Architectural Visualization

& Technical Direction

Carlos Cordero Aguaded

Architecture & design
Materials, lighting & rendering

Team leadership
Pipeline development & AI integration

Seville, Spain / Remote



01

Courtyard bath

VISUAL FOCUS

Daylight / Material contrast

A shaded interior frames a bright courtyard. The dark surround and restrained material palette draw attention to the foliage, creating a calm focal point and a clear transition between inside and outside.

TOOLS

3ds Max + Corona

Full image production: Carlos Cordero Aguaded



02

Autumn bedroom

VISUAL FOCUS

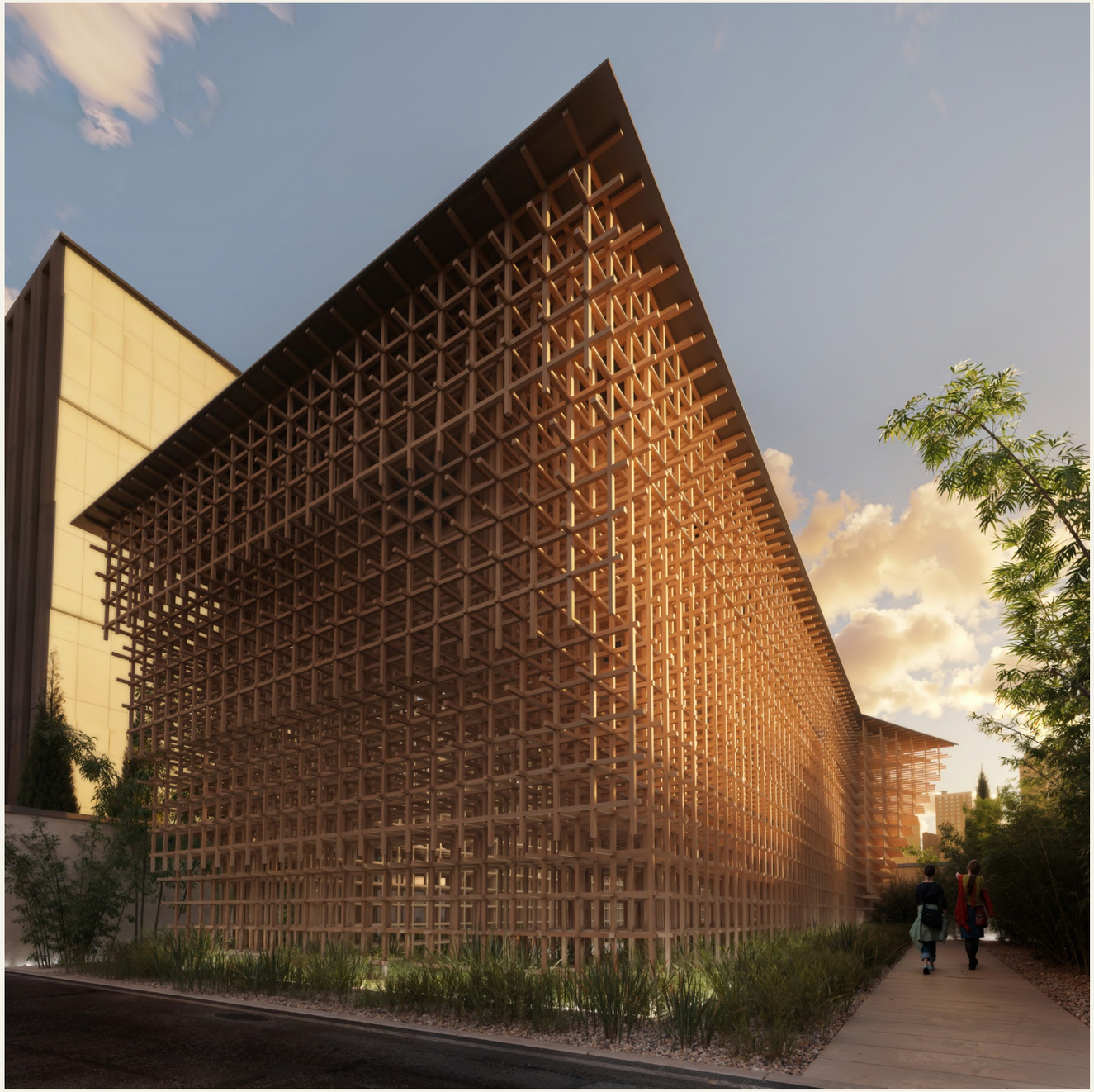
Mood / Directional light

Side light and autumn colour bring warmth to a restrained room. Concrete and timber hold the composition together, while the window establishes a gentle contrast between the interior and the season beyond.

TOOLS

3ds Max + Corona

Full image production: Carlos Cordero Aguaded



03

Timber facade

VISUAL FOCUS

Form / Raking light

Warm raking light reveals the depth of the timber lattice. A low viewpoint strengthens the facade silhouette, while the repeated elements and figures establish rhythm and a sense of scale.

TOOLS

3ds Max + Corona

Full image production: Carlos Cordero Aguaded

After dark

04



VISUAL FOCUS

Framing / Spatial storytelling

The cool exterior frames a sequence of warm interiors. Glazing reveals activity at street level, while the facade grid connects the separate rooms into a single, legible composition.

Full image production: Carlos Cordero Aguaded

TOOLS

3ds Max + Corona



05

Dark interior

VISUAL FOCUS

Materiality / Tonal balance

A dark timber wall sets a quiet backdrop for reflective objects. Daylight across the floor and the bright mirror interrupt the vertical rhythm, giving the small interior depth and a precise visual focus.

TOOLS

3ds Max + Corona

Full image production: Carlos Cordero Aguaded

Circular interior

06



VISUAL FOCUS

Composition / Practical lighting

An overhead ring anchors the room and the central gathering space. Perimeter lighting traces the curved enclosure, separating the figures from the background and reinforcing the scale of the interior.

Full image production: Carlos Cordero Aguaded

TOOLS

3ds Max + Corona

Landscape pavilion

07



VISUAL FOCUS

Colour / Golden-hour light

A pale roofline stretches across the landscape above a warm red facade. Low sunlight and foreground vegetation layer the scene, balancing the building silhouette with the distant hills.

Full image production: Carlos Cordero Aguaded

TOOLS

Unreal Engine



08

Japanese street

VISUAL FOCUS

Atmosphere / Night lighting

A dense night scene needs a clear focal point. Warm doorway light and cool signage separate the figure from the street, while wet reflections lead the eye into depth.

TOOLS

3ds Max + Corona

Full image production: Carlos Cordero Aguaded

Direction & Supervision

MR Factory
December 2024 - October 2026

30+

artists under my technical supervision in a distributed environment team

01 / TECHNICAL DIRECTION

Owned technical decisions and workflows. Reviewed environments, resolved production issues and guided materials, shading and architectural interpretation.

02 / PRODUCTION & TEAM

Coordinated task allocation, time and cost estimates, technical hiring and team support alongside the Art Director and producers.

SELECTED PROJECT CONTEXT

MR Factory

Technical direction for the Netflix x Eurovision Spain x Squid Game promotional collaboration and Mediaset campaigns.

Took responsibility for art direction on projects without a dedicated Art Director.

Pipeline & R&D

Practical tools and workflows adopted in environment production.

Material & asset workflow

Built and deployed a Python application using AI-assisted coding to standardize materials and assets through MaterialX and USD. The team used it to organize and reuse assets across supported production workflows.

PYTHON / MATERIALX / USD

Unreal Engine, Blender and 3ds Max
Corona, V-Ray and Octane

Validated with production assets; integrated the existing Unreal library and direct asset export.

01 / AI INTEGRATION

Evaluated and introduced AI tools for reference adaptation, asset creation, photo-based materials and library categorization.

02 / PRODUCTION WORKFLOWS

Managed tool adoption and Unreal version migrations. Documented workflows and resolved technical production issues.

03 / INFRASTRUCTURE

Configured the render farm for the eMedia hub in Johannesburg and trained the local team to operate independently.

Carlos Cordero Aguaded

Architectural Visualization
Technical Direction
Pipeline & AI Integration

Seville, Spain
Fully remote / EU citizen

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