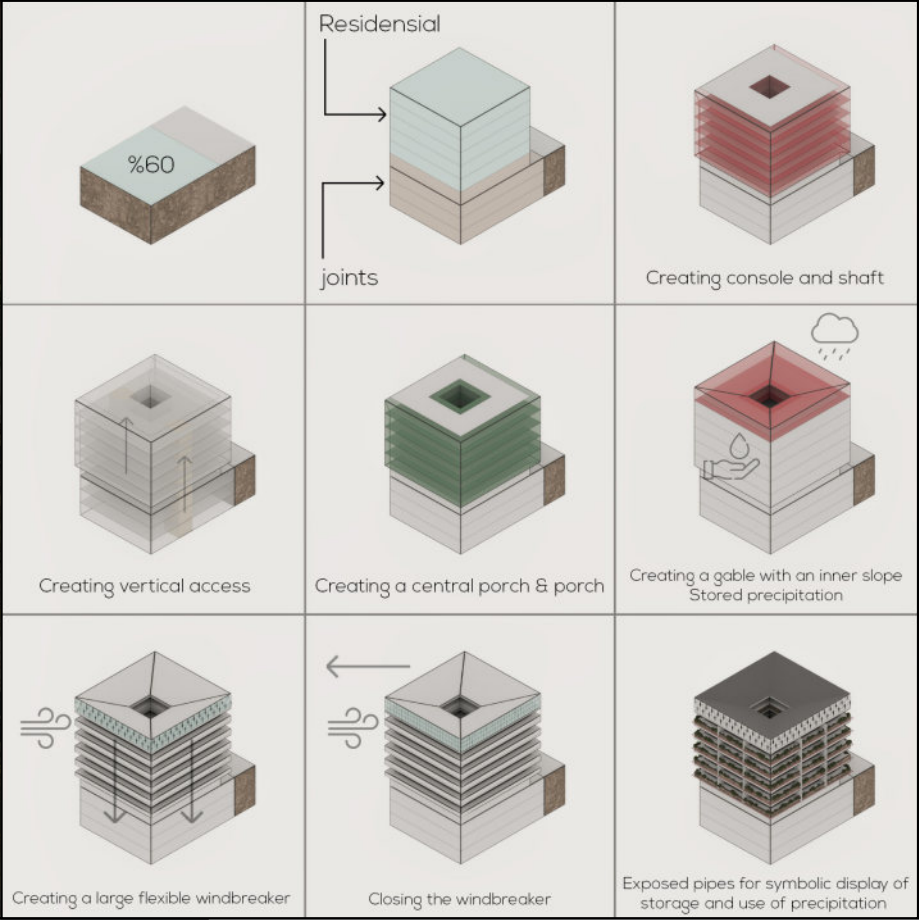


CG Artist, Designer, Interior Designer





• حداقل کردن ارتباط جداره ای بین واحدها



CG Artist, Designer, Interior Designer



Recognized entry

Young Architect of the Year 2023

Future Residential Apartment Design Competition

Design Strategies

Introducing large-scale natural ventilation through a flexible, modular, operable façade.

Wrapping units with deep green balconies to filter heat, noise, and pollution, creating a continuous living green belt.

Using foldable partitions and multifunctional furniture to blur the line between living and sleeping areas.

Adopting linear, wall-mounted kitchens to maximize compact spaces.

Incorporating sliding pocket doors to improve flow and free up space.

Placing living spaces between two semi-open green zones to enhance light, air, and a sense of openness.

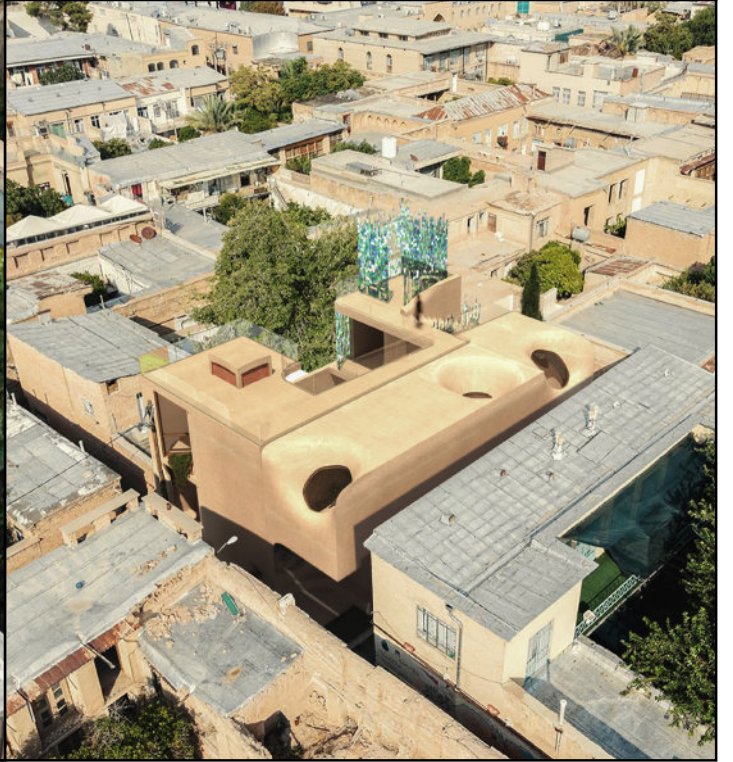
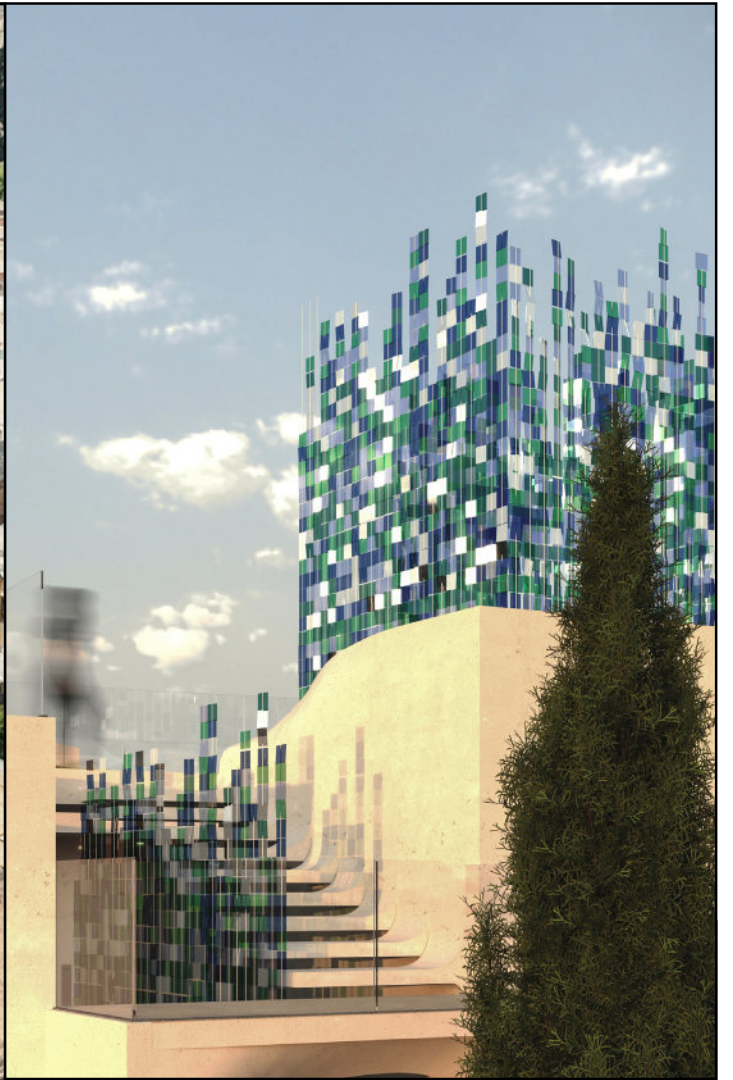
Minimizing shared walls for greater privacy.

Designing generous, semi-open, green communal spaces.

Highlighting earth and lush vegetation as core elements.

Expressing water infrastructure on façades to emphasize the irrigation system feeding the vertical gardens.

Employing fully inward-sloping roofs to collect rainwater and symbolically embrace water as a vital resource.



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The House of Shiraz's Reverie

Our core question for this project, located in the historic Sang-e Siah neighborhood of Shiraz, was:

How can we encourage people who left this old district years ago—and now live in much newer neighborhoods—to return, even temporarily?

The answer isn't straightforward. Narrow two-meter alleys, limited vehicle access, social decline, and weakened security have made long-term resettlement unlikely. Thus, we envisioned a different kind of dwelling—not for permanent living, but for temporary reconnection.

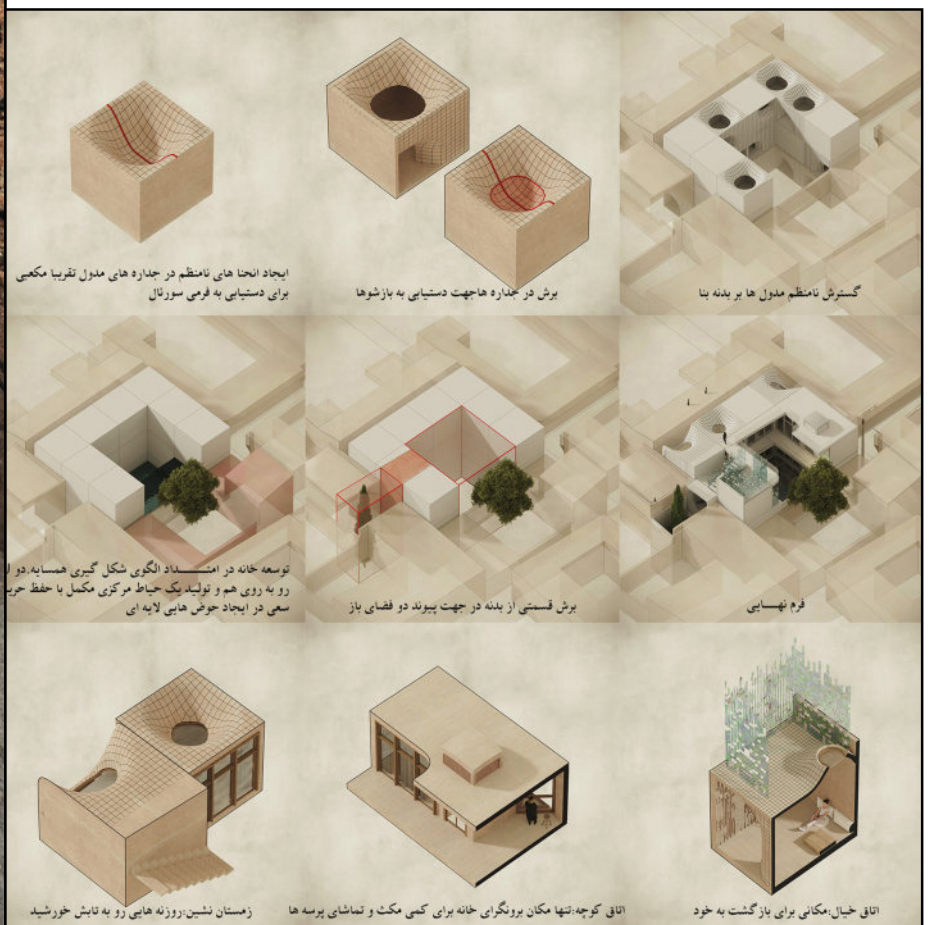
A place akin to staying in a family's countryside villa—not merely for leisure or escape, but as a way to return to oneself, return to the past.

A home rooted in memory.

A momentary pause in modern life, allowing the visitor to reconcile the fragmented soul of the present with the richness of the past.

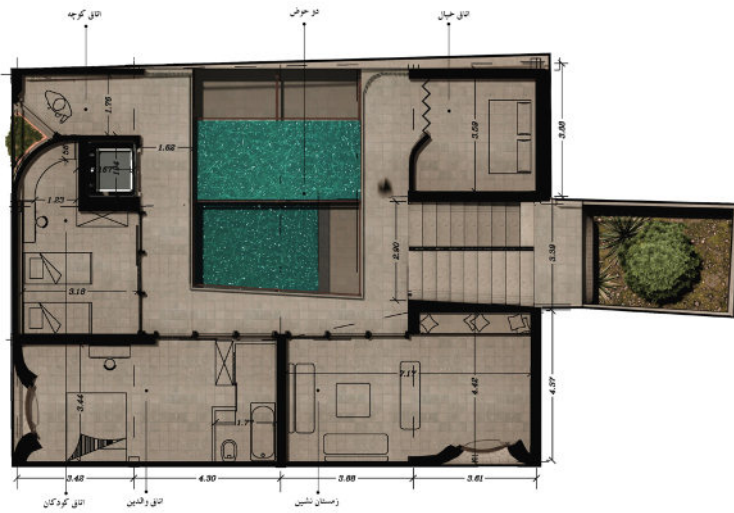
The spatial program of the house reflects this concept. It reimagines how this place once was—allowing former residents to see through familiar windows once again, and offering younger generations a glimpse into the rhythms and poetics of lives once lived here.

This house is designed for one family at a time, with spaces for everyday rituals, enhanced by subtle pleasures. But perhaps more importantly, it includes a space for reverie—a space shaped by light, color, and imagination. Think of surfaces that breathe with time: textures that shift with the sun, volumes that hint at memories, and materials that carry the trace of thought.





CG Artist, Designer, Interior Designer



Its surreal architecture reflects the dreamlike nature of the experience:
 Thick, curved, sometimes sagging walls;
 Expansive light wells;
 Layers of colored skin;
 A suspended path over twin pools;
 and symbolic spatial elements like the "alley room," "mosquito net of light," "double basins," and finally, the "room of reverie."

The layout follows the logic of its neighbors: two U-shaped volumes facing each other, forming a shared central courtyard while respecting privacy and adjacency. The presence of a large neighboring tree inspired the layering of the courtyard pools—offering a vertical rhythm and tranquil center to the space.

4th Edition of "Where Is the Friend's Home?" Competition | Sang-e Siah, Shiraz



Cedrus Architecture

Studio

Projects



CG Artist, Interior Designer



Didar | Mehrshahr
Apartment





CG Artist, Interior Designer



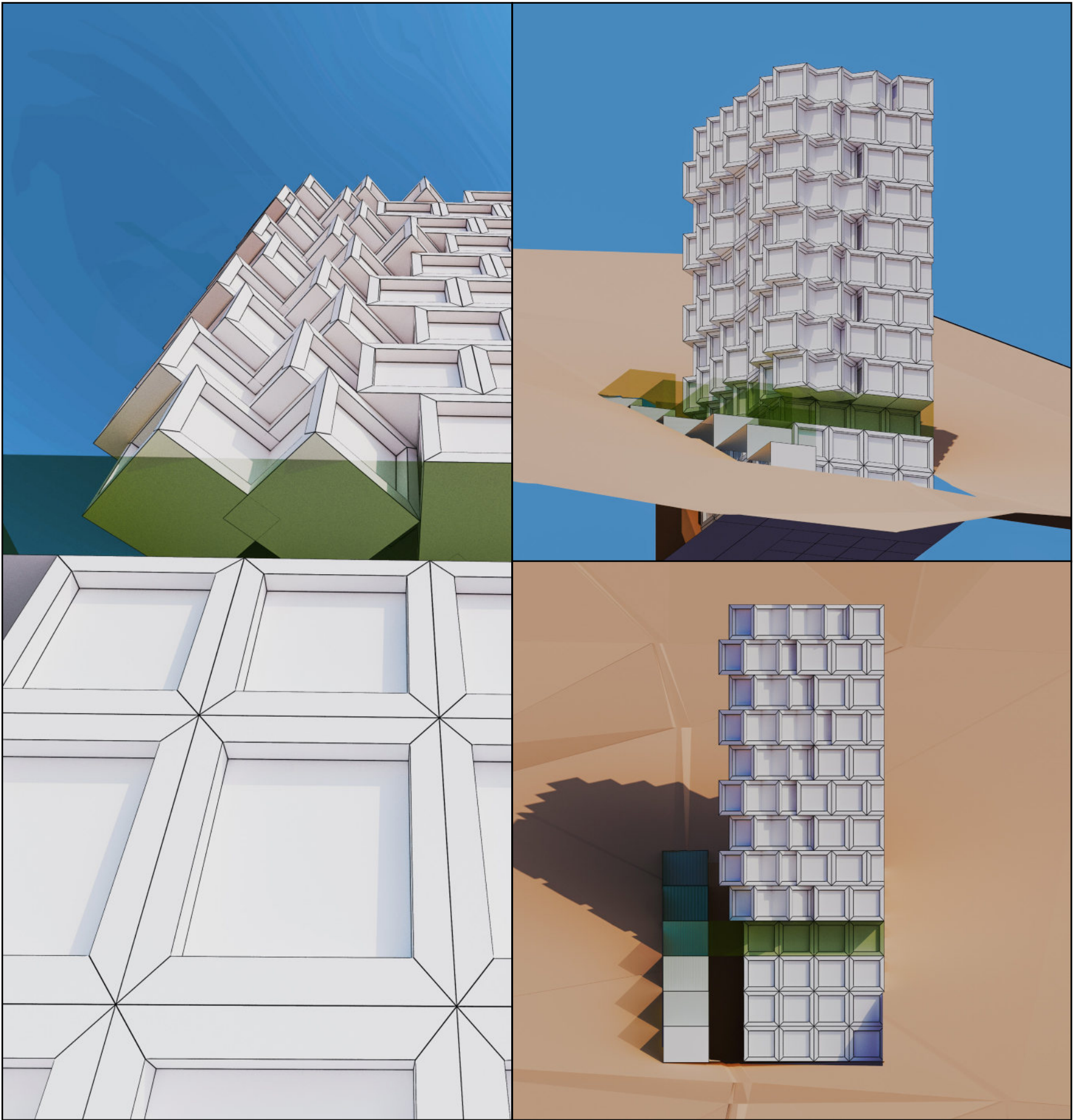


CG Artist, Interior Designer

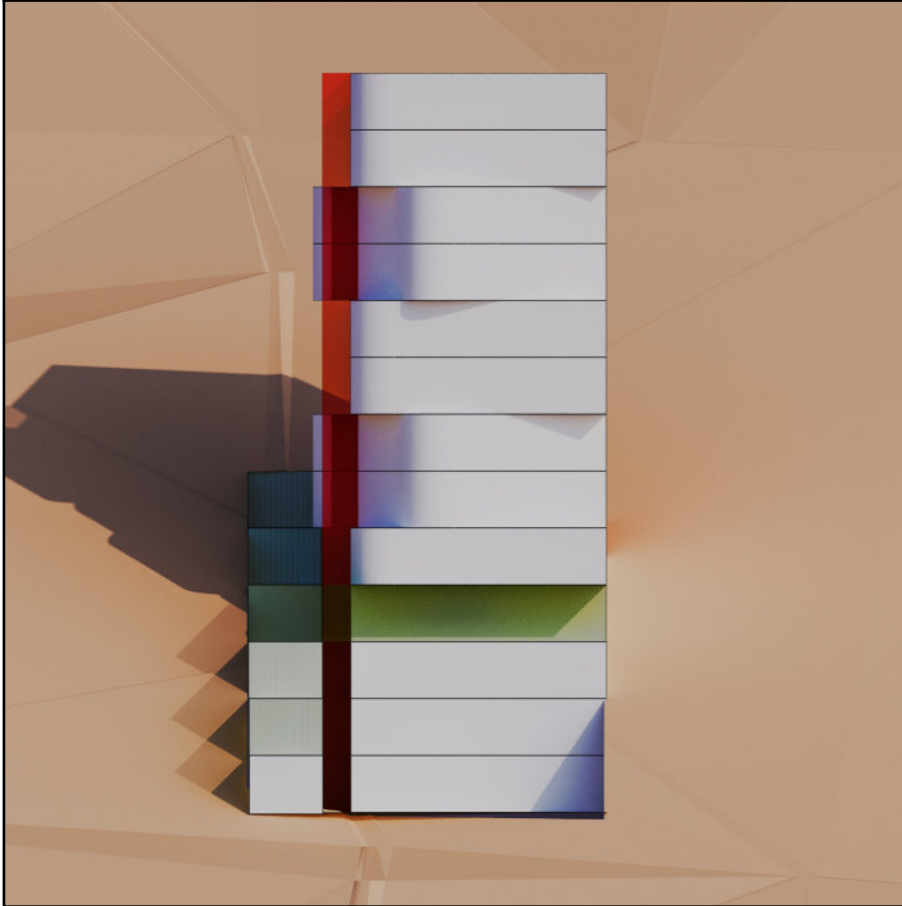
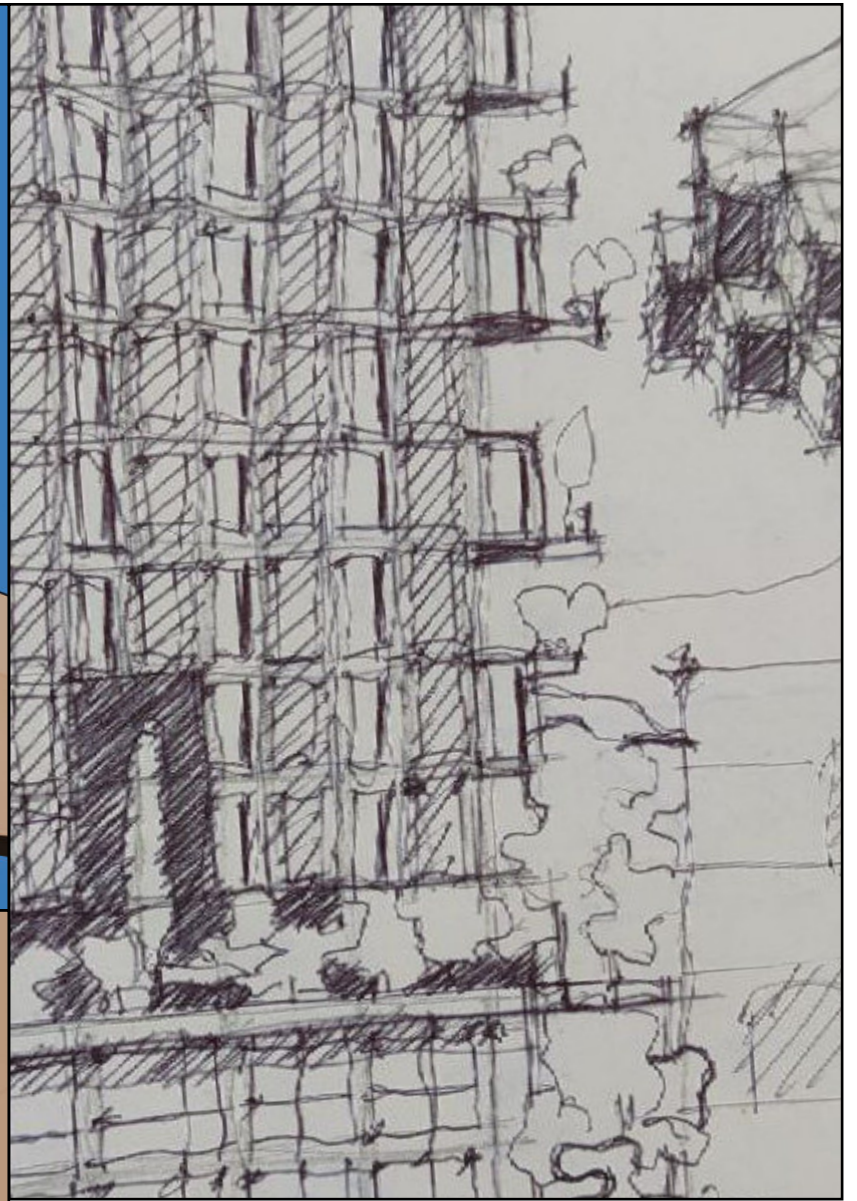
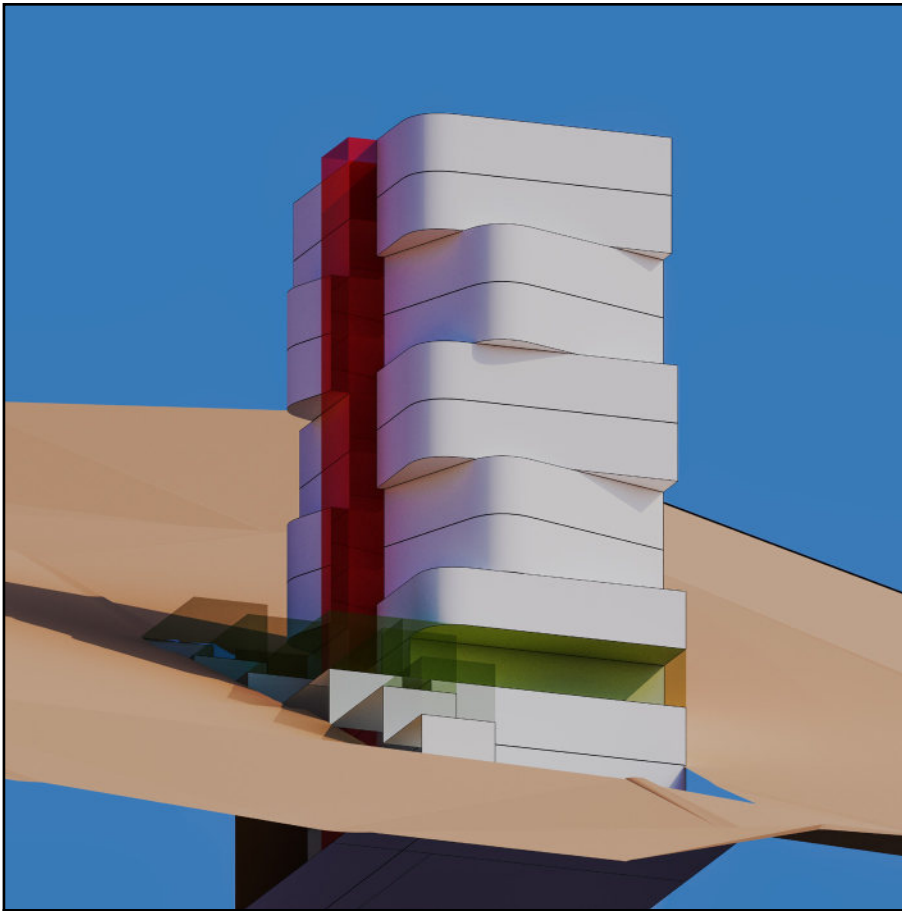


Didar | Mehrshahr
Apartment





Early Sketch, Designer, Graphist



Bookan | Niavaran

Residence

Should the design be shaped primarily by the site's key force—its views and landscape—or should it critically engage with the valley's slope, recalling the memory of hiking paths?

For the architect of a garden tower, the answer must remain pragmatic. While the significance of views cannot be ignored, the design can still honor the valley by forging a strong link between topography and space, grounding the project in the site's past.



CG Artist



Paramis Garden

Residence



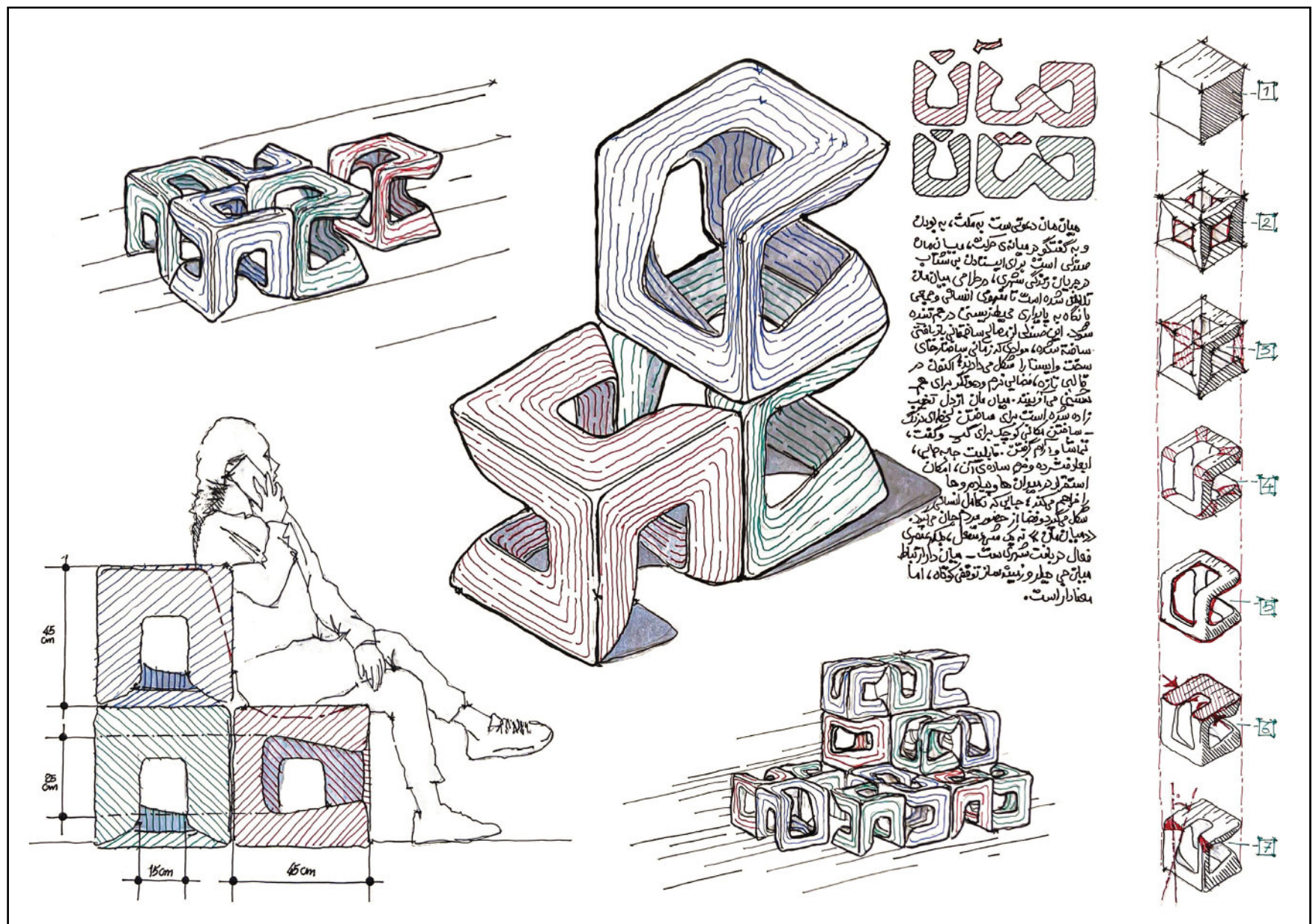
Taraaz Festival

Naam dictionary | Concept for a Chair

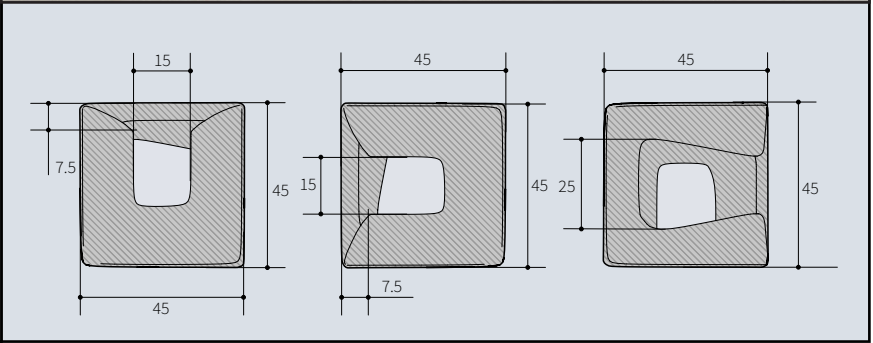
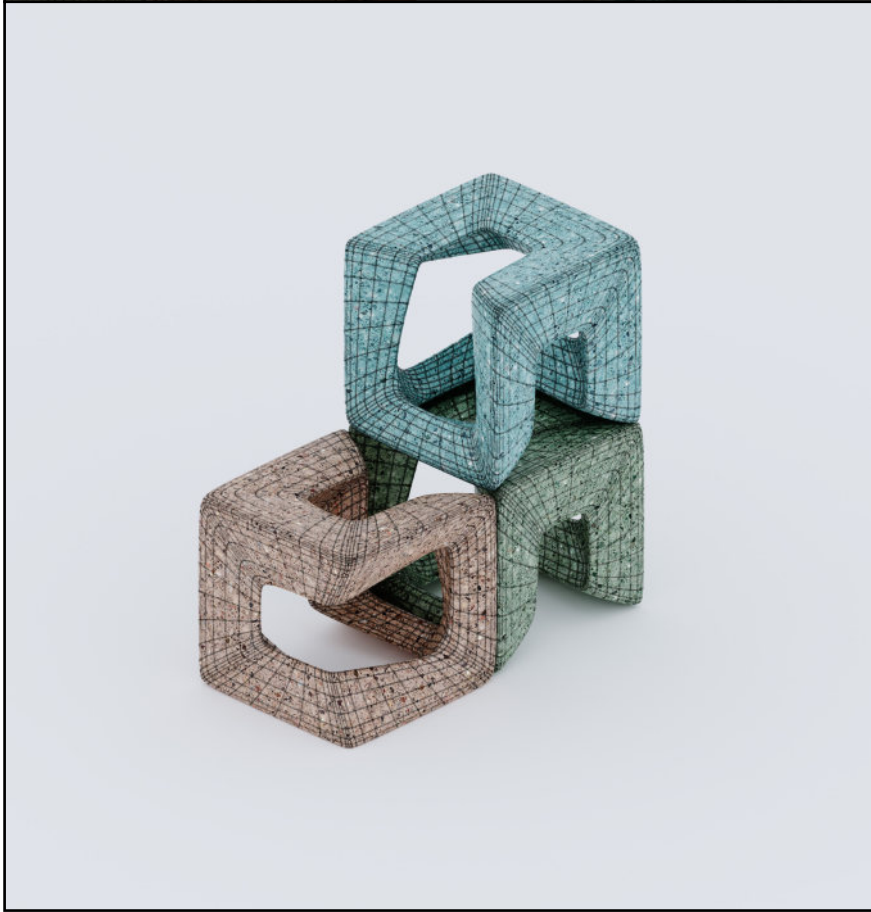
«Mian-Mān» is a seat designed for pausing amidst movement, offering a moment of stillness in the flow of urban life. In its design, an emphasis was placed on blending humanistic and communal concepts with a focus on environmental sustainability.

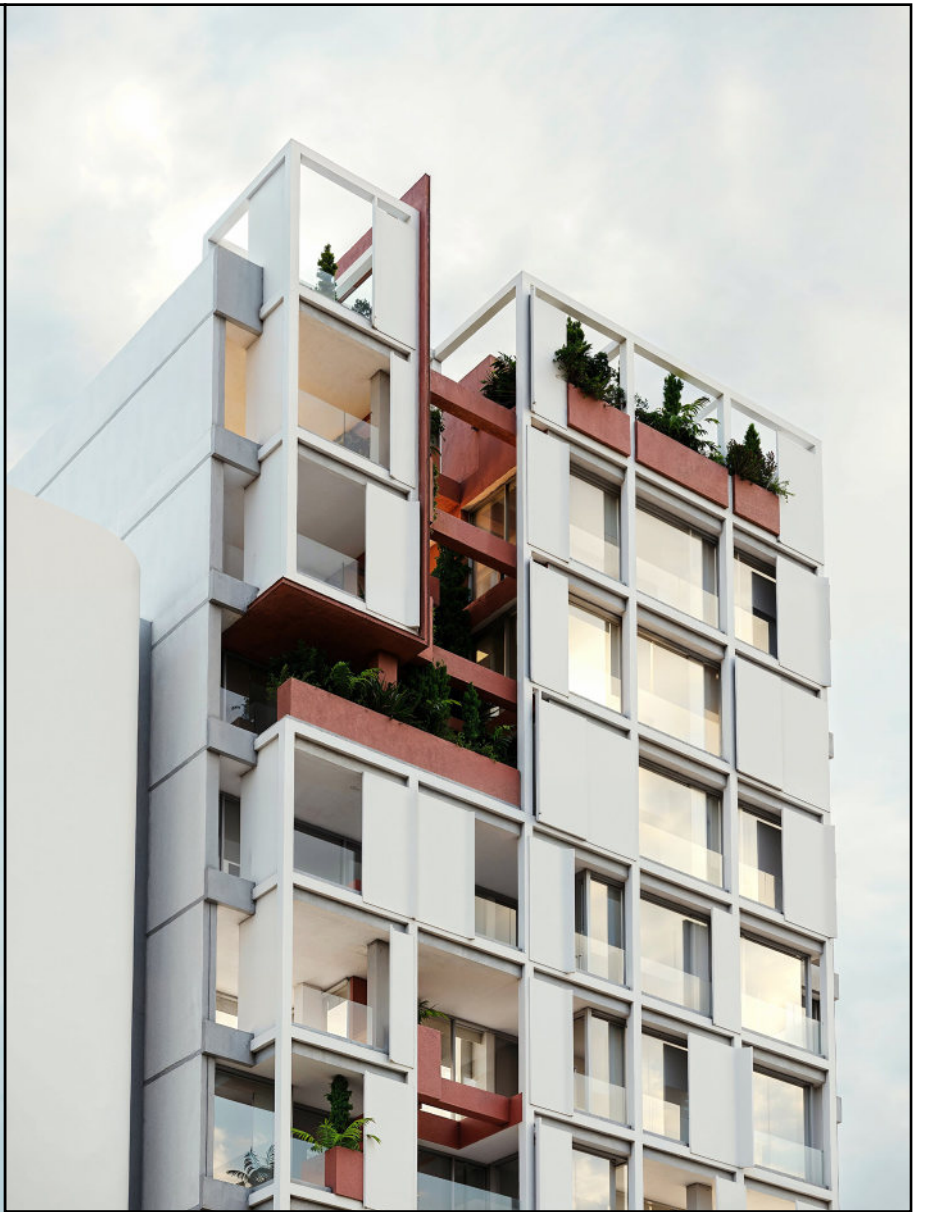
This chair is made from recycled construction materials—elements that once formed rigid, static structures, now repurposed to create a soft, inviting space for gathering. Born from the process of demolition, «Mian-Mān» is a tool for creation—creating a small space for conversation, observation, and rest.

Its portability, compact size, and simple form make it suitable for placement in squares, pedestrian pathways, and in front of cafes, where human interaction thrives and the space comes to life with the presence of people. «Mian-Mān» is not a passive object, but an active element in the urban fabric—mediating connections, fostering encounters, and providing a brief yet meaningful pause.



CG Artist, Designer, Sketcher





Chenaran

Residence

The project introduced a structural extension to the existing frame, a move that reshaped the façade's transparency and porosity. The design sought to let the façade reveal its layers of history while ensuring the new addition retained its own identity. Two slit reconnects the broken skyline of the adjacent buildings, healing the visual gap. Filtered panels on a steel framework not only moderate light and provide privacy but also echo the formal language of the surrounding neighborhood.

CG Artist, Early Sketch, Designer





Kamran Residence

This residential complex sits at a site that opens onto an urban green space on one side and Kamran Street in Tehran's Fereshteh neighborhood on the other. Owing to its large residential plots and rows of plane trees, the street offers little direct visibility of buildings. The design therefore sought to create a continuous façade with perspective from all four directions, establishing a strong architectural presence. The building massing is arranged to maximize views toward both key site features—the urban green space and the southern light—ensuring optimal outlooks from every residence. At ground level, the design integrates the site seamlessly with the adjacent green space.

CG Artist, Early Sketch, Designer

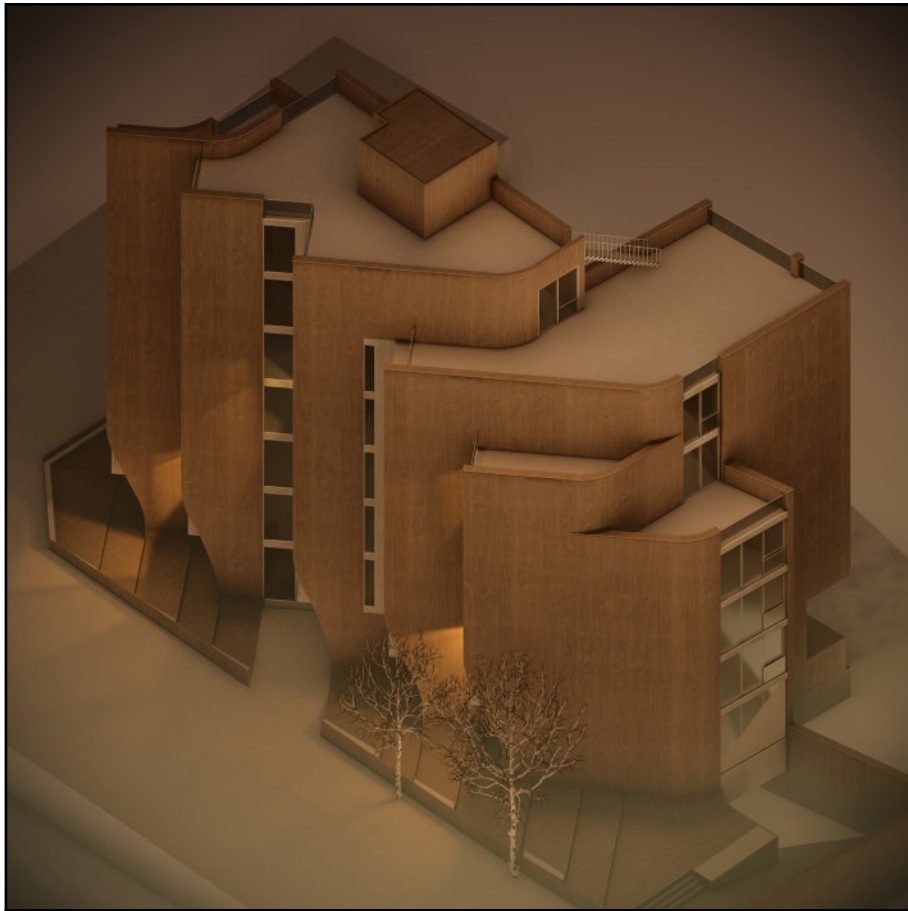




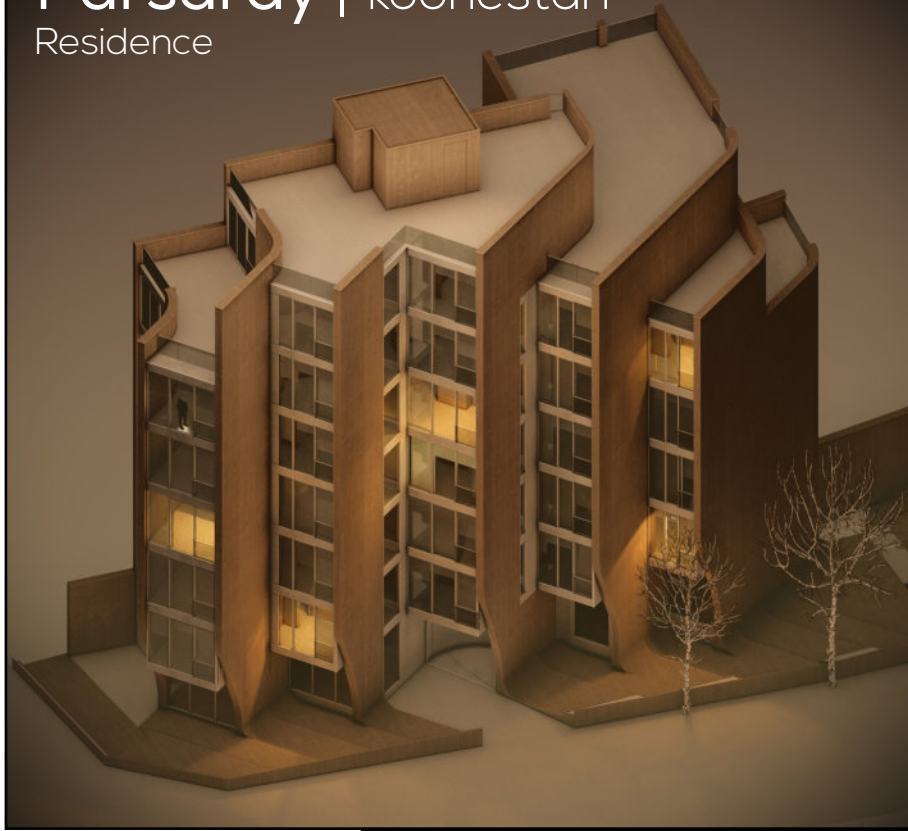
CG Artist,Material Designer

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Parsaray | koohestan Residence





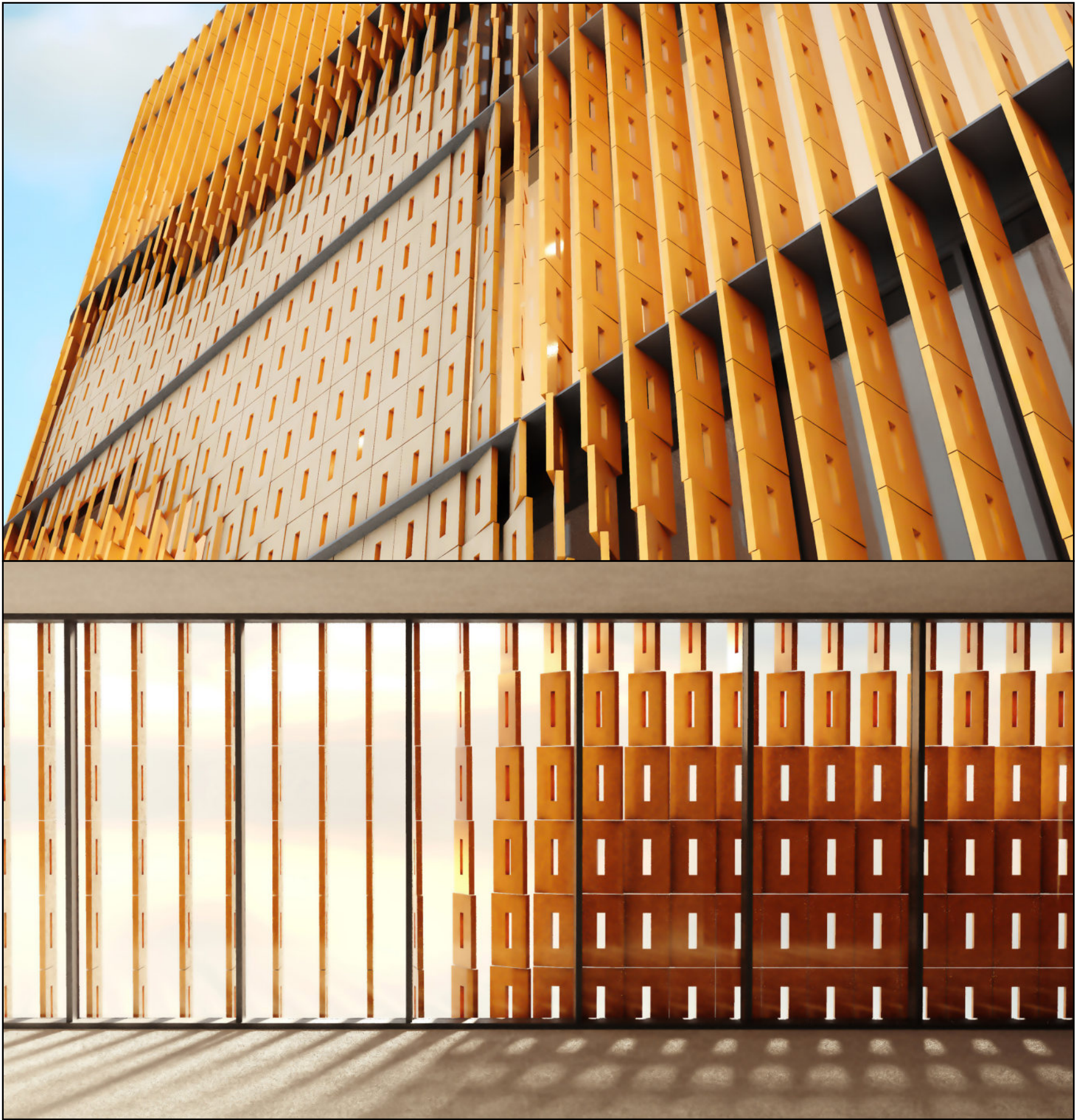
CG Artist, Interior Designer



Villa of Rythems

Basement





CG Artist, Designer, Interior Designer

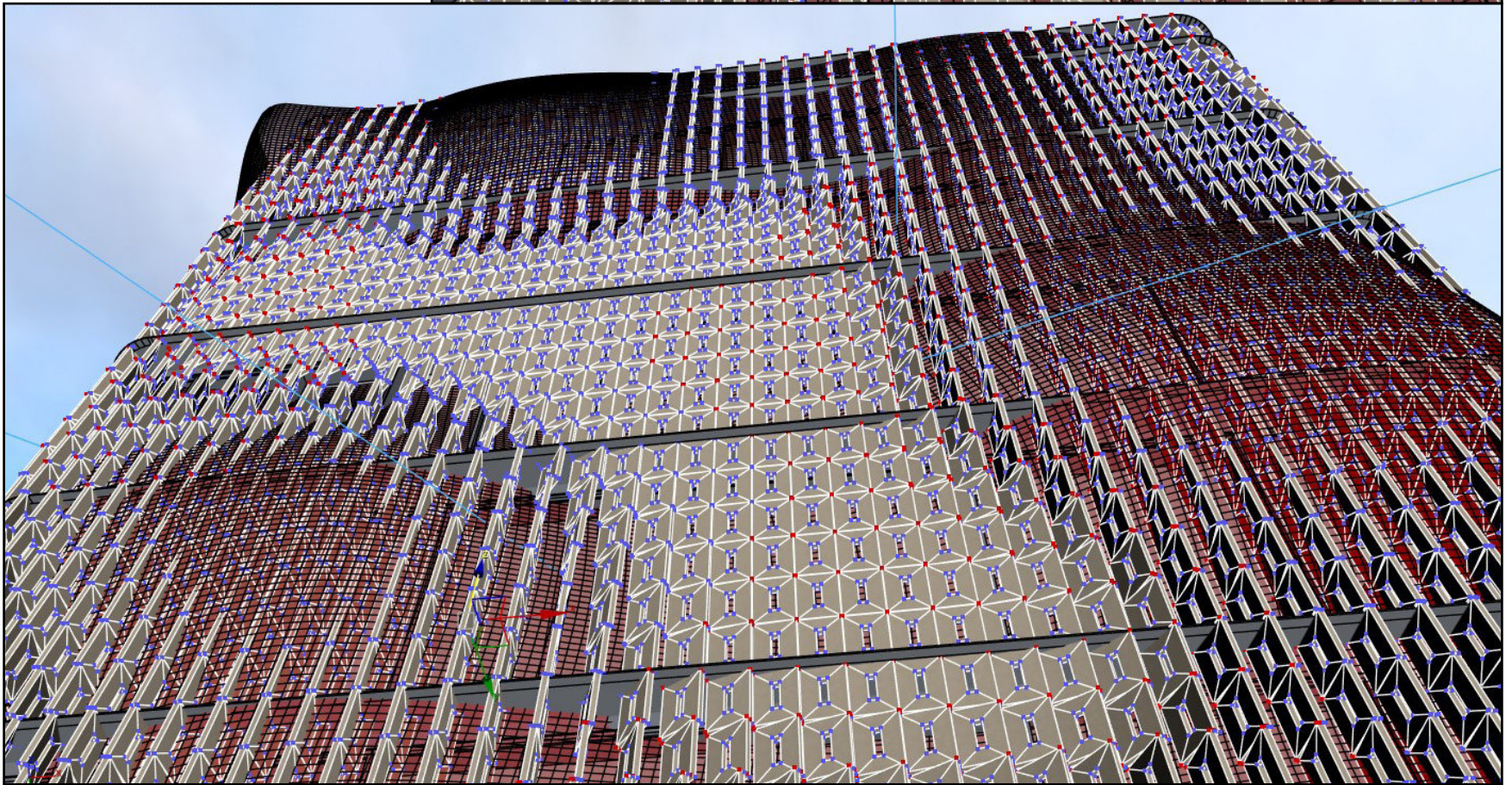
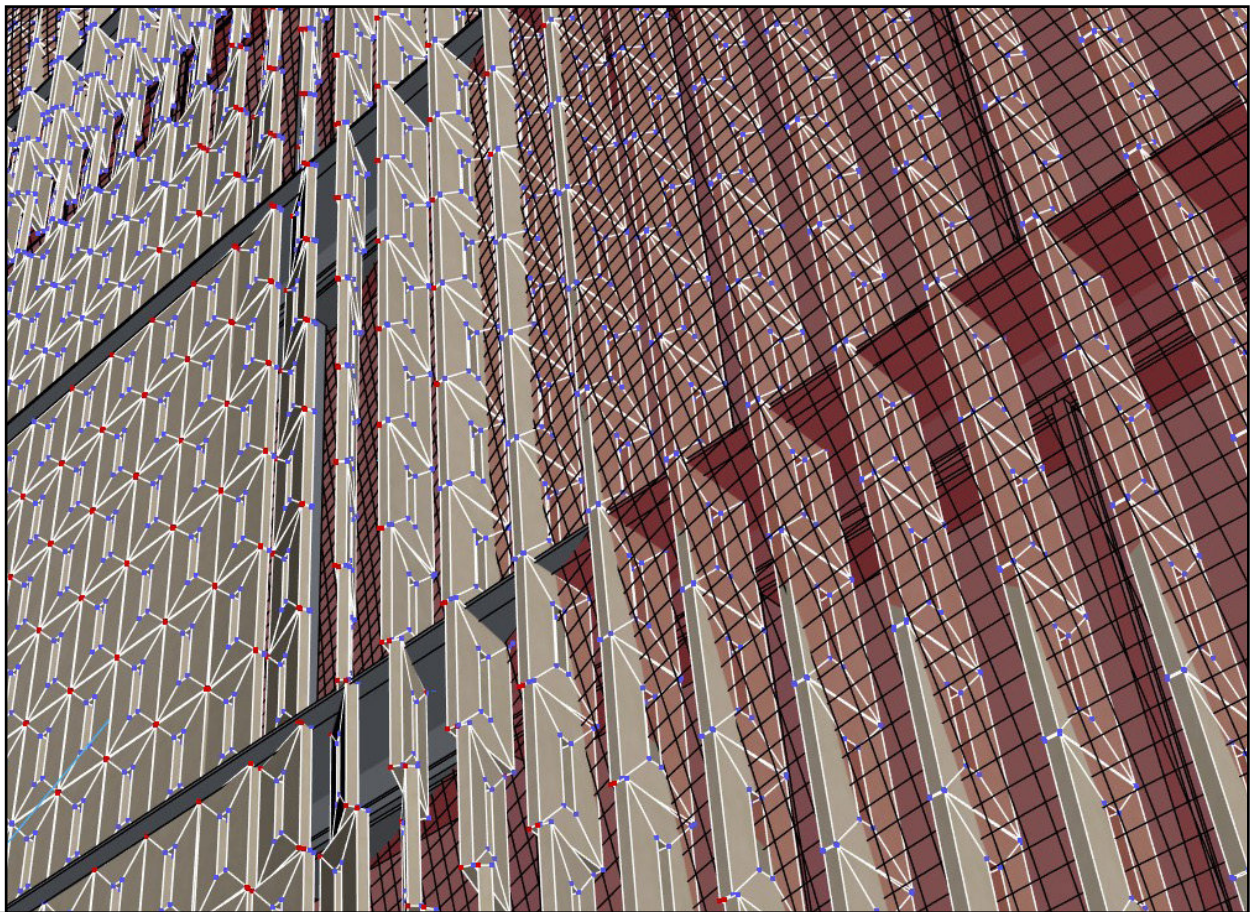
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Hyphen | Golshahr

Commercial office complex

In designing the façade of the Hyphen project, one of the main considerations was the need for a double-skin, semi-transparent envelope. This requirement arose from the building's commercial and office functions, as well as its predominantly flat interior spaces. We explored a variety of design approaches for the secondary skin, aiming to achieve flexibility in controlling sunlight at different times of the day. The resulting brick element not only provided effective control over light, views, and visual connections but also introduced a subtle, velvety richness to the façade, enhanced by the glazed finish applied to one of its surfaces.

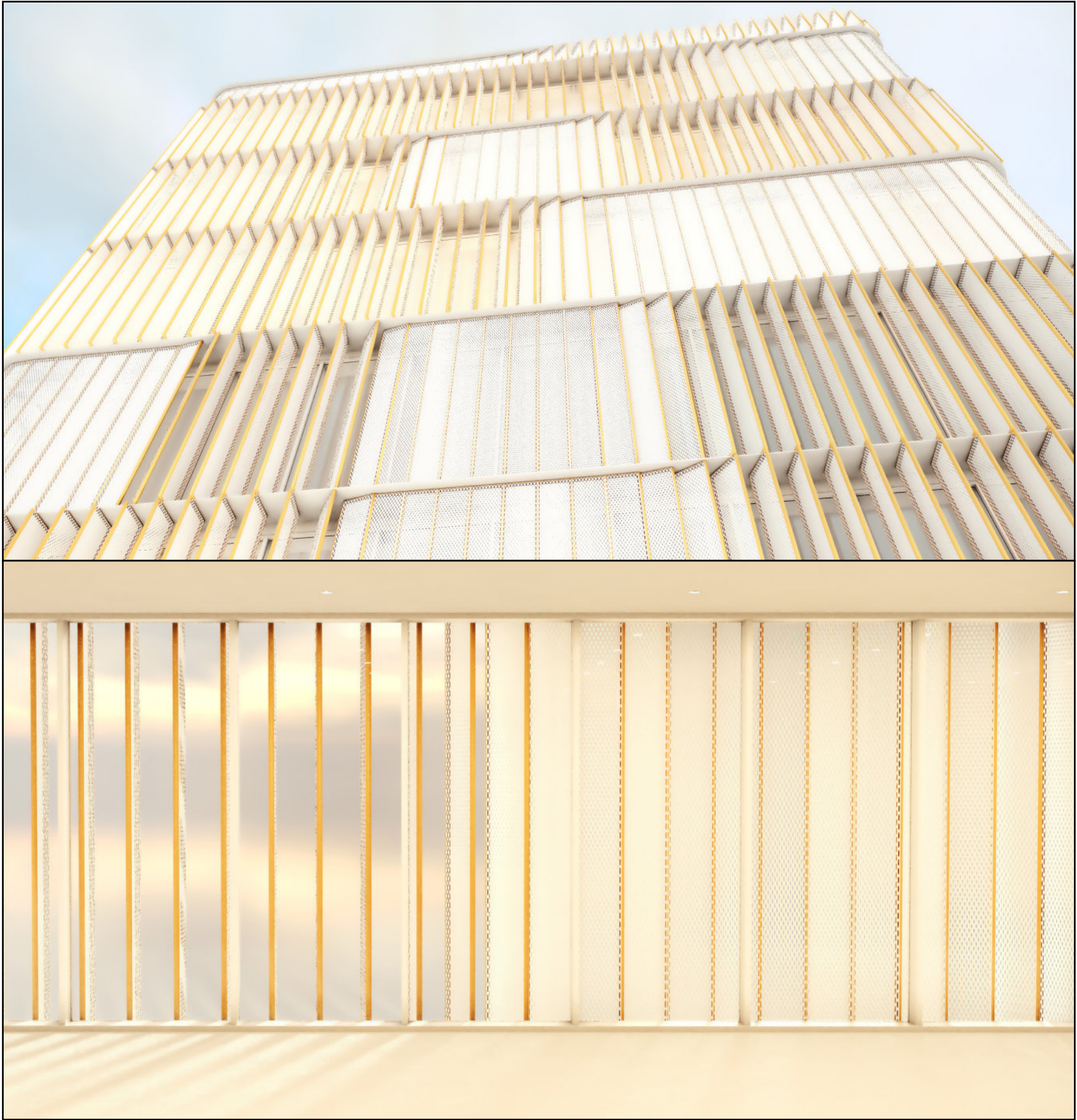




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Hyphen | Golshahr
Commercial office complex



Mahan | Niavaran Residential Complex



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Mahan | Niavaran
Residential Complex

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CG Artist, Designer, Interior Designer





CG Artist, Designer, Interior Designer



Mahan | Niavaran
Residential Complex



Zima Design Studio

Projects



Walking Animation in Darbandsar residensial complex



Unreal Engine

CG Artist, Interior Designer, Animator



Interactive Animation in Boostan 9 Apartment



Unreal Engine

Tavanir

Apartment



CG Artist, Designer

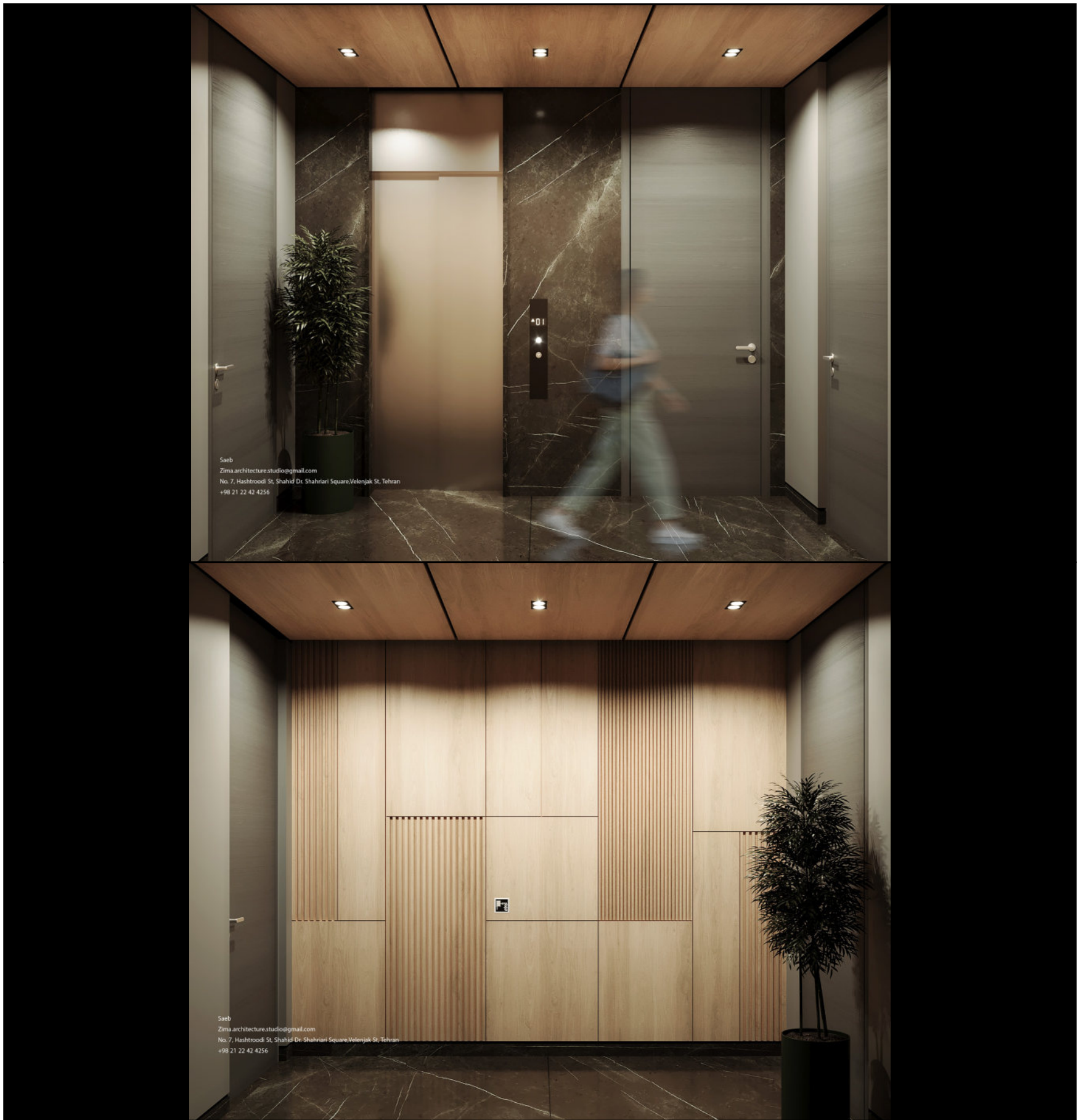


1 2 5 0 10



CG Artist, Designer, Interior Designer





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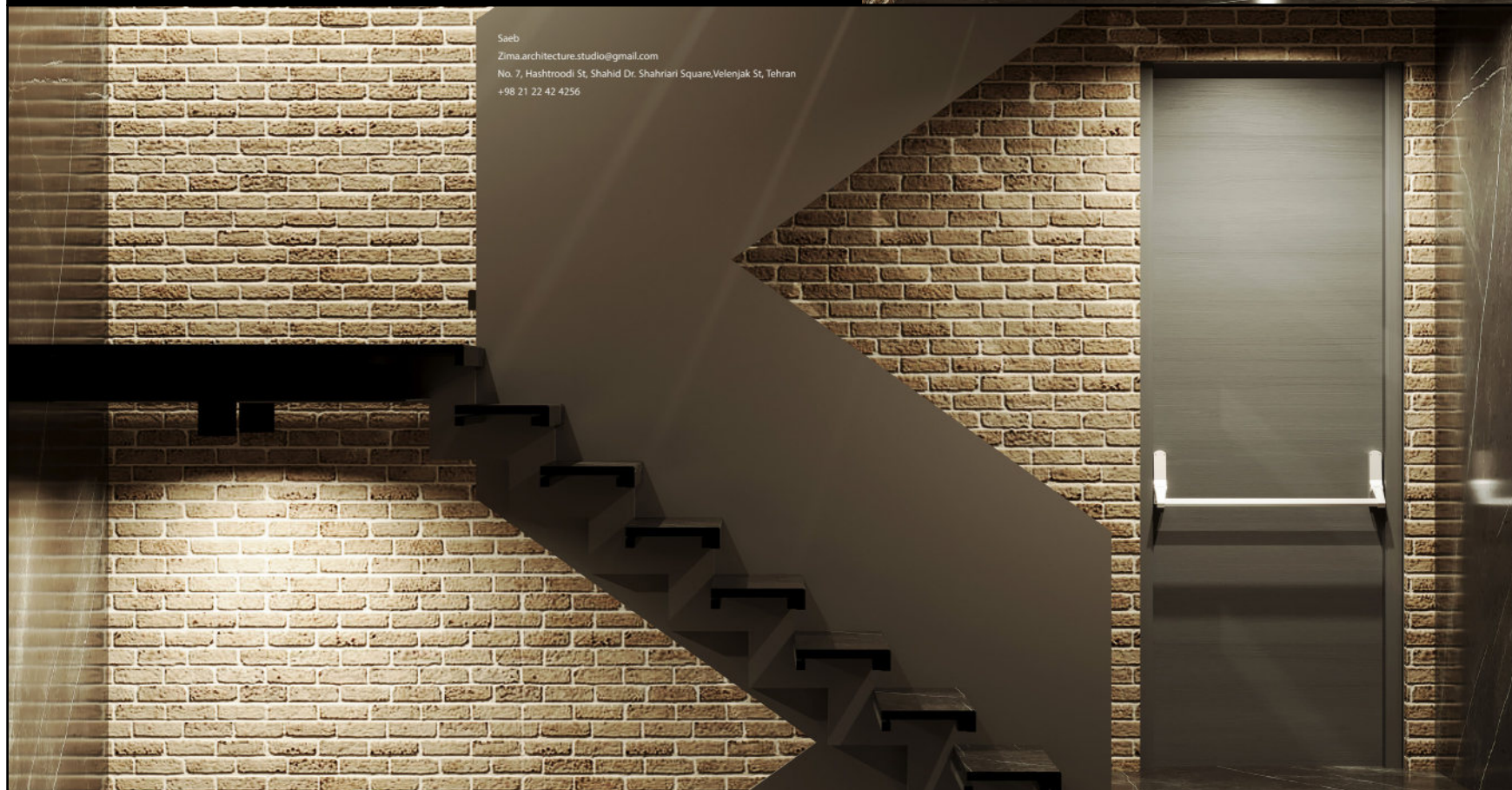
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Saeb Tabrizi

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1 2 5 0 10



Golshahr Office Building

CG Artist

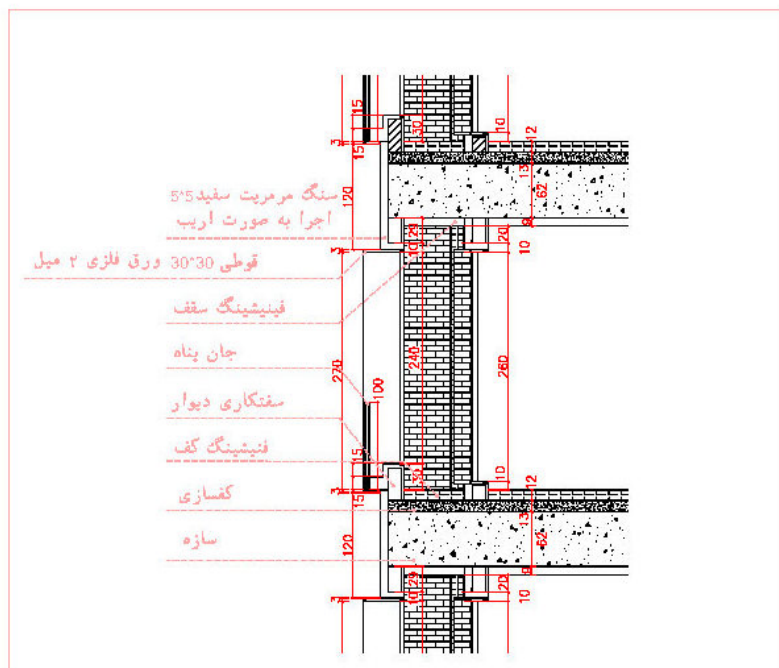


Mirhejazi

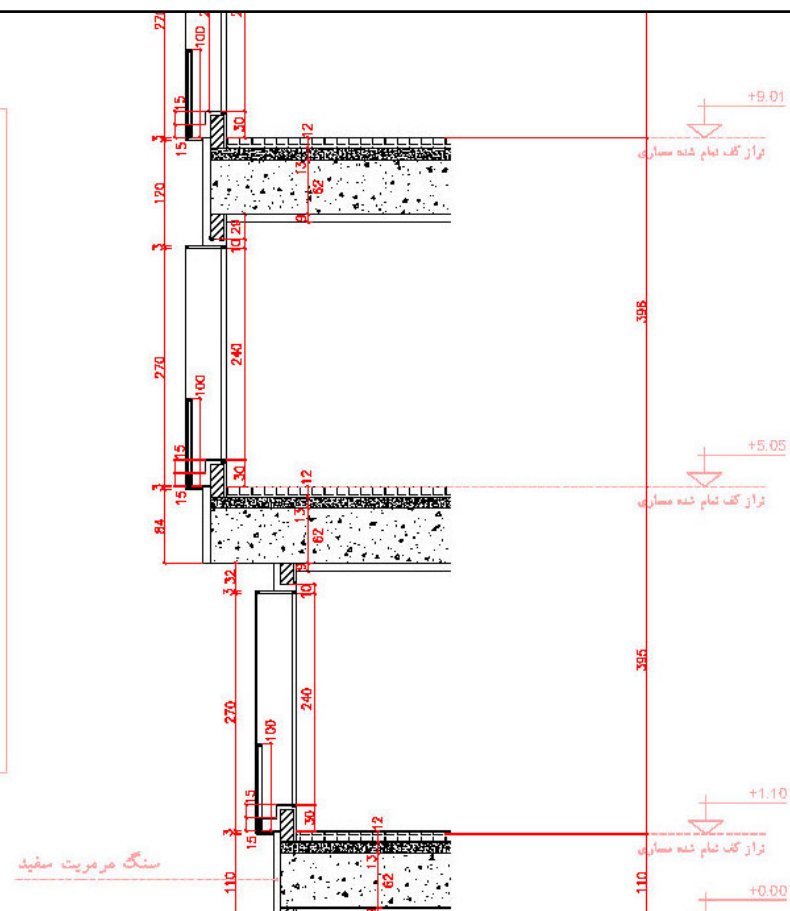
Apartment



CG Artist, Designer



وال سکنش ایوان نمای شمالی





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Golbahar

Residential Complex



1 2 5 0 10



Sarallah

Residential Complex

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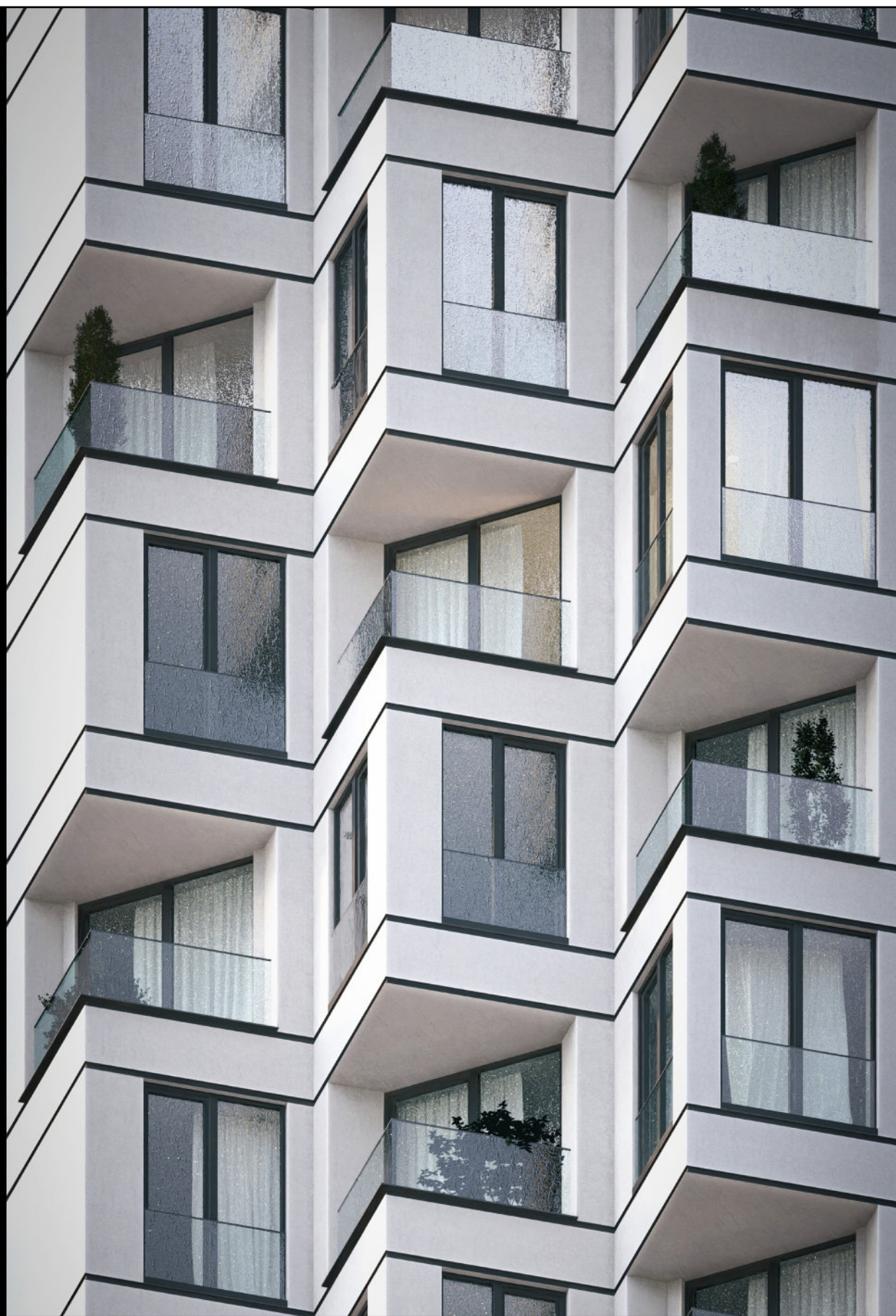




CG Artist, Designer, Interior Designer

Modern

Residential Complex



1 2 5 0 10



CG Artist, Interior Designer



Modern Residential Complex





CG Artist, Interior Designer

Modern Residential Complex



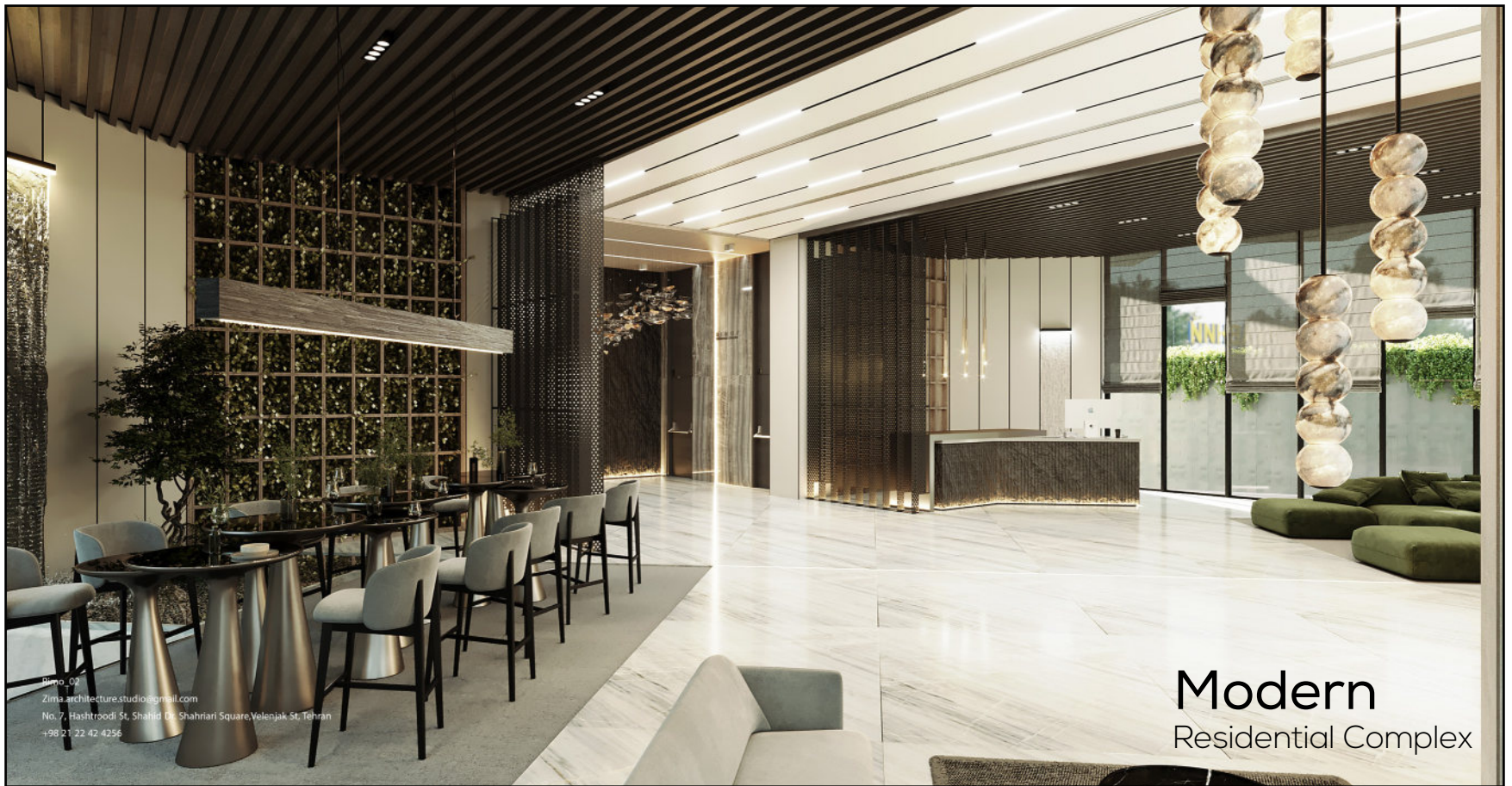
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Darbandsar
Residential Complex



Poorkeivan

Studio

Projects



CG Artist, Animator, Interior Designer

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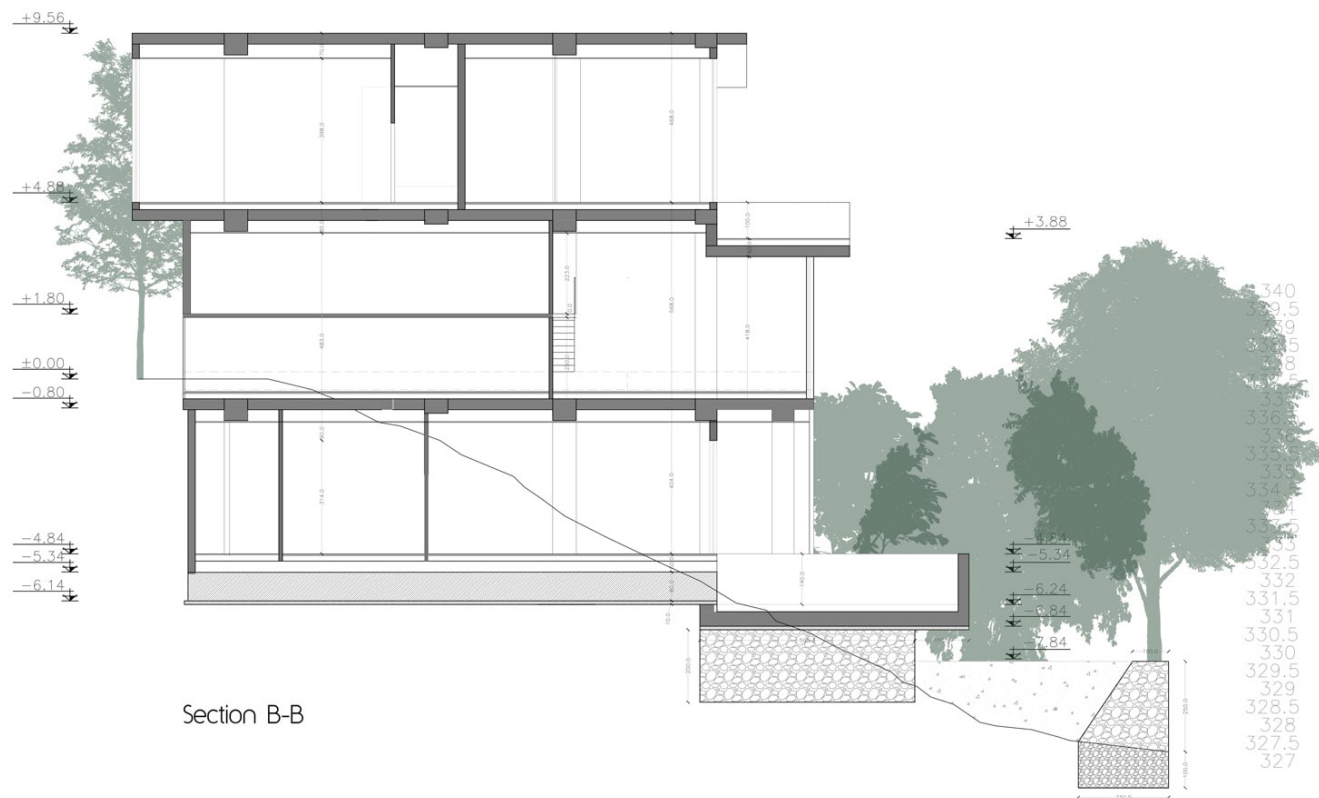
Terrace villa



1 2 5 0 10



CG Artist, Animator, Interior Designer



Terrace villa

One of the challenges we faced in designing of the Terrace villa was the topography, which had the villa had a 14-13 height difference of meters. When we look at the villa terrace from the entrance, we see a two-story building, but from the back of the storybuilding and sometimes due to the fractures in the façade, the number of floors seems to be higher. Buildings that are built in the north of Iran often have functional terraces in the villa (open, semi-open, roofed) and the orientation of all terraces is in the sea to the forest and create blinds from behind. The staircase acts as an air duct and sucks the air from the basement and raises it. The geographical location of the villa has a very beautiful view because of the stretch. The land is facing the sea.



1. Master Bedroom
2. Stairs
3. Living Room
4. Bathroom
5. Terrace



CG Artist, Animator

Heaven villa

Heaven villa project is located in an area of 2000 square meters in Baharan neighborhood of Shiraz, which has a recreational texture with the main use of green space and garden. The mainstream for the design of this building is in fact the phenomenon of conflict and creating diversity in the spatial experience and thus creating the influence and passion of life in it, which ultimately leads to a sense of belonging to the place.

Heaven Villa

First Floor Plan

- 01. Lift
- 02. Siting Room
- 03. Master Bedroom 1
- 04. Master Bedroom 2
- 05. Closet Room
- 06. Bathroom
- 06. Terrace

Basement Floor

- 01. Kitchen
- 02. Living Room
- 03. Dining Room
- 04. WC
- 05. Closet Room
- 06. Laundry
- 07. Lift
- 08. Sauna

Ground Floor Plan

- 01. Entrance
- 02. Kitchen
- 03. Living Room
- 04. Void
- 05. WC
- 06. Closet Room
- 07. Lift
- 08. Guest Suite 1
- 09. Guest Suite 2
- 10. Bathroom
- 11. Terrace



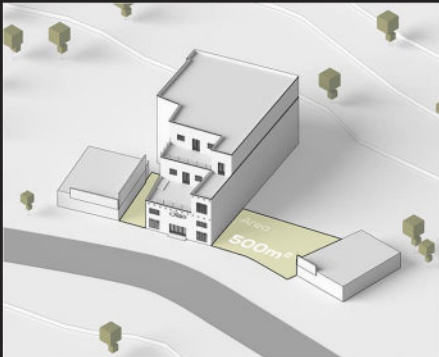


Studio Director, Designer, CG Artist, Animator

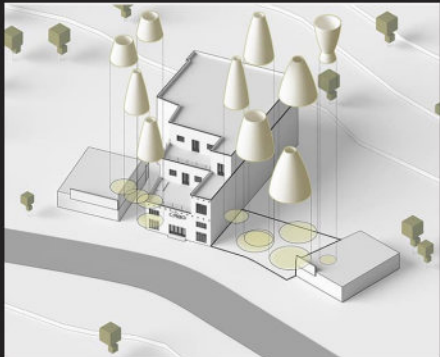
Dehati dairy commercial complex



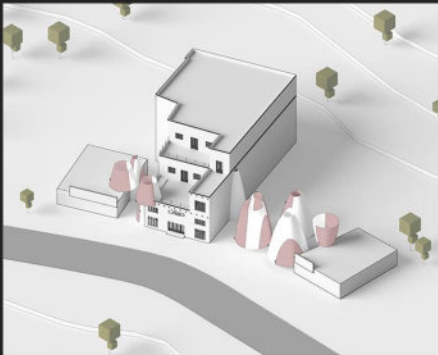
By combining **functions** and the **context** of the project, which includes **Tandoor, Chimney, Icicle**, we came up with some mixed elements.



Extension plan of Dehati



Spread the designed elements on the ground



Cutting some part of elements **to communicate** with other parts of the project and **circulation**



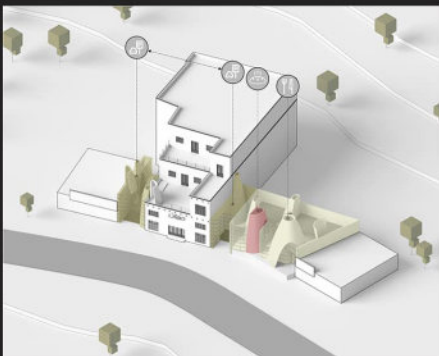
Cutting some part of elements **to communicate** with other parts of the project and **circulation**



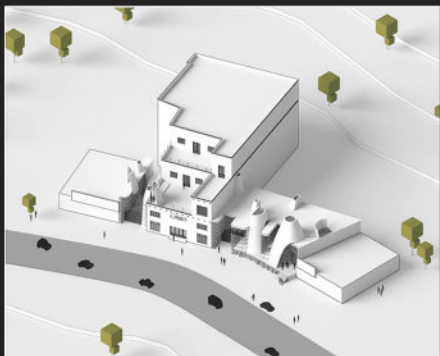
Creating a **fluid and flexible space** to surround elements and make the **figure** of the project.



Add the **mezzanine floor**



Separate The **functions**



Add **Detail**

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Dehati dairy commercial complex

The most important Issue in the project was the attention to the context and roots of the rural commercial complex, something that was emphasized according to the spirit of the client and his wishes. Therefore, by carefully visit the village behind the commercial complex, as well as the architecture and climate of the region and with paying attention to the future function of the project, some prominent elements were handpicked and by combining them, we reached an abstract and single module, and by expanding this module in a de-construct way, the main shape of the design was created. The complementary aspect of the design was creating a clear and fluid space, which, in addition to completing the spatial requirements of the design, helped us a lot in order to display more modules.



1 2 5 0 10



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Hemmat Apartment

Hemmat building seeks to find the best solutions and the best socio-cultural effects on the urban environment, it is appropriate that because it is based on paper and pen, the building design in addition to the desired architectural look and frequent architectural topics, with an upgrade approach Environmental links, dealing with geography, responding to the future, paying more attention to the benefits of the climate and the conditions facing the city of Shiraz

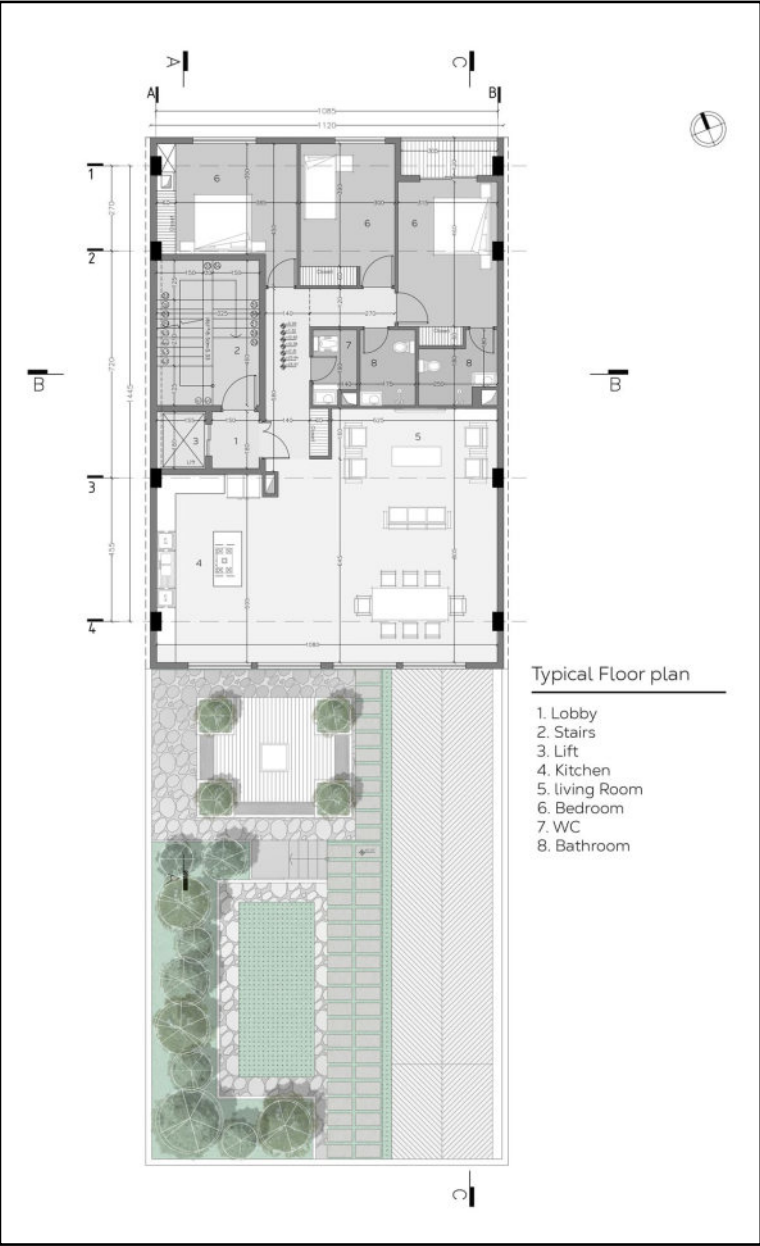




CG Artist, Animator

Heaven 8 Apartment

What can be noticeable in the organization of Shiraz residences are mainly spaces with a garden- villa pattern, which are usually built in the form of short-story mansion. Gradually, according to population growth and land Limitation, this typology was changed and apartment life became popular. Therefore, in facing the project, it has been attempted to make the form as a collection of independent and separate houses read by the audience and to be closer to the human scale. In order to create spatial diversity and independence of the houses, three types of plans were considered, which are visible in the external form as well. This process led to the formation of negative spaces in the project





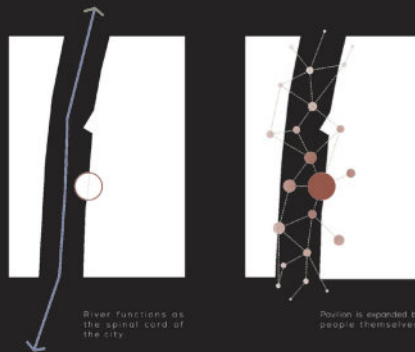
Metaphor Pavilion

The focus in the design of this pavilion has been to reduce its borders so that its impact and communication with people is not limited to its borders and by expanding in the city, either physically in the environment or by engaging the audience's mind in an abstract way and creating an interactive environment, to act as a network. Considering that the Drava River functions as the spinal cord of the city of Maribor, give us the potential for creating this network and the physical expansion of the project to attract people and attract them from all parts of the city can be used to allow people to participate. By creating an interactive space, this network can expand even beyond the city and attract more audiences. With the abstract space design, we saw the pavilion as a container that accepts the historical and modern contradictions and differences of the city as well as the pristine nature of the site and can reflect To accommodate all these differences in different times and places. In addition to creating ambiguity and suspense in the minds of the audience, the extension of the pavilion continues in the minds of people, Projection seems to be a good answer to the proposed problem.

Studio Director, Designer, CG Artist, Animator

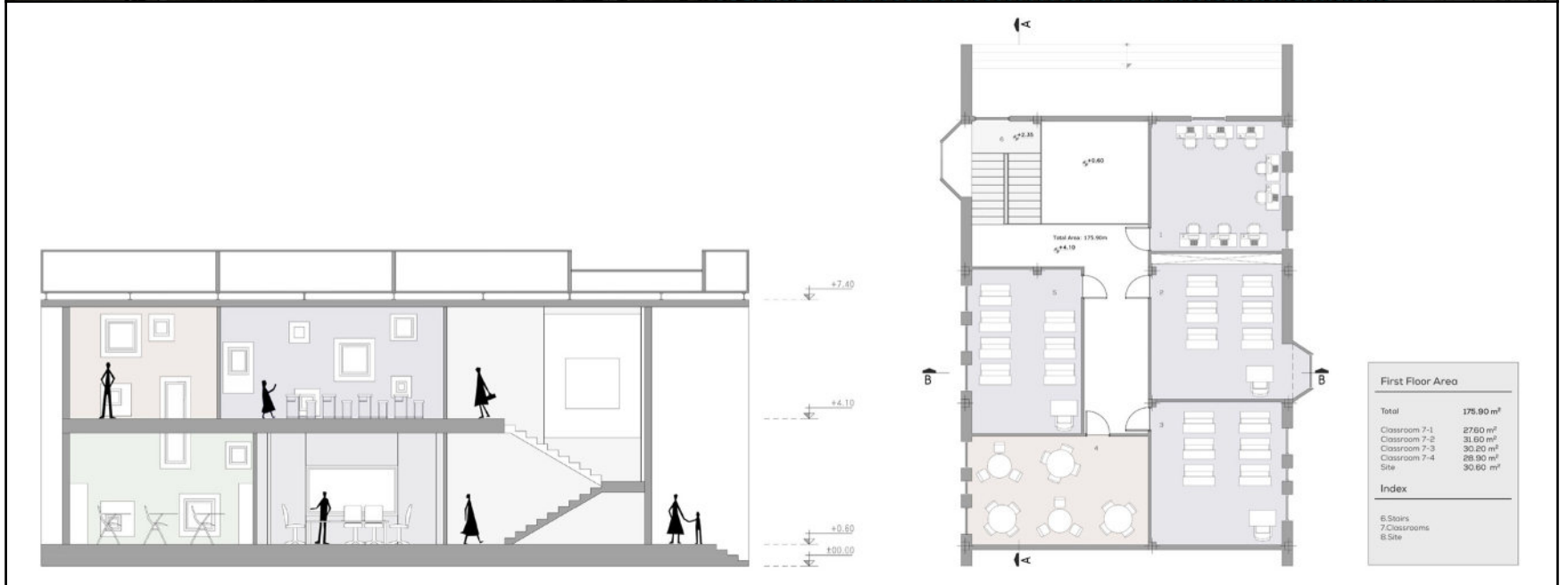


As a result, the pavilion is a container that accepts the audience and the different forces of the site and is created by the screen and a platform that is influenced by its audience and is constantly changing. Each user with the QR code on each ball is able to add data such as text, photo and These spheres act as nodes in a network They fluctuate both physically through balls and projects, as well as in a virtual platform and an online platform in various locations, allowing users to participate in pavilion programs. They can share their experiences of the festival in the form of voice, photo or video on the platform to create a unique shared experience in a matter of hours by projecting or show them in the pavilion or balls. The online platform QR code link is located on the fluid and floated balls which are the messangers of the pavilion along the river. therefore there are some devices connected to the pavilion, QR code enables the users to connect to the platform to share their photos online, as a result pavilion is expanded by people themselves.



- Users can scan QR codes on their devices that connected to an online platform, which shows other's experience of the pavilion such as photo, voice or text.
- Also they can watch each event online.

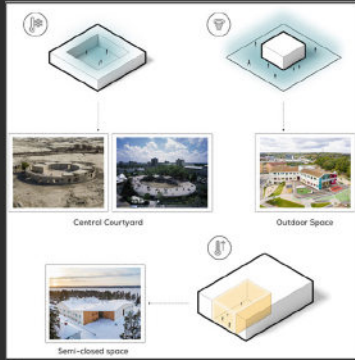




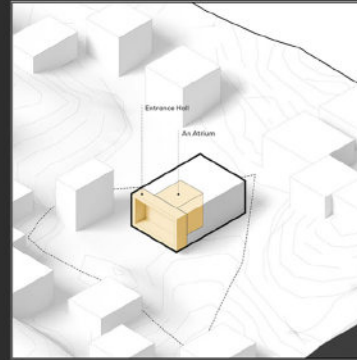
Dizin Primary School

The focus in the design of this pavilion has been to reduce its borders so that its impact and communication with people is not limited to its In the design of the school, the issue discussed was the use of the school as a neighborhood gathering space, at the same time the centrality of the school despite the cold and mountainous climate of the region and the use of attractive elements such as playful shells to stimulate the curiosity and interest of the target community of the project. that all these issues should have been designed in a low-cost .context

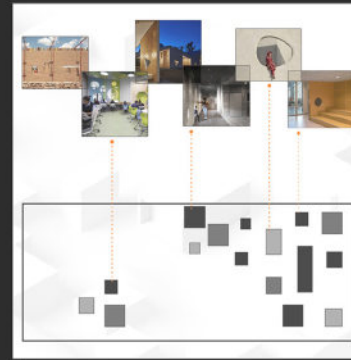
Studio Director, Designer, CG Artist, Animator



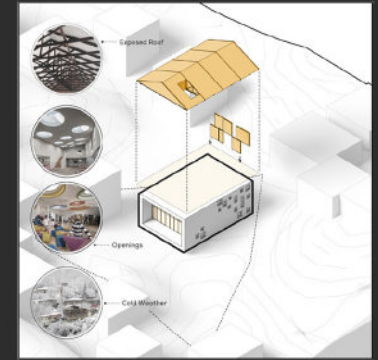
1 Due to the cold climate of Dizin region, the gathering spaces should be in a Closed or Semi-closed spaces



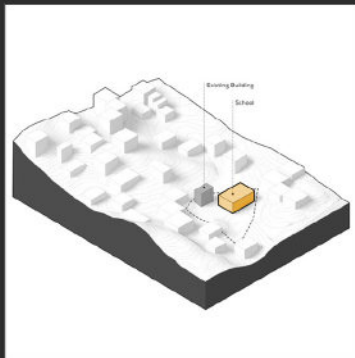
3 Create an Entrance Hall and Gathering Space For Students



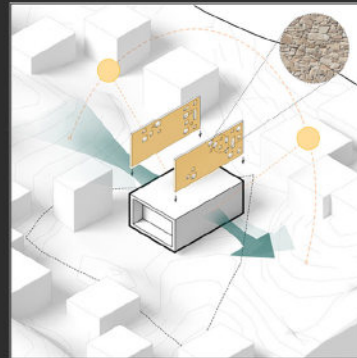
5 One of the Common Methods to Stimulate Children's Sense of Curiosity Is Using small Openings on the walls



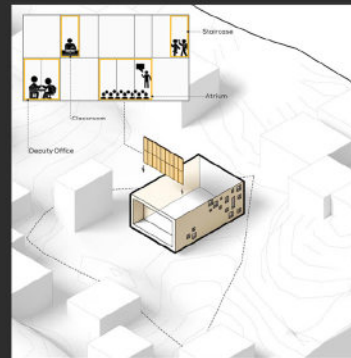
7 Add the Roof and the South Wall According to the Issues on the Site



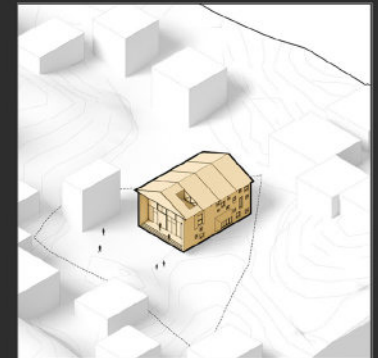
2 Location of the Building in Topography



4 Add a Stone Wall Due to its High Thermal Capacity And Minimum Wall Openings to Prevent East & West Light



6 Create a Screen of Various School Sequences



8 Final Form

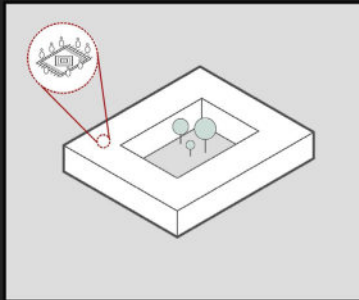


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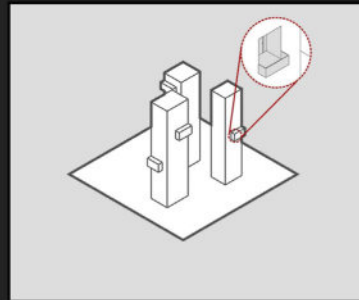


Carpet-Form

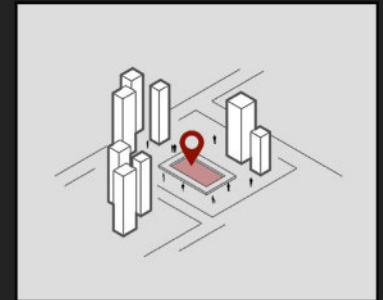
The ritual gathering is one of the important aspects of Iranian culture in the past. Iranians gathered around in various places such as worship places and urban areas. Architectural and urbanization changes have caused the reduction of such spaces and ultimately the devaluation of human communities in the last decades. Persian carpet, as one of the main cultural samples, represents the cultural features of the society. The Pazyrik (the oldest Persian carpet) is a vision of Zoroastrian paradise gardens. Each carpet is the reason for people to gather around as a community. In our design, we have used the composition, hierarchy and motifs of the Pazyrik carpet.



Iranian houses had a **central courtyard**, where people could have gather around and also its aspect was in the form of a **carpet** inside the house.



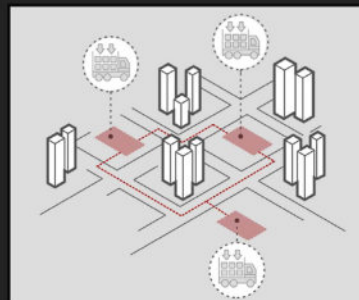
Today's houses are in the form of **towers**, which have destroyed the previous gathering spaces.



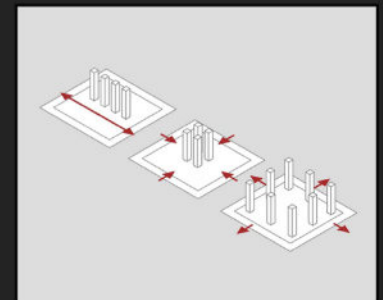
We have tried to create a space in the middle of these towers to **revive this culture** of convene.



It can **spread anywhere** in the city.

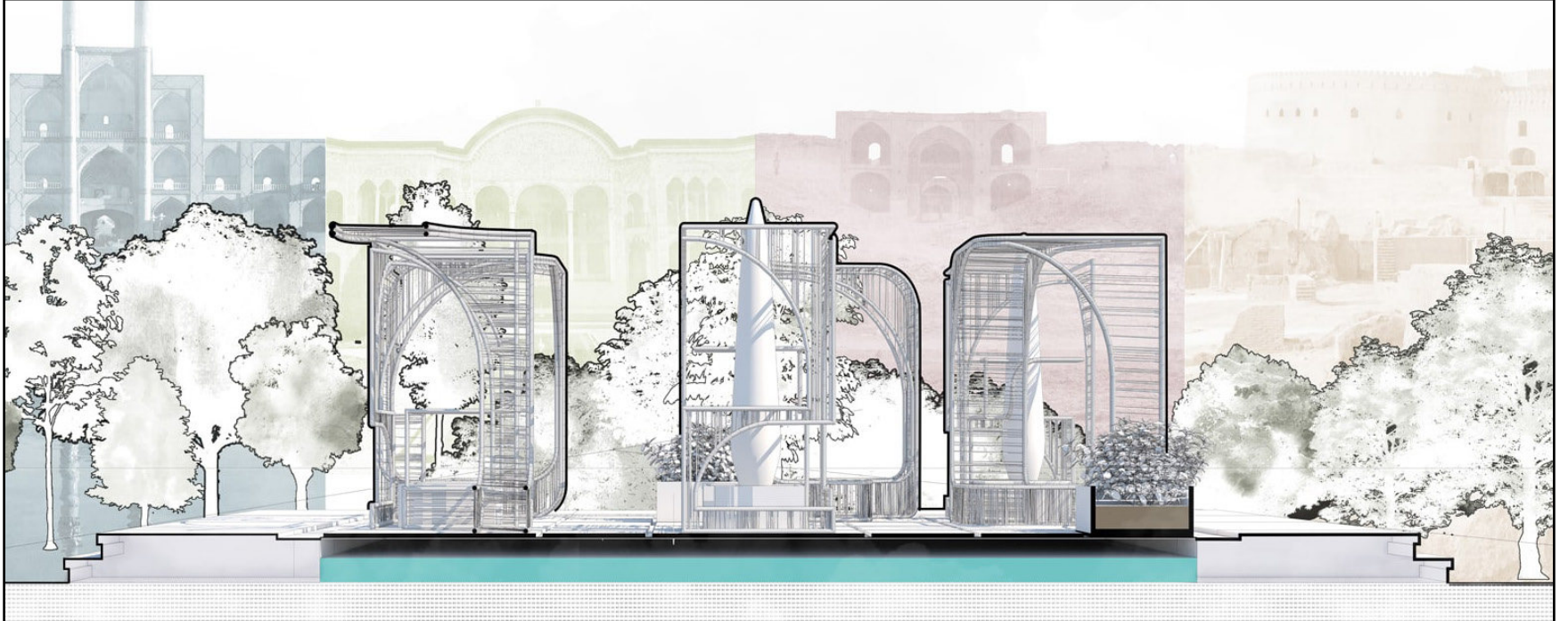


it's **portable and modular** to assemble & carry easily.

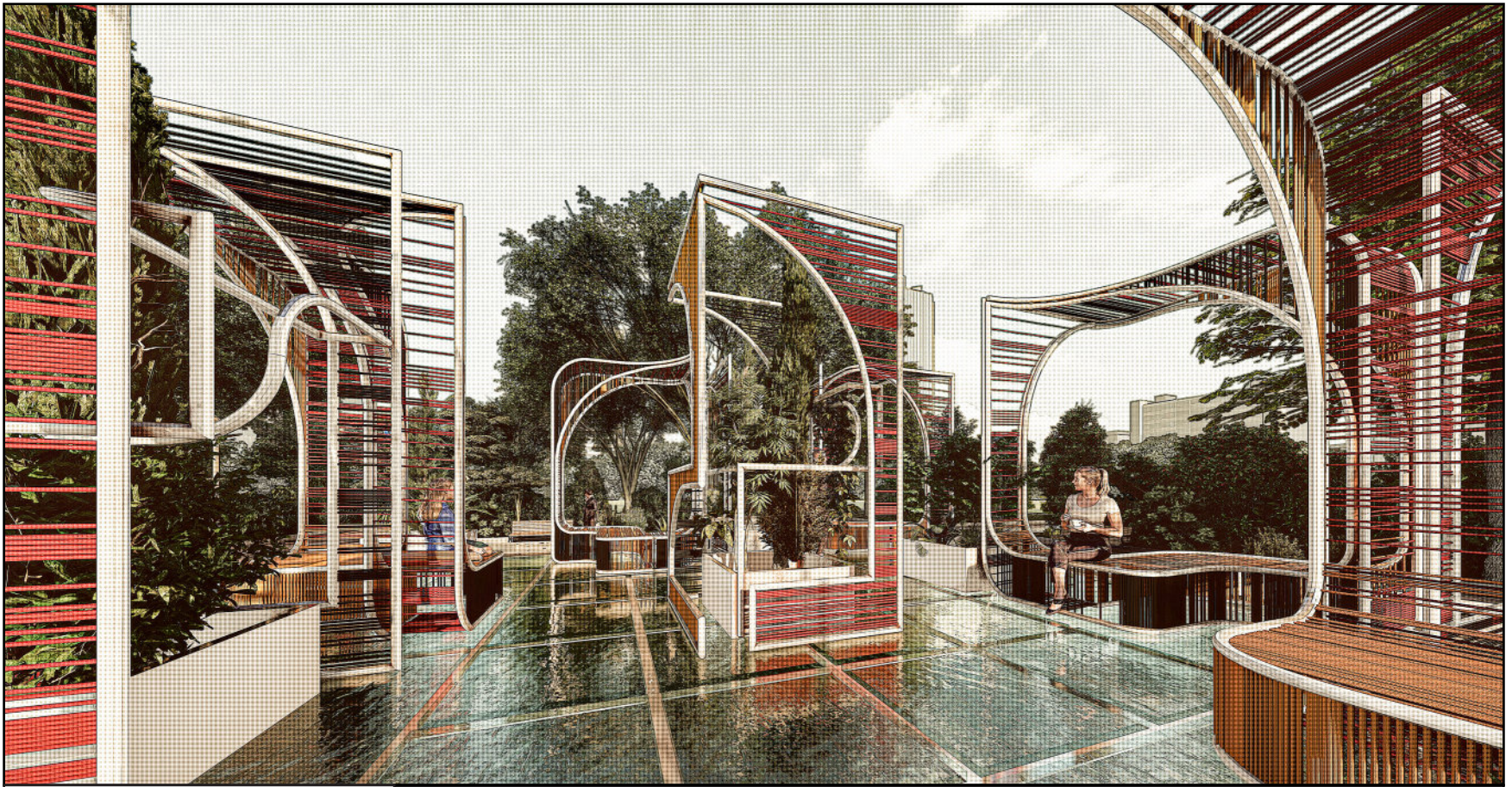


Modular Design

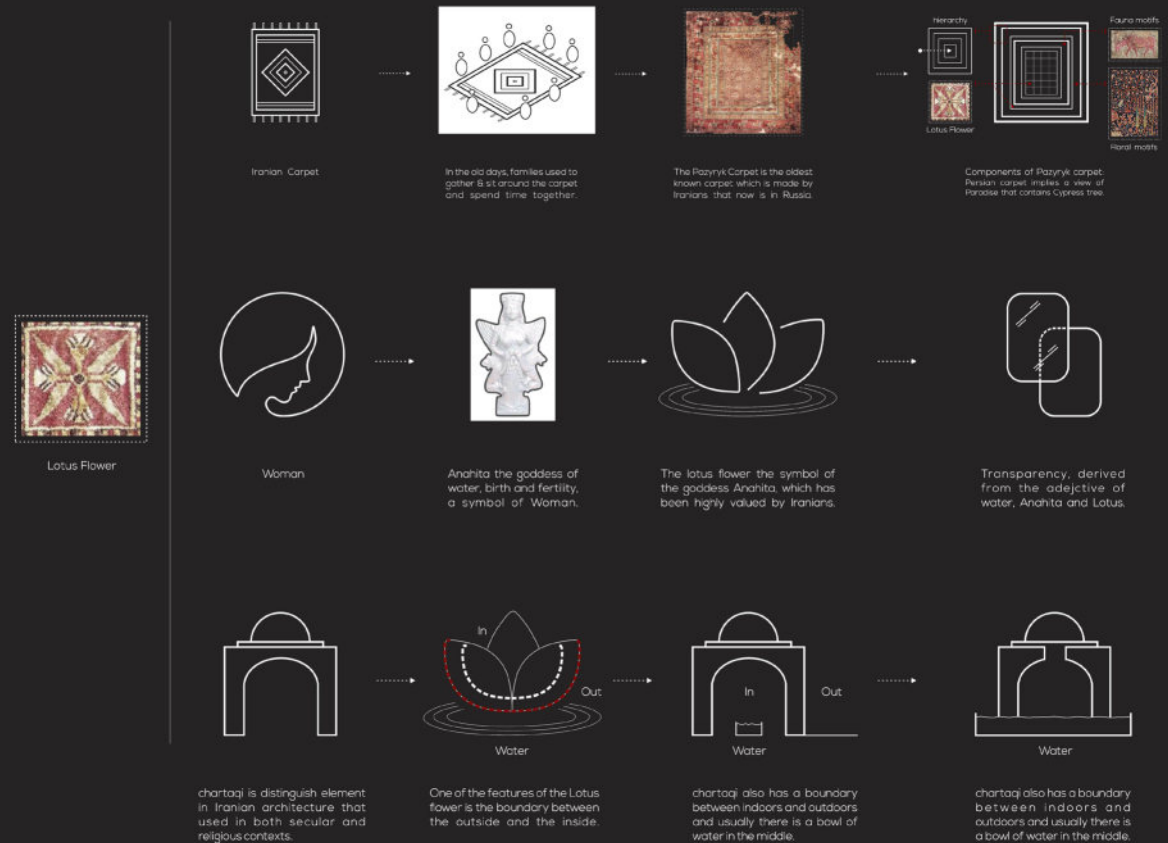
Studio Director, Designer, CG Artist, Animator



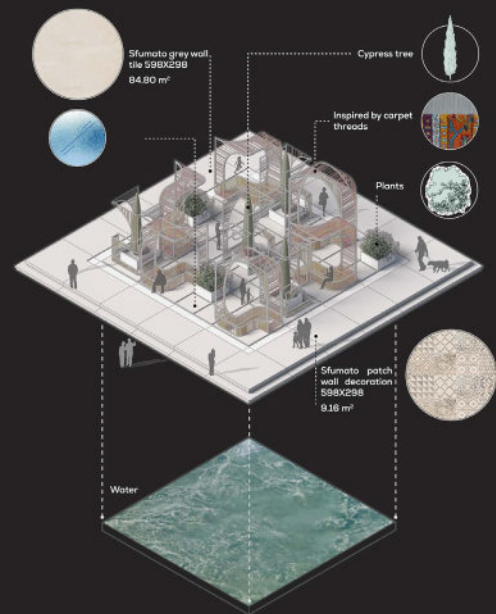
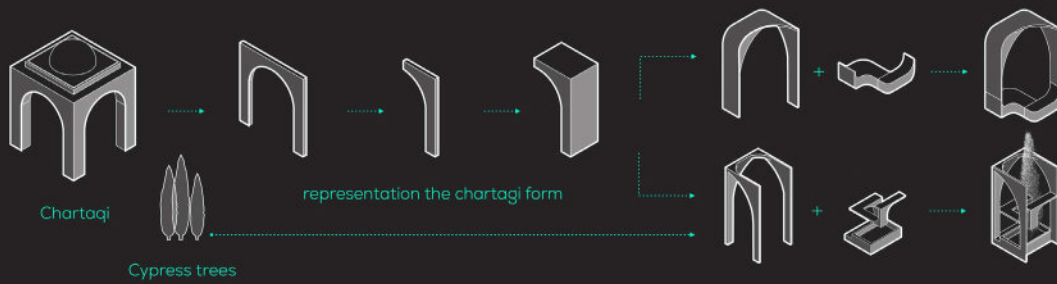
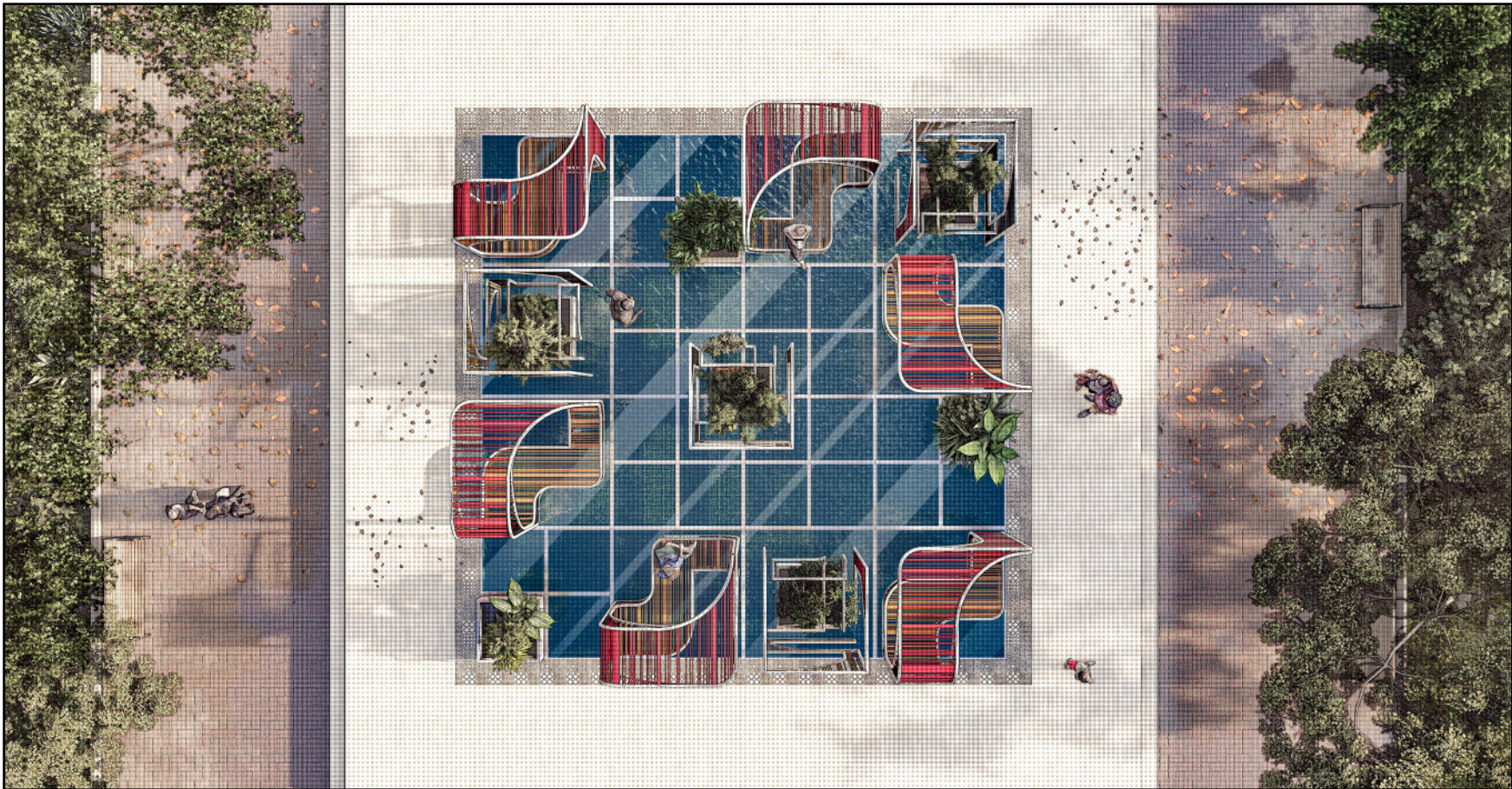
This project is a critique of the missing connection between humans and nature in today's society. It attempts to increase amenities in urban spaces as milestones and units of social communication. In the Mehr religion, the oldest religion in Iran, the topic of women has been mentioned many times. According to mythological writings, the God of Mehr was born on a lotus flower. The lotus flower, the symbol of Anahita, the goddess of water, is seen in the carpet's motifs and architectural reliefs. According to the recent protests with the slogan of women, life, freedom and also Mehr's special attention to the position of women, choosing the lotus flower was one of the main ideas of our design. Chartaqi, the Mehr rituals worship place and the lotus flower are both rooted in water as a transparent element. Chartaqi as a place of worship for the Mehr ritual and the lotus flower are both rooted in water as a transparent element.



According to the concepts raised, this project has a portable structure and modular form that can be carried and installed in any urban spaces. It consists of 3 modules whose form is a recreation of the form of the Chartaqi. One of the modules provides shaded seating and resting area, and the other two modules, in two separate scales, are green spaces. The arrangement of these 3 units together can create different spatial qualities, such as communal or individual spaces. Regarding the completion of the concept form - carpet, water and glass have been used as an element of transparency. Also, vertical and horizontal threads inside the frame of the modules are a reminder of carpet texture. The approach used is to induce the most sense of connection with the carpet's appearance and concept.



Studio Director, Designer, CG Artist, Animator



FORM DESIGN PROCESS

DETAIL

1 2 5 0 10



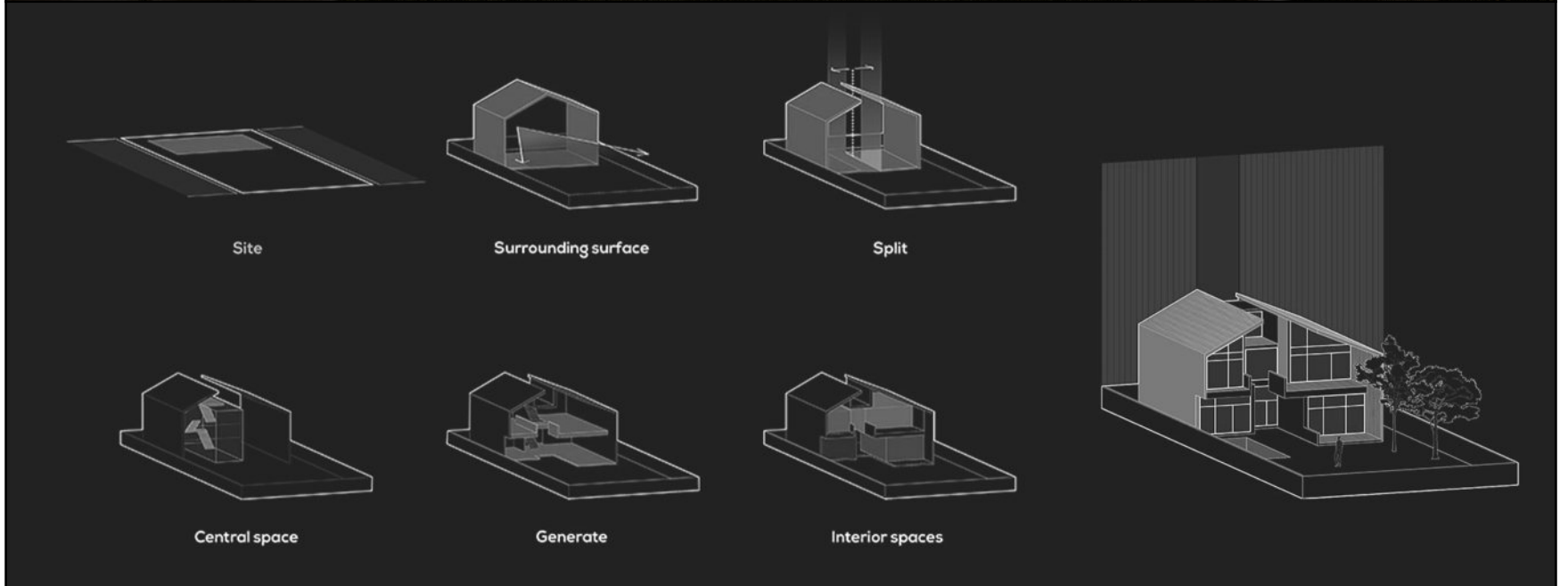
Farhang Apartment

These days, many residential projects has been reduced to the design of the facade in the form of an additional and graphic shell, accordingly, in criticizing such an approach,

In the process of designing the facade of Farhang Shahr Project, the purpose was to integrate and create a fusion of the exterior space and the interior space of the project. This happened on the facade of the building.

Studio Director, Designer, CG Artist, Animator





Mian Villa

In the design of this project, by study the site and the neighborhoods in order to respond to the lack of good visibility in the eastern and western edges, a shell was included in the project and by defining a middle space that, in addition to vertical access, also had the role of spatial division of the project. The shell was divided into two parts and the positive and negative spaces were pulled out from the shell in an introverted way in their project. which led to the definition of a central space at the heart of the project.

Studio Director, CG Artist, Animator

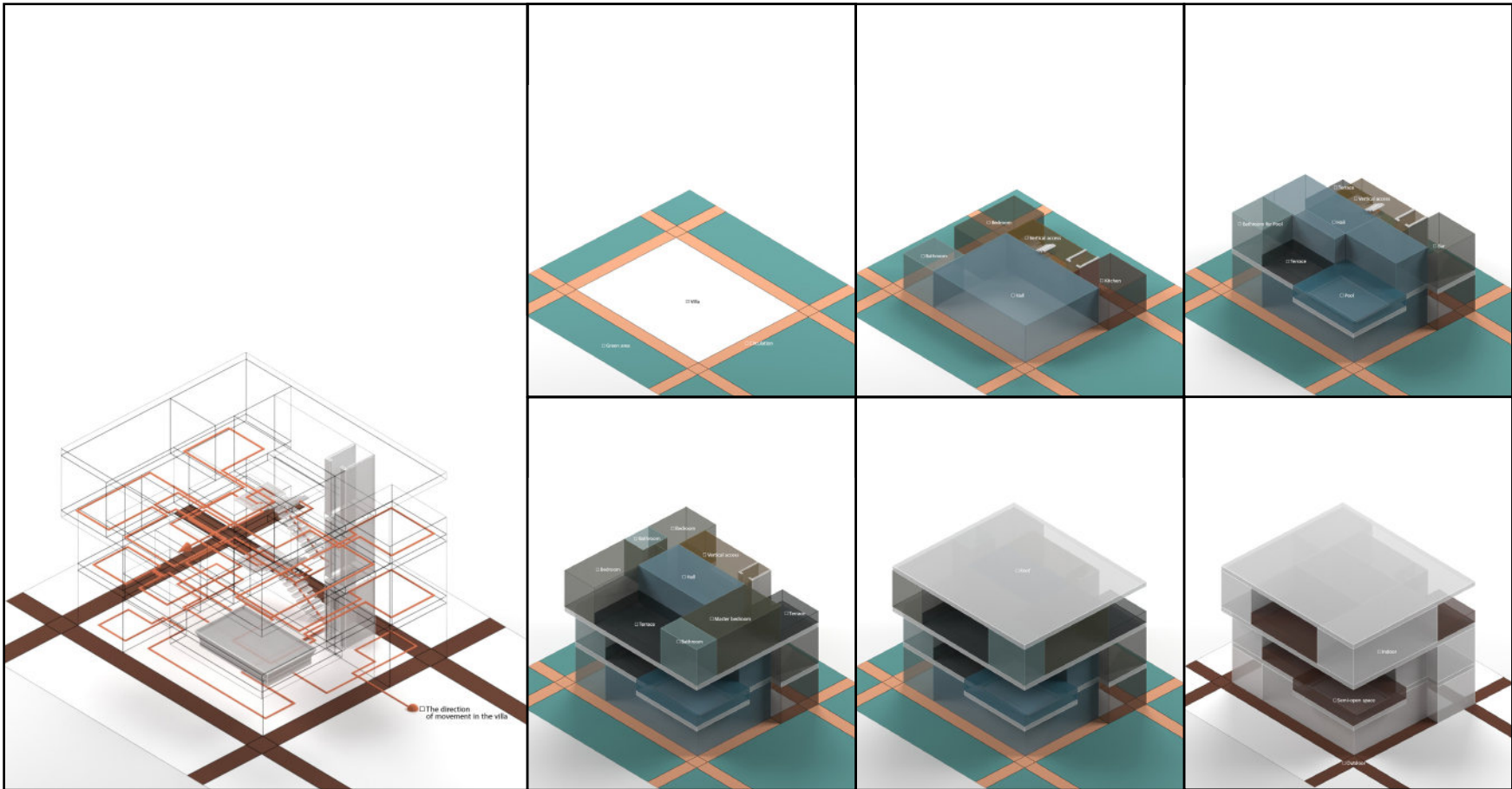


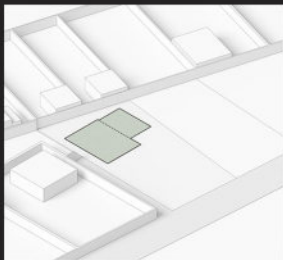
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Mohat Villa

In the project, the client wanted a villa that was influenced by Japanese architecture and also had an iconic appearance in it. Therefore, this project was designed according to the characteristics of Japanese architecture, including avoiding the futility of simplicity, as well as with a glimpse of Japanese gardens. A ambulatory is a covered villa surrounded by mini Japanese gardens on one side and independent rooms with transparent and flexible walls on the other side.

Studio Director, Designer, CG Artist, Animator

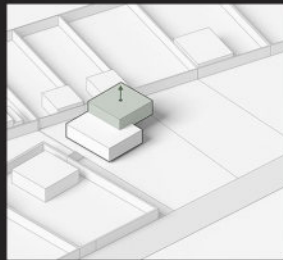




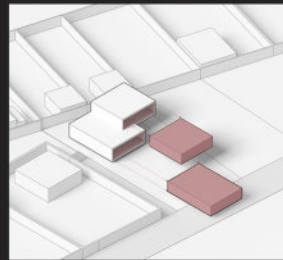
SITE



INFRASTRUCTURE



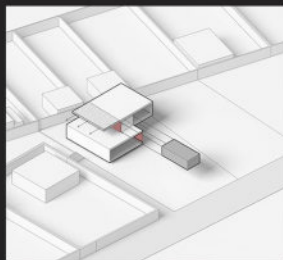
ADDING VOLUME



SHAPE THE NEGATIVE SPACE



VOID & VERTICAL CONNECTION



REMOVING PART OF THE WALL



ADDING DETAILS



Noshadi Villa

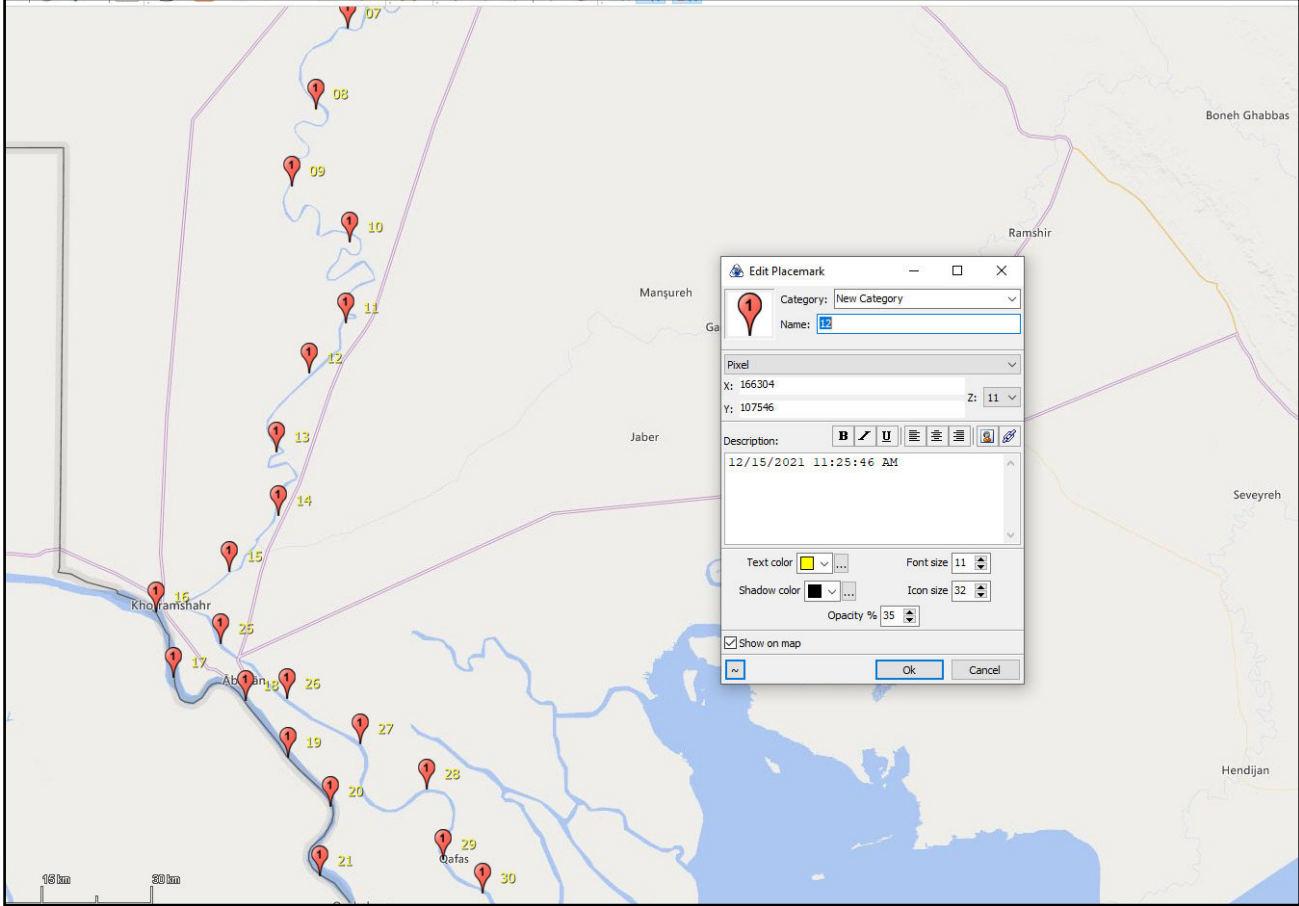
One of the requirements of the project is maintaining privacy, meantime maximum use of suitable views and sights around the project. Another issue is the existence of a hill near the site and creating a view from afar, caused us to think of creating a frame of the project to restore the incompatible view created by the adjacent buildings. Another necessity is to create a hierarchy of the spatial form of the garden within the site,

Studio Director, CG Artist, Animator

the best starting point of the project was to look from its section, where we considered the issues that were challenged from the adjacent buildings and the hill

Placing the building in the end of the land which, in addition to hiding the angularity of the land, reduces the visibility of the neighbors to the interior space. The design is formed from the section in the shape of 2 overlapping U, the intersection of which forms the vertical circulation of the project. These overlapping 2 U's provide privacy from each side of the project while maintaining the existing view from the project side to the mountain ranges located in the north of the site. In addition, the view from the hill towards the project shows a frame of the building, which also hides the inappropriate view of the building behind

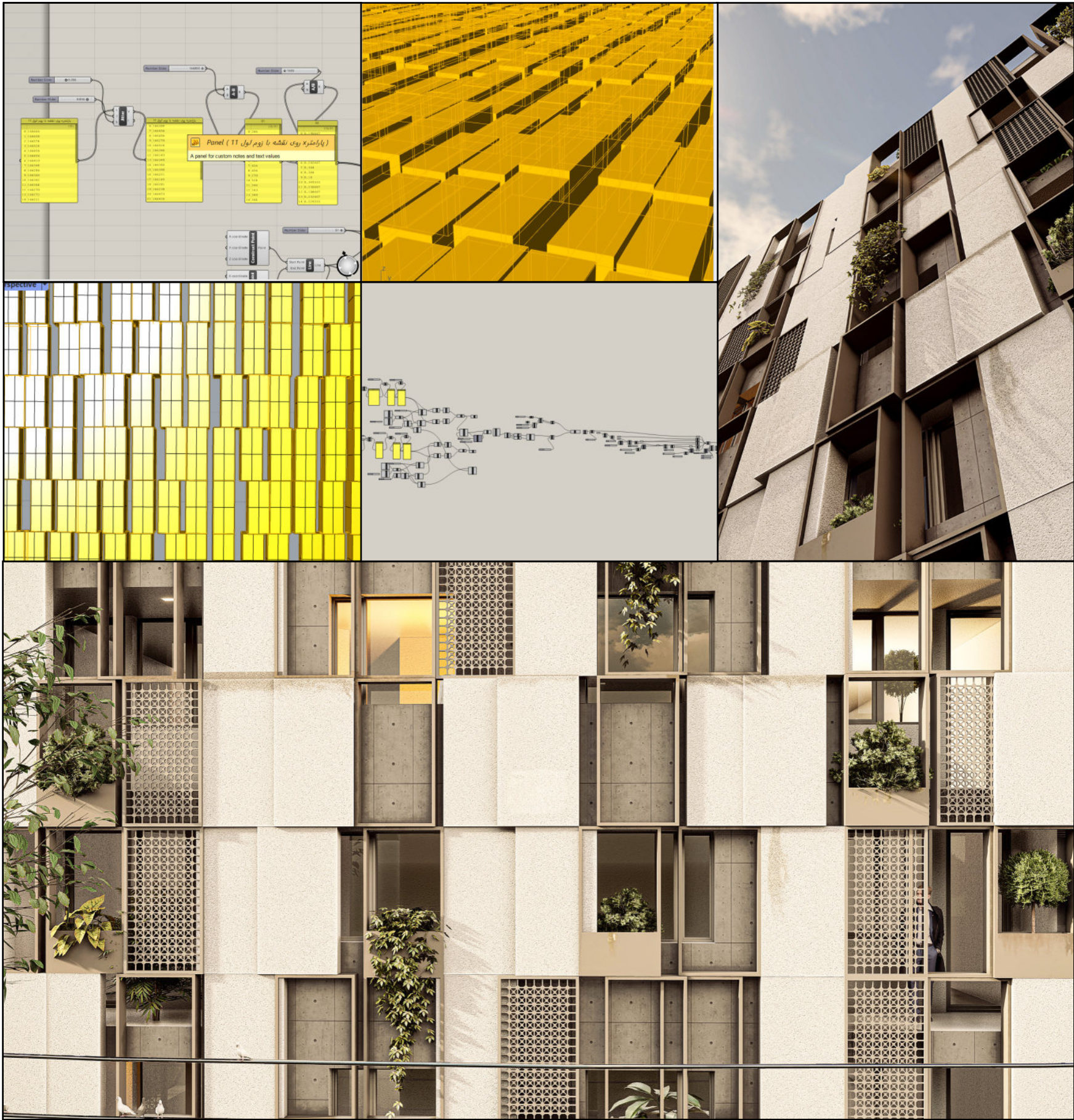




Karun Apartment

This is a parametric building facade designed with Grass Hopper software that is located in Ahvaz and near the Karun river. What played a role in the parametric design of this project is the long Karun river. It was tried to extract the geographical coordinates of the Karun River with specific intervals and create a soft plane with latitude and longitude from the database obtained, then by fragmenting the plane and randomly mixing those blocks on the facade. Due to the fact that the books were divided into transparent and semi-transparent walls, an attempt was made to comply with the climatic points of the region.

Studio Director, Designer, CG Artist, Animator





Zeytoon restaurant

The client's request in the Zeytoon project was the warmth and intimacy of the café, as well as an approach to the boho style. What challenged us more with this project was other client's request for the influence of Ahvaz handicrafts such as kapu in the project, which despite the possibility of reading such Topics in the boho style, but how to apply it was challenging. The use of wood with warm color tone and patina walls and colored glazed tiles, as well as the use of formic and wooden accessories, helped us to get closer to the client's request.

Studio Director, Designer, CG Artist, Animator



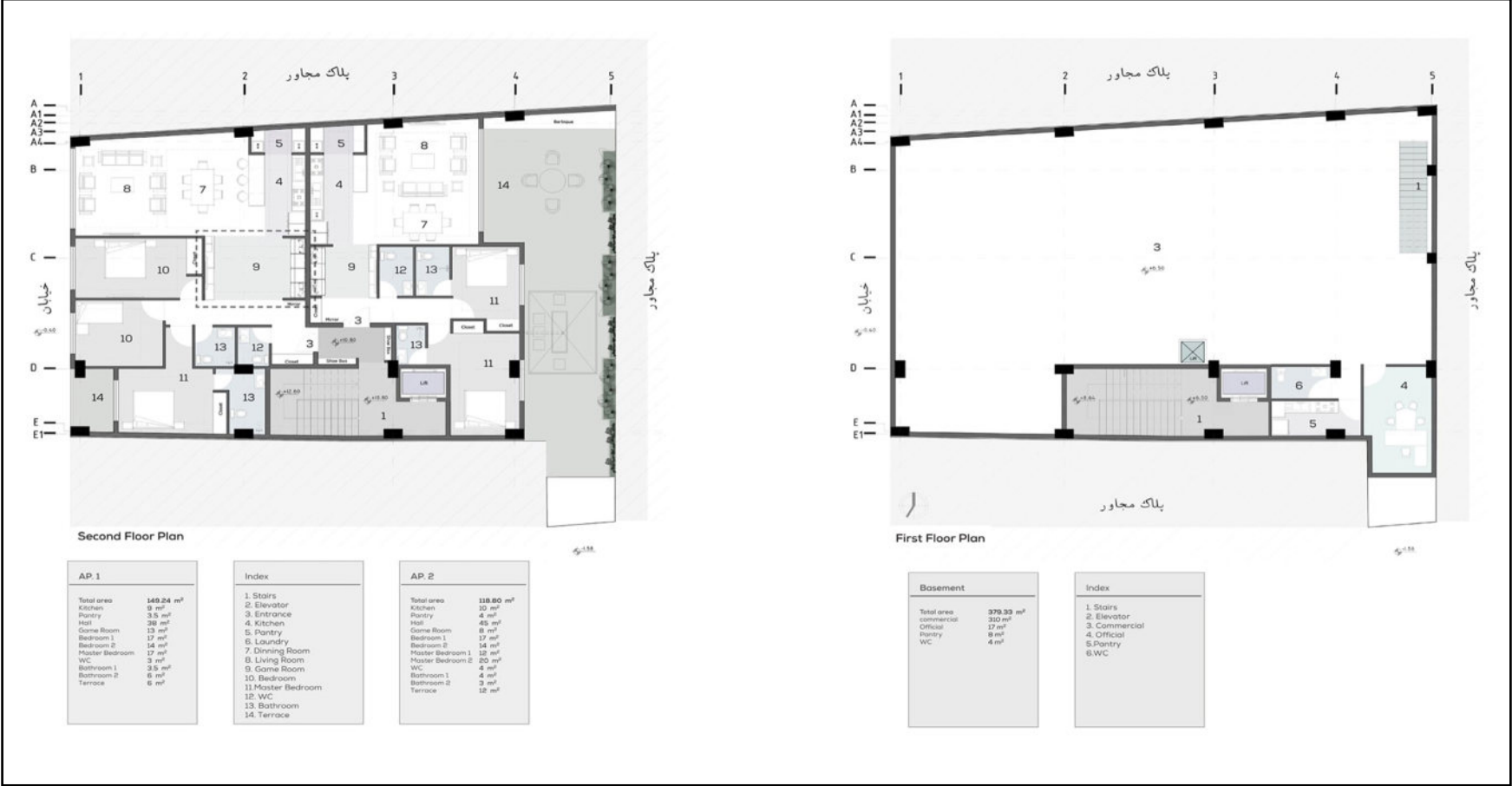
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Mousavi Apartment

The Mousavi project located in the city of Khodabandeh is located near the Soltanieh dome, therefore, in the design of this project, the characteristics of Seljuk and Ilkhanid architecture were considered, including the use of bricks with a massive and opaque design. This project also faced another challenge that in The mix of commercial and residential function that was very evident in the facade of the building.

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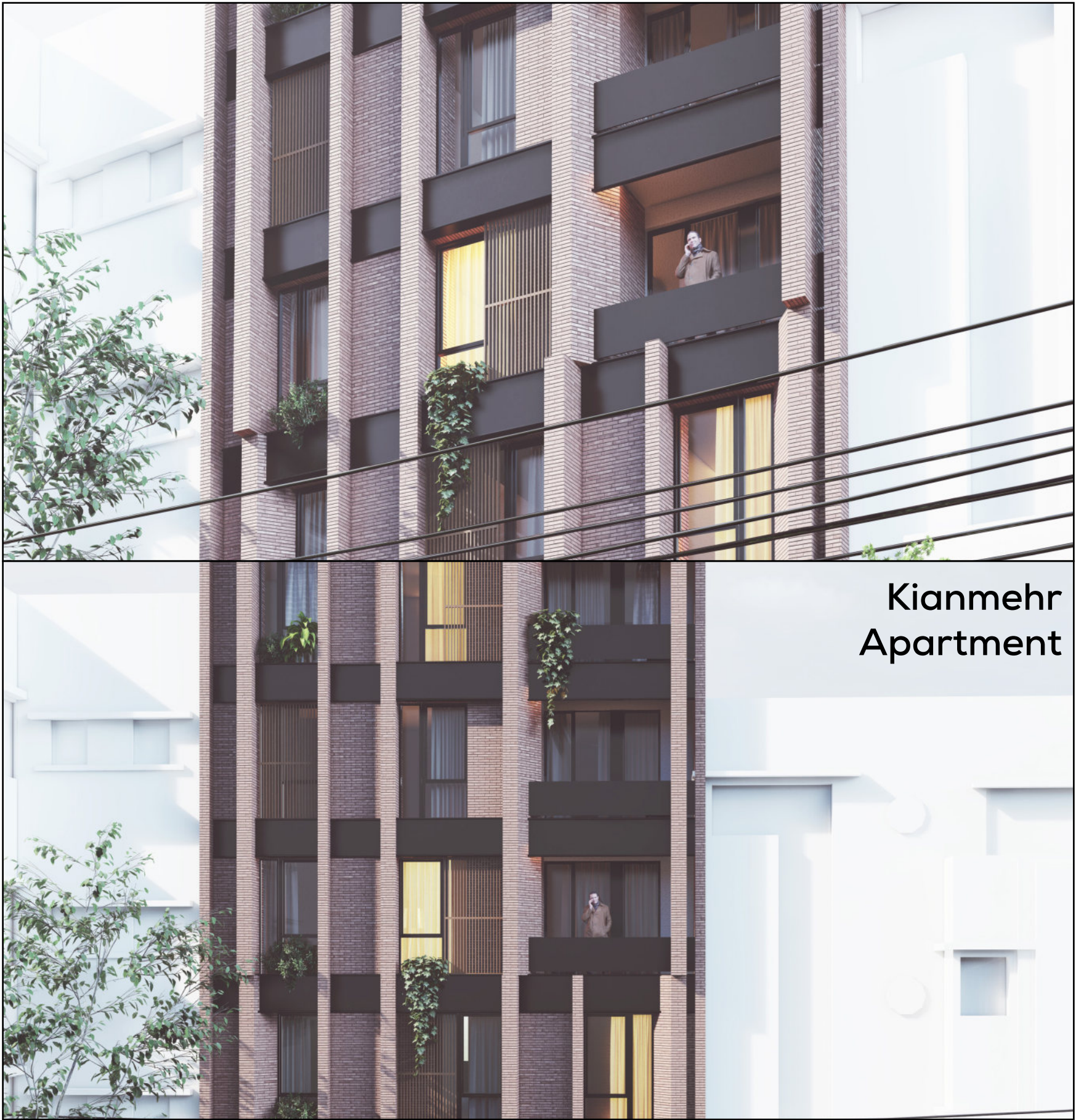
Client: Mr. Eskandaripoor
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Eskandaripoor Apartment



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Kianmehr Apartment

Studio Director, Designer, CG Artist, Animator

Triangle

Studio

Projects



Cooperation with Re-office



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Saadi Apartment

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Motahhari Apartment

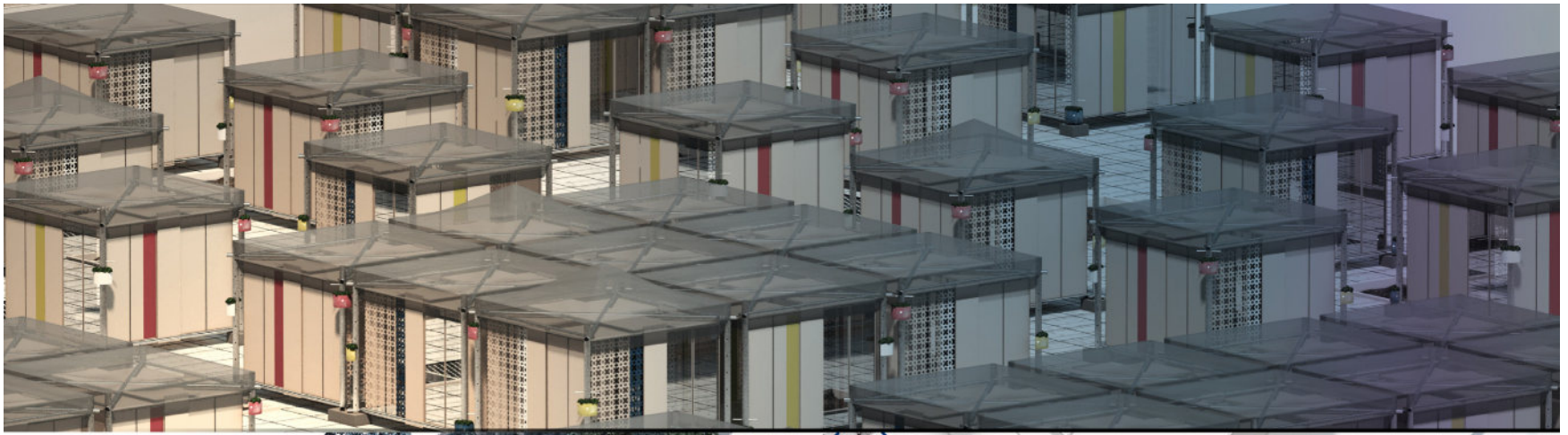
Client: Mr. Motahari
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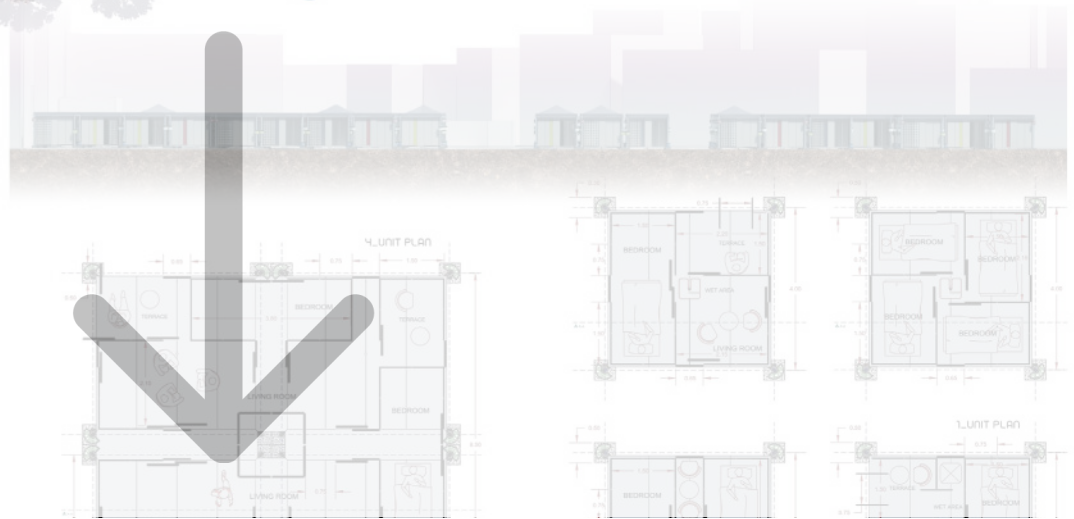
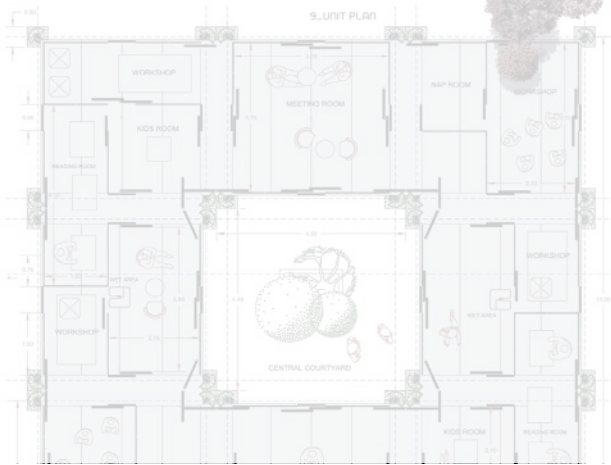
Cooperation with Re-office

Alipoor Project





Emergency housing is for those who live on the street or those who are looking for a permanent place to live in and where they need a place to live, or those who are at risk of being harmed if staying at home. The basic needs of these people are: sleeping, bathing, washing, dressing, eating or getting money for food. Consequently, in the design of emergency housing, in the first step, what is very important is the cost-effectiveness of it being produced and transmitted in an easy and inexpensive manner. In this regard, the use of local and cheap materials with higher efficiency, the use of a modular structure for design, its industrial fabrication, the use of pre-fabricated ideas and the reuse of shelters can be of great help. In the second step, considering the urgent, temporary, and moving nature of the project, the speed and ease of setting up and assembling shelters, which can be done without the need for mechanical tools and using manpower. The next step in designing, given its low cost, is that smart and adequate adaptation of housing to the climate and the climate is different so that the desired environmental comfort of a medium-term housing can be fully provided. In this regard, industrial design, industrial architecture, modular architecture, architecture Sustainable and pre-fabricated ideas will be on the way



Designer, CG Artist, Animator



E M E R G E N C Y H O U S I N G

WITH APPROACH TO IMPROVING SOCIAL STATUS

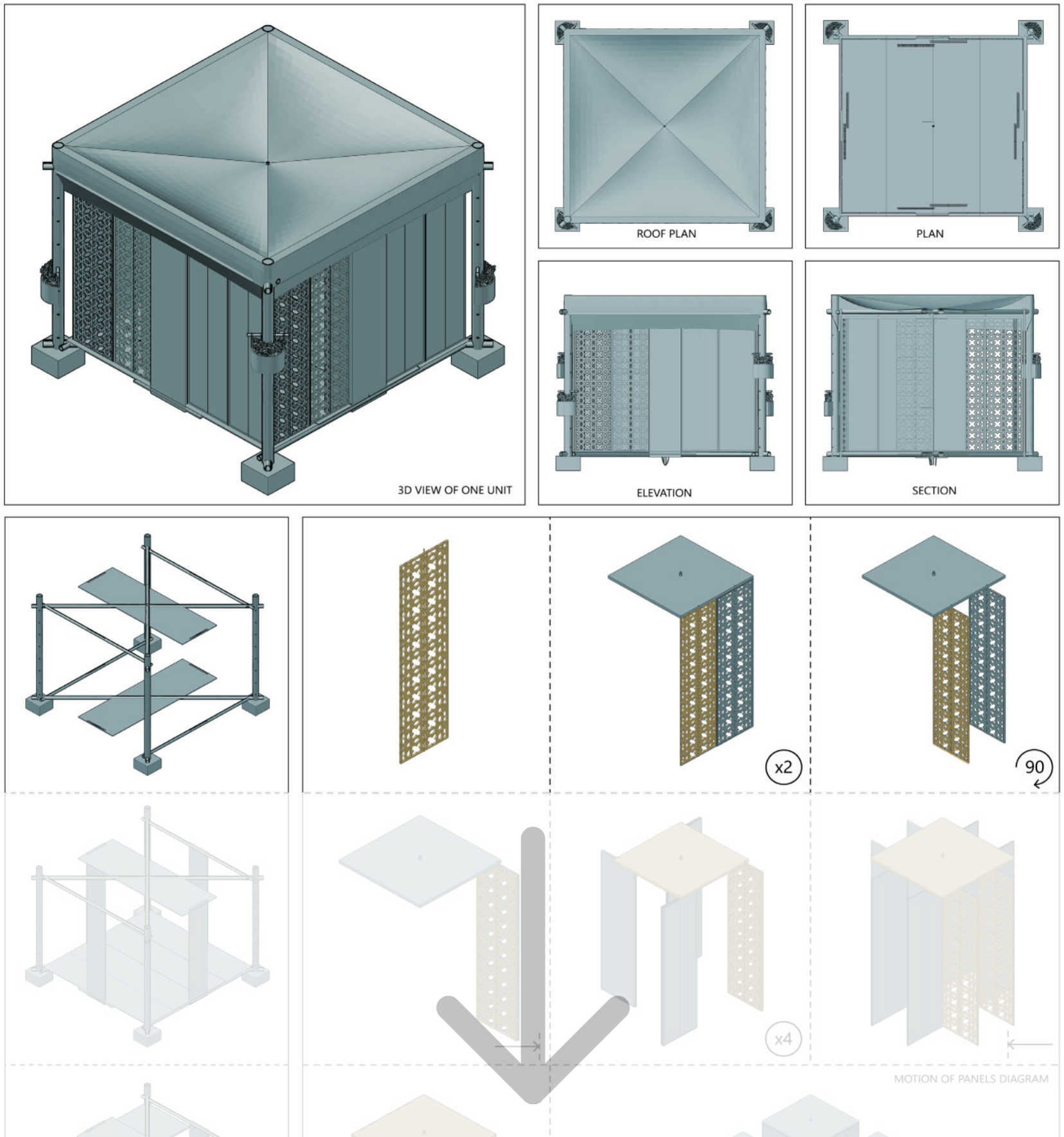
The final step and the most important step in designing this project, which distinguishes it with many similar designs, is interactive architecture designed to improve the individual and social status of these individuals psychologically and behaviorally. This is through personalized methods. Housing and space transformation are a place for residents and their property that gives the user the opportunity to express their individual expressions of space, the ability to control the level of interaction with the outside world through a flexible shell and sense of belonging through keeping The property will improve its psychological and behavioral state



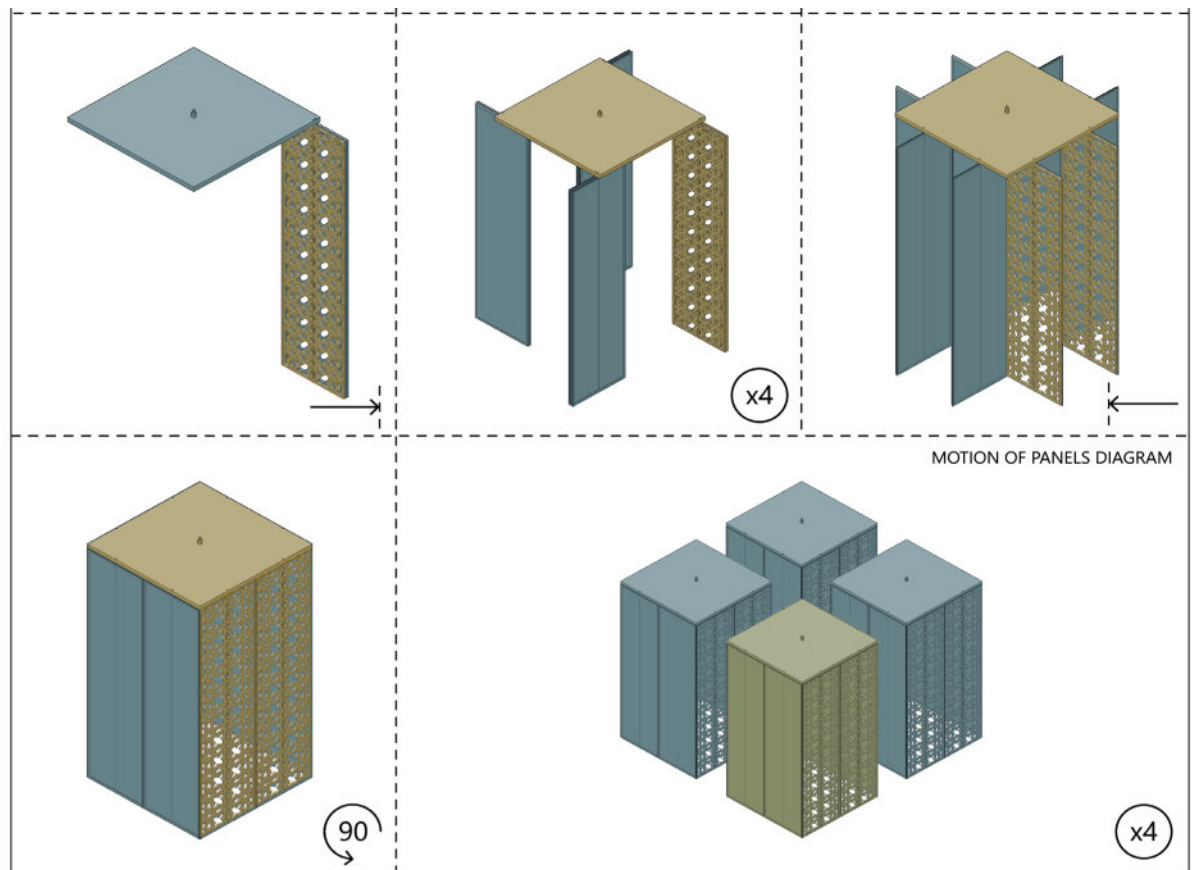
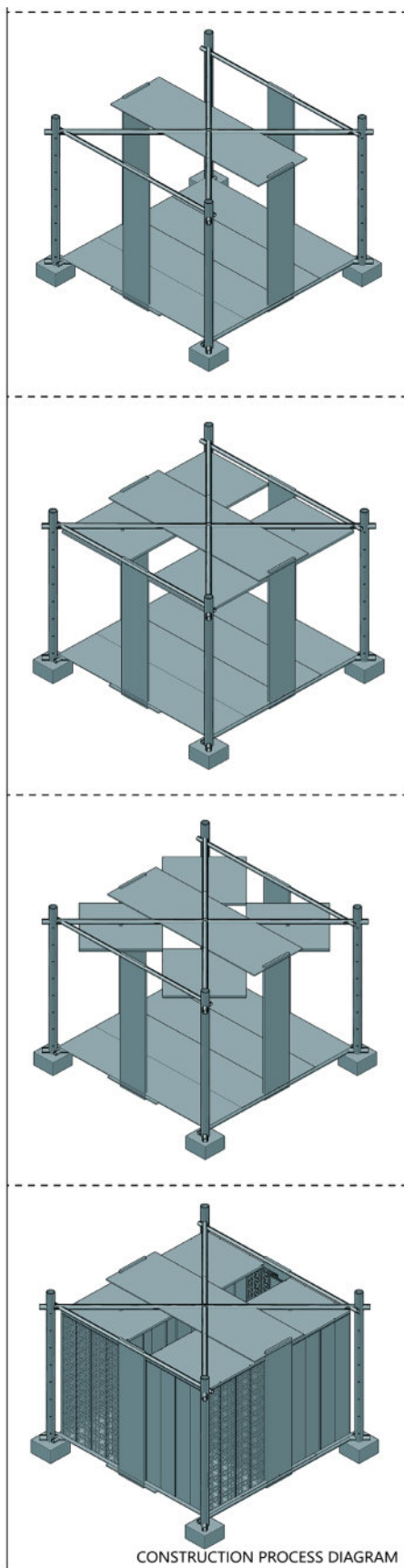
Supervisor : Dr. Vahid Shali Amini

Researcher: Shahin Afarin

1 2 5 0 10



Designer, CG Artist, Animator



E M E R G E N C Y H O U S I N G

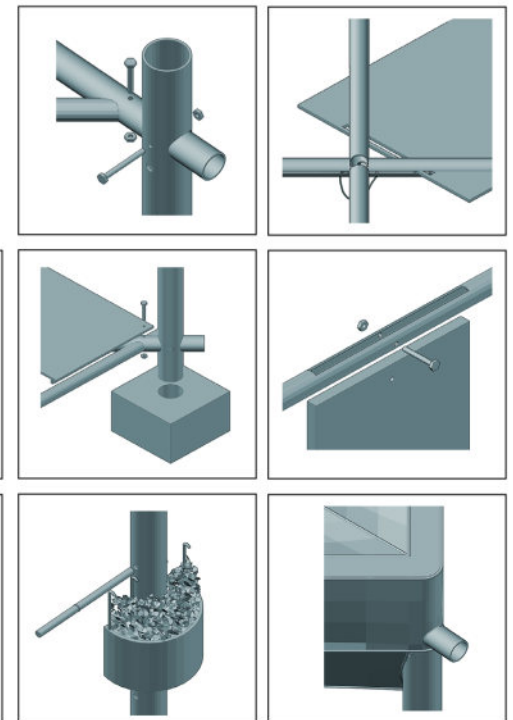
WITH APPROACH TO IMPROVING SOCIAL STATUS

The design of the Far East, which is considered to be the definitive master of this design, was used from the concept and the circular sections were used with high inertia and tight fittings. Also, the use of minerals paid on the plateau of Iran was abundant Aluminum compounds were chosen according to the infrastructure of their payment.

Modulation can be seen in all the components in general, so each set of several modular zones is formed, and each zone is made up of a number of modular units, each unit of a modular component series.

Regular geometry and the simplicity of these modules make it possible to use it in any time and place conditions, and the effort to dispose of energy with respect to distance from the ground using composite fibers and dynamic absorption of atmospheric precipitation and the use of extensions To turn these rainfall into energy, it provided a sustained approach to the project.

It was attempted to design modular planes and walls that could be effective in creating a sense of belonging in each person, as well as using the green space and the three primary colors and the white color, which could subsequently be changed locally, helped us in this matter.



DETAILS OF THE JOINTS



Supervisor : Dr. Vahid Shali Amini Researcher: Shahin Afarin



Design Process Animation of Emergency Housing

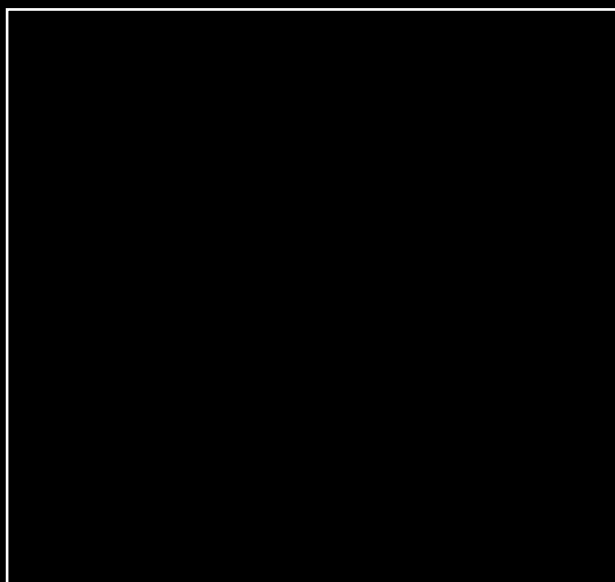
WITH APPROACH TO IMPROVING SOCIAL STATUS



CG Artist, Designer, Animator

My

. Art



Best thing ever painted by
my heart (zalagasper)



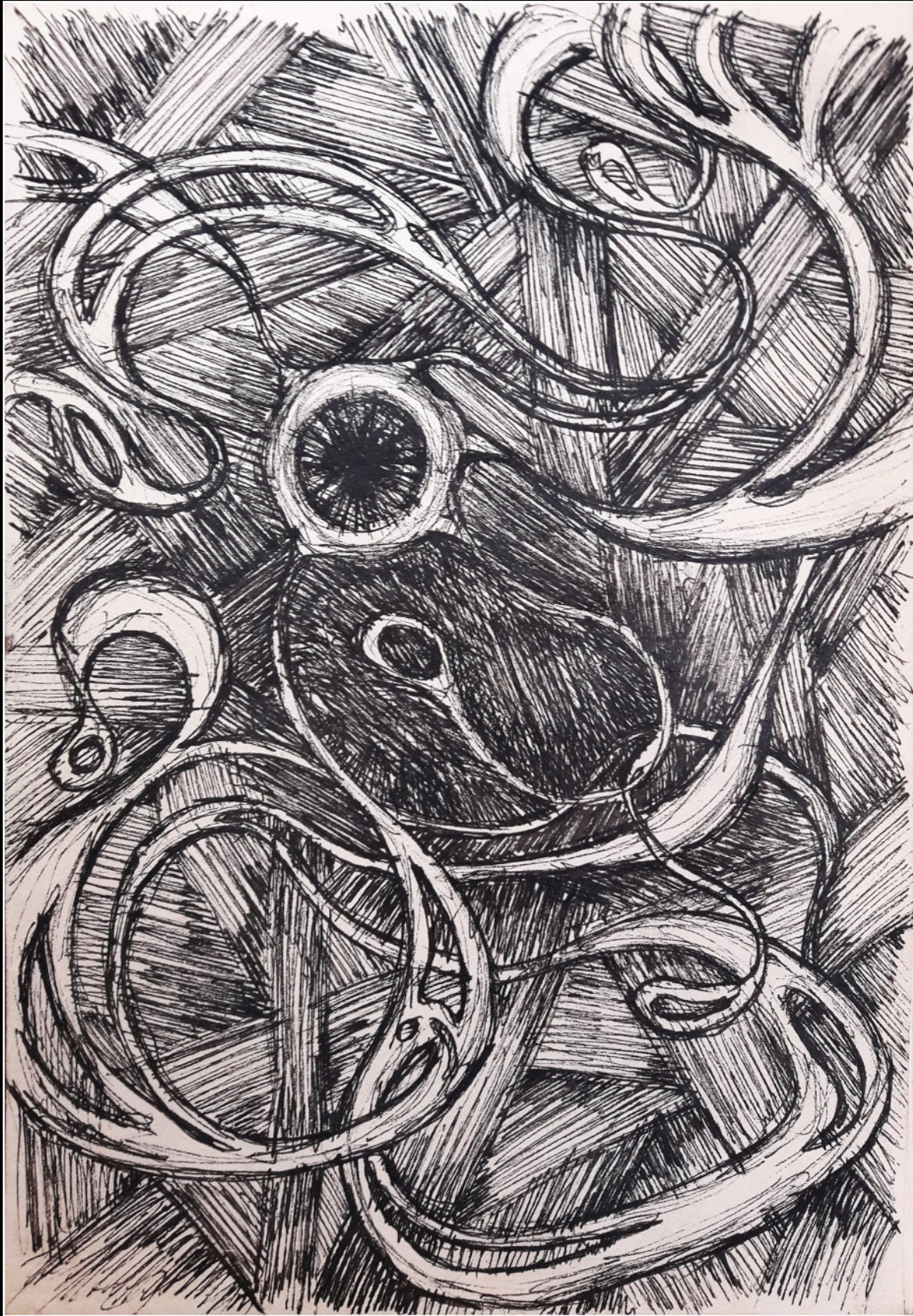
Farsha 2020



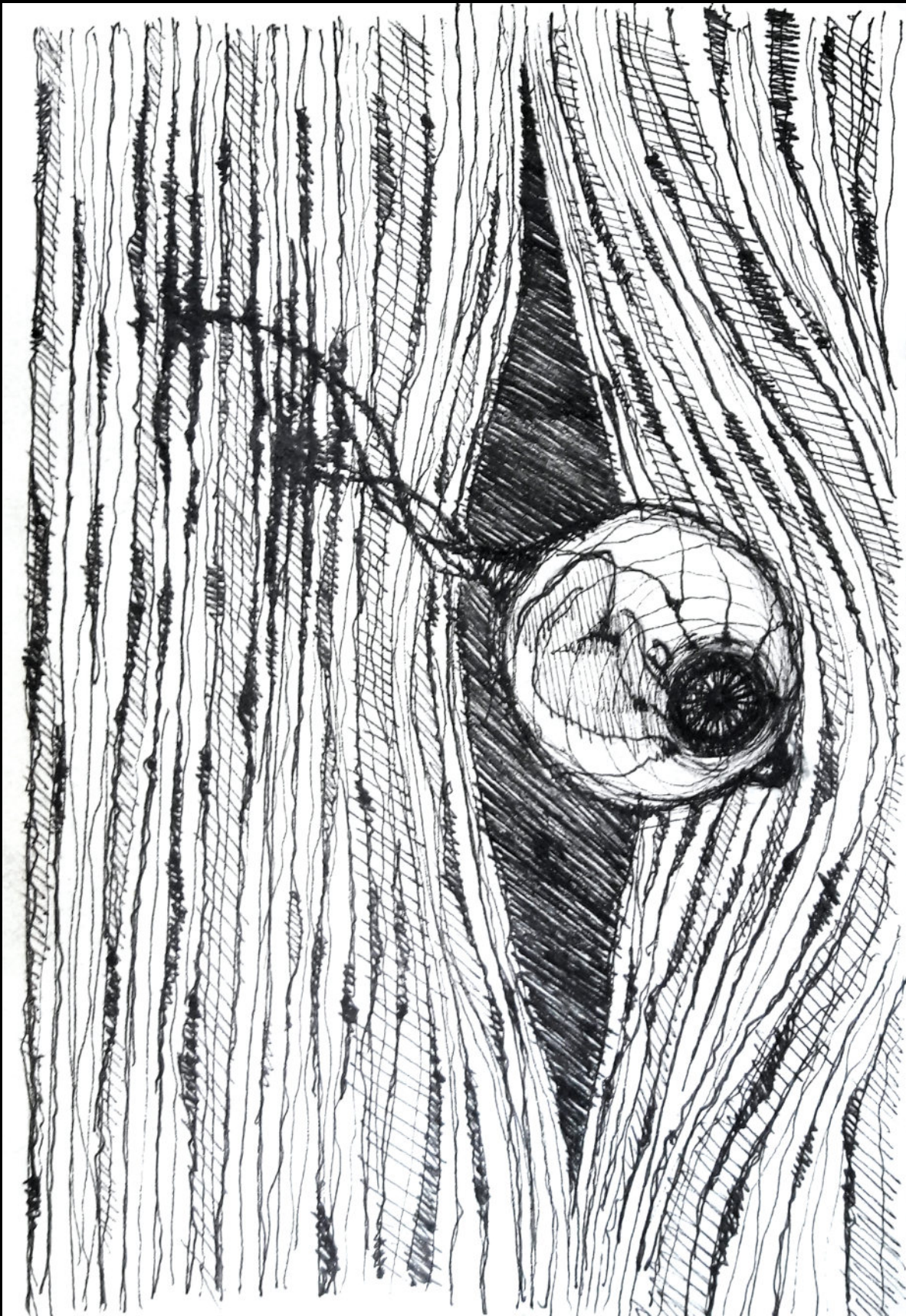
Semi-conscious works 2019



Semi-conscious works 2017



Semi-conscious works 2018

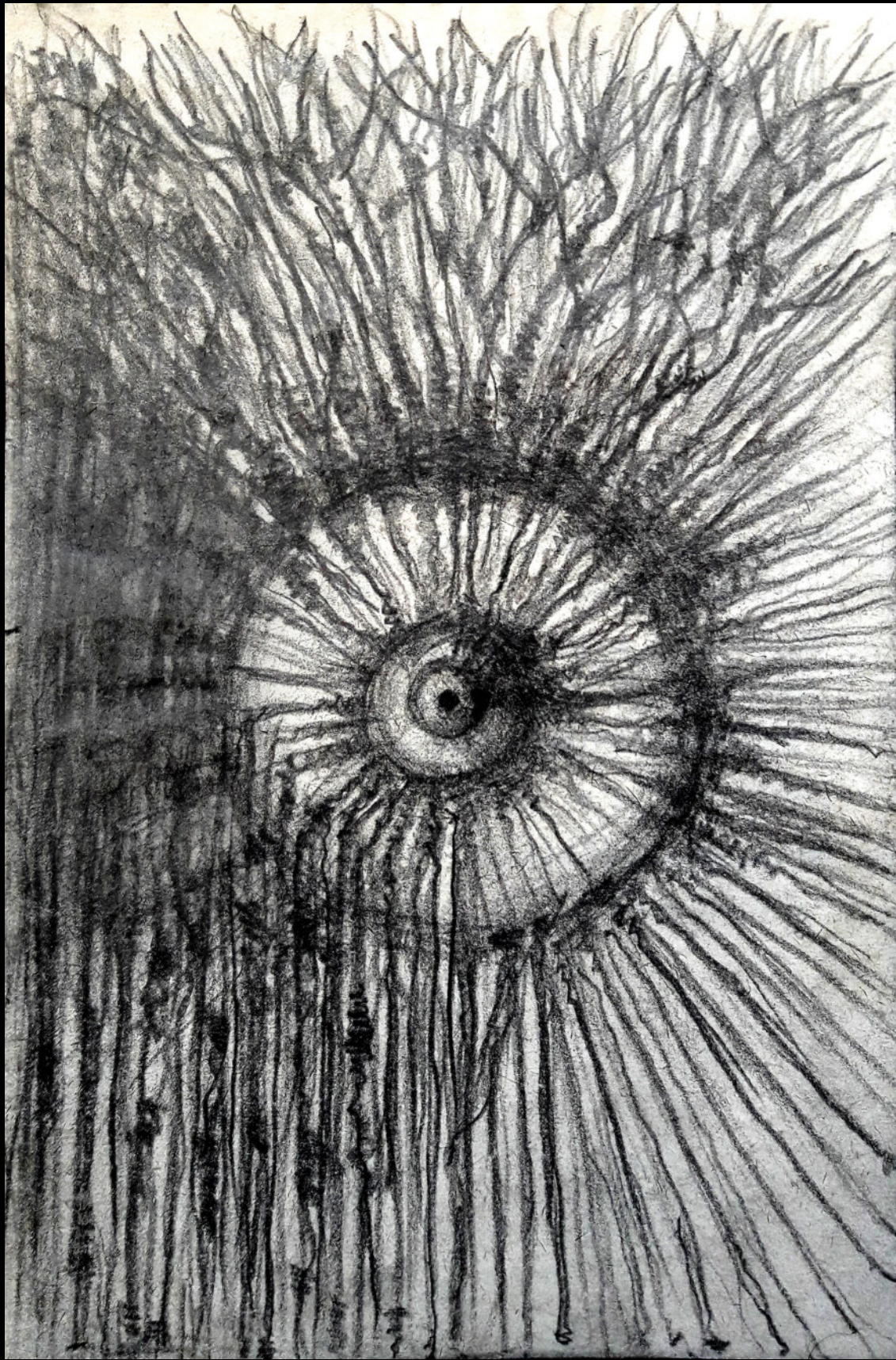


Semi-conscious works 2017

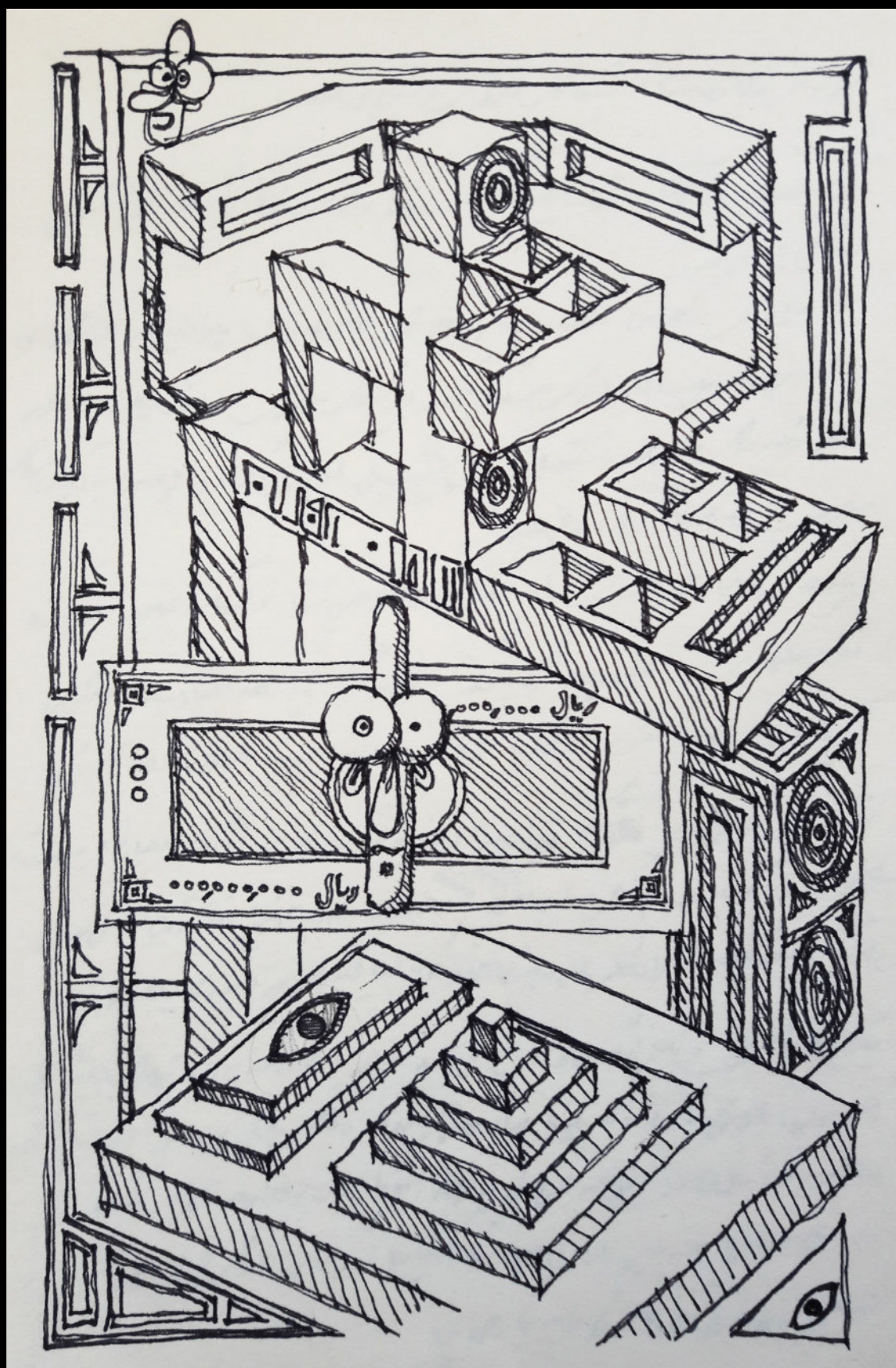


می پــــرد پلک دلم به تکاپو و خراب
او چه داند می همان وی ، من به دنبال سراب

از تبسم به سبویی تا در آغوش شراب
مردمک در قفس می و به دنبال وی است



Semi-conscious works 2016



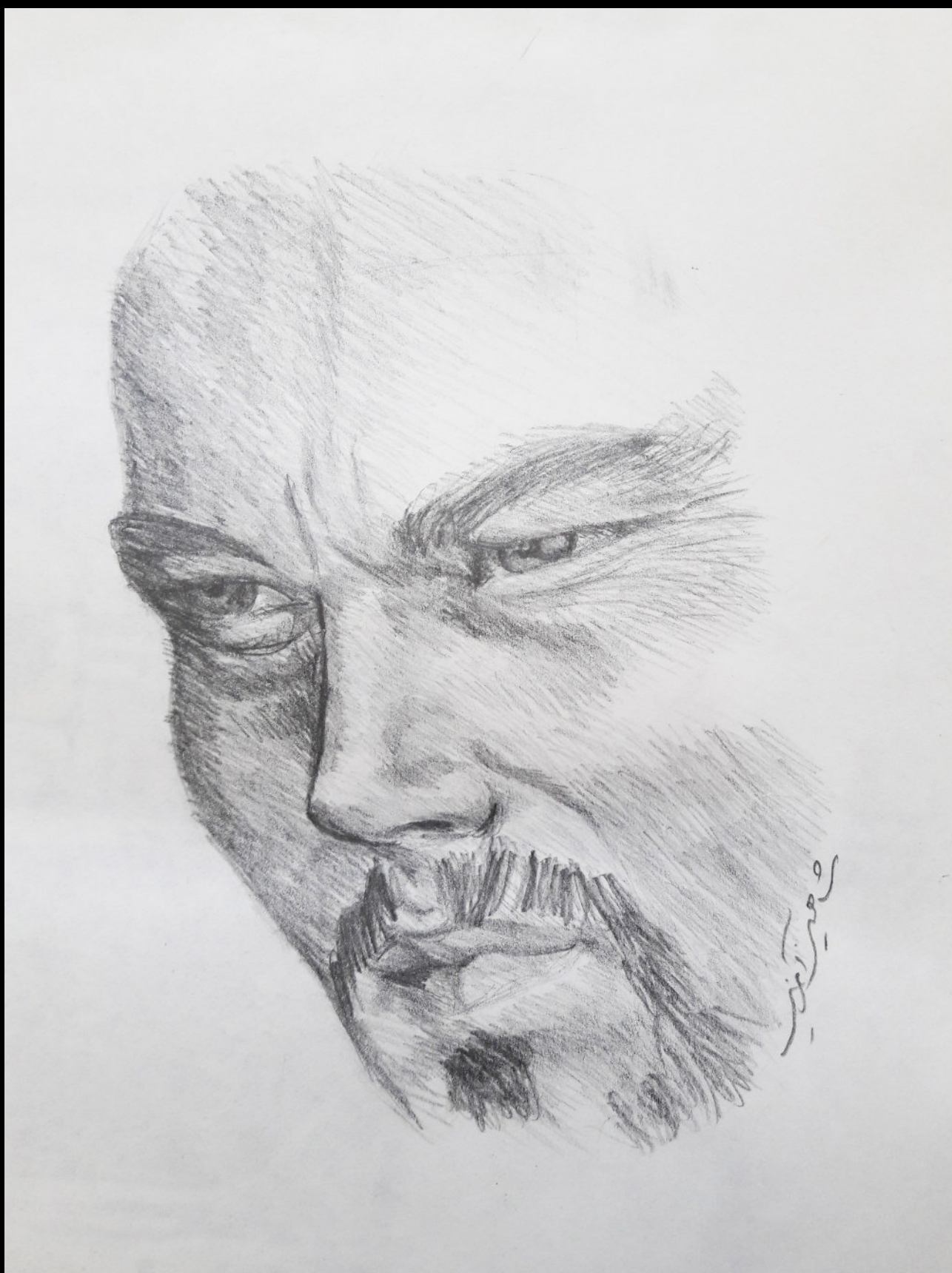
Semi-conscious works 2016



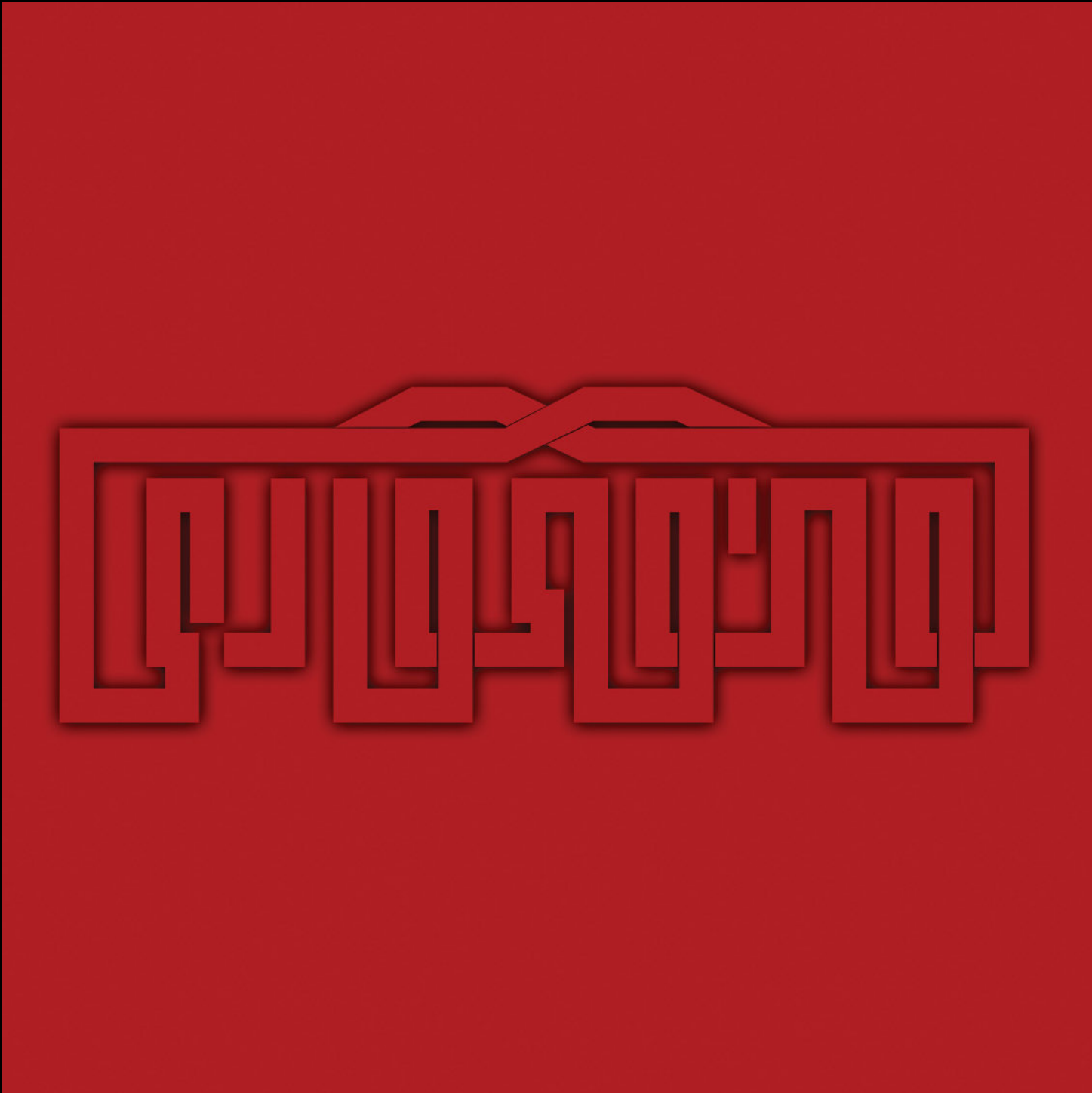
Details of human feet & hands 2008



A portrait of a woman 2008



A portrait of a man 2008



The poster related to the protest of students at the Faculty of Arts and Architecture of Azad University, Central Tehran Branch To the separation of faculties of architecture and urbanism and the faculty of art



An attempt to record a look 2023



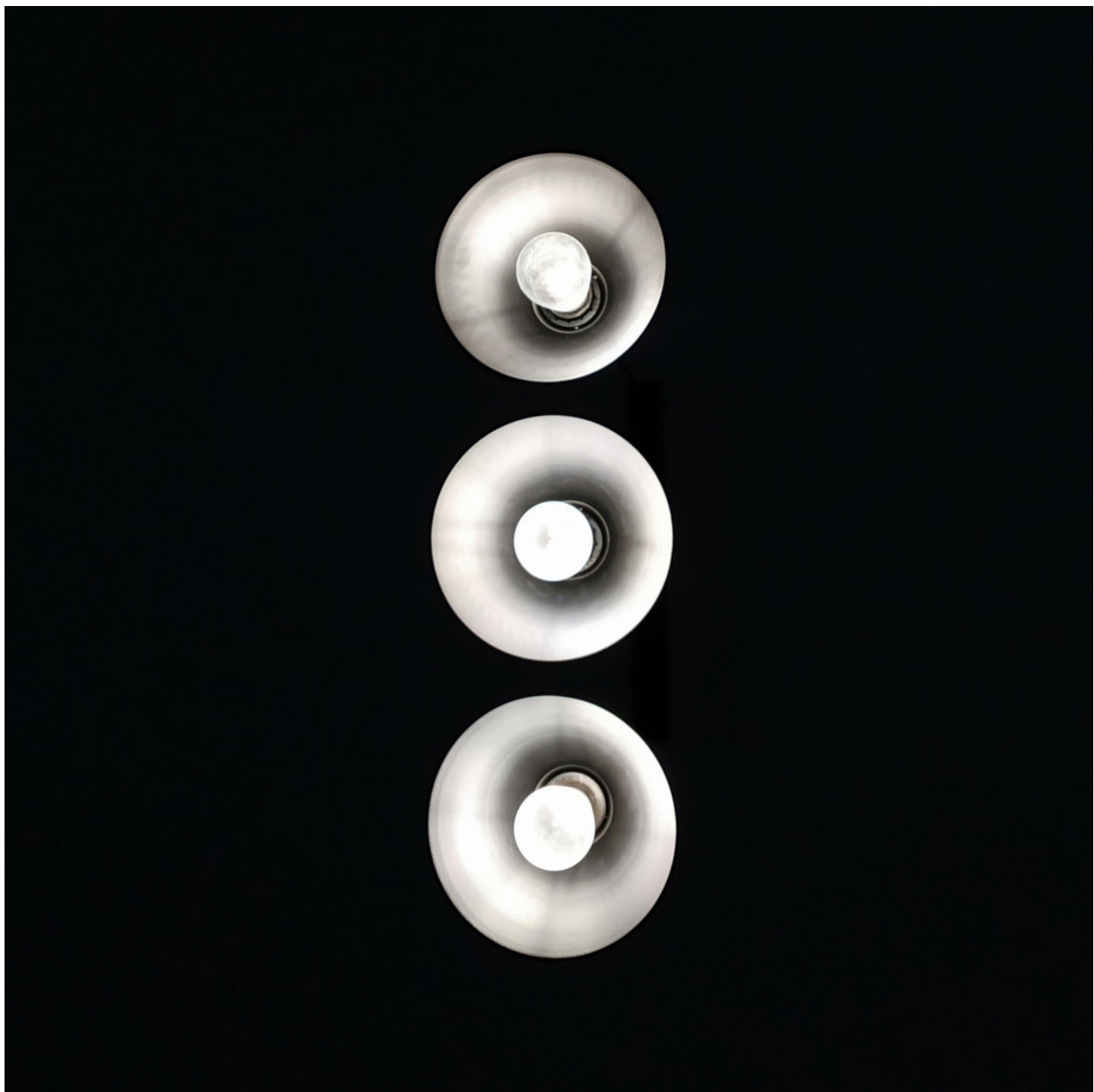
An attempt to record a look 2023



An attempt to record a look 2023



An attempt to record a look 2022



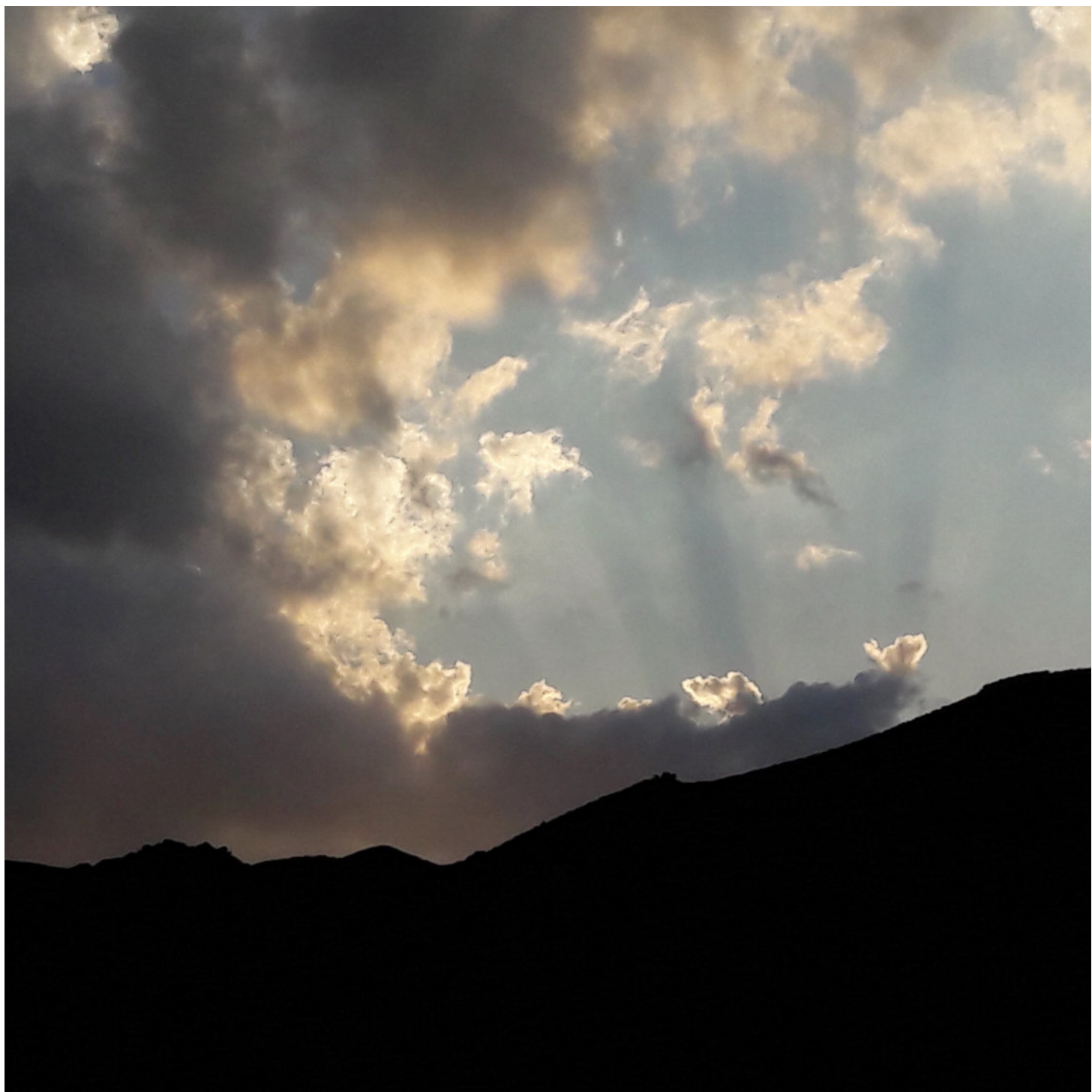
An attempt to record a look 2020



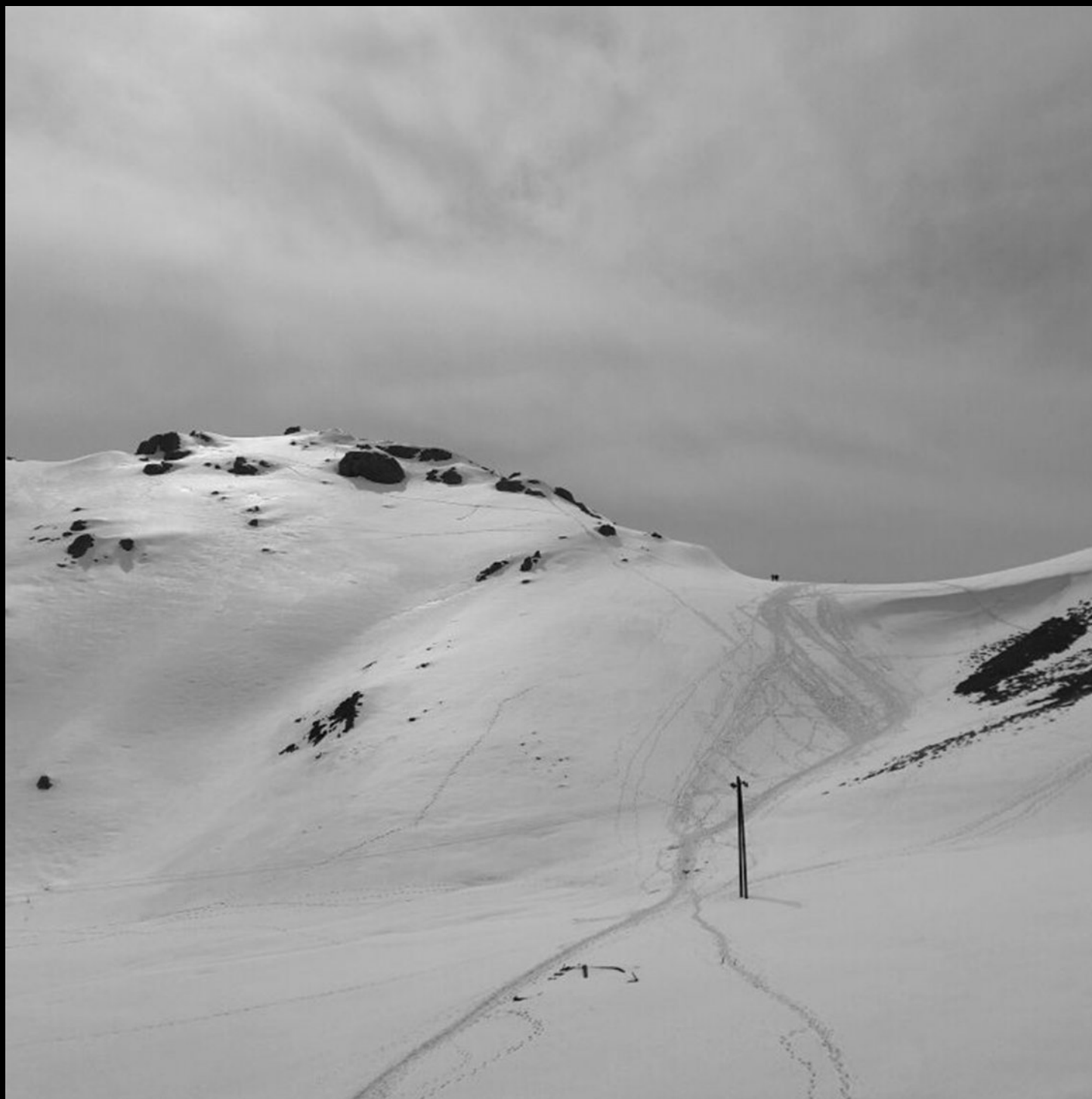
An attempt to record a look 2015



An attempt to record a look 2015



An attempt to record a look 2015



به نگرانی های جنبان زانویم قسم
...روزی پیچش آفتاب در این نگاه تمام میشود
...و شاید سکوت سرمای این ماهور را هم بلرزاند
نمیدانم
اما بدان در این رقص عدم ، سکوت منم در پی استمرار پیچش آفتاب



An attempt to record a look 2015



An attempt to record a look 2015



Shiraz-spring 2018



Shiraz-spring 2018



Shiraz-spring 2018



Shiraz-spring 2018



An attempt to record a look 2014



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