

Carl Vazquez
CG Modeler / Generalist /
Drone Cinematography

Artstation: artstation.com/mfac14

DRONE / CGI: belugaone.com

CG: carlvazquez.wordpress.com/

CELL: 631-873-8437

mfac14@gmail.com

Main Skill Set:

CG Modeling; Character/Hard Surface/Environments UV/Texture/PBR
Stereo-Comp/ Roto, PreVis

Secondary Skills: Rigging, Animation, Color Grade, Editing, Lighting/Rendering

Primary Applications:

-Autodesk Maya, Zbrush, After Effects, Nuke, Mocha, Substance Painter, Adobe All Software, 3D Coat, Crazybump, Xnormal, TopoGun, Keyshot, Marmoset Toolbag, Meshlab, Mental Ray, V-Ray, Arnold, Speedtree, Qube, Shotgun, Deadline, SketchUp, -Windows, Linux, Mac

Secondary Apps:

-MotionBuilder, Unreal Engine, Davinci Resolve, Vicon Blade, IQ, PFTrack, Marvelous Designer

Professional Experience

TNG Visual Effects: CG Modeler/ Generalist: CG Modeling, Photogrammetry High-Resolution CG Models / Digital Doubles; Blend Shapes/ Hard Surface Maya / Zbrush
March 2018-Current

Eight VFX: CG Modeler; Maya / Zbrush Modeling Hard Surface, for final commercial spots.
Jan 2018-March 2018

Proof : Pre-Viz / Tech Viz/ Modeler; Modeling Master Scene Ref files/ Maya/ Zbrush/ Photoshop / MeshLab/ working closely with leads, producers, directors, and animators creating environment scenes for feature films, lighting and texturing PreVis/TechVis; exact real-world scale, following reference photography and blueprints of set locations.

Meshlab for high resolution Lidar scans, retop / to clean usable meshes, hard surface modeling, organic characters zbrush/texturing maya/zbrush. Assisting animators in keyframe animation, and camera layout. **July 2017-Dec 2017**

Legend 3D : Compositor: Compositing tasks, stereoscopic compositing, clean plate creation, roto, etc., Nuke, Mocha Pro **February-April 2017**

Mousetrappe Studios, Burbank CA: CG Generalist: Disney Star Wars theme parks; compositing Tasks, CG Generalist tasks; After Effects, Mocha, Nuke, Premiere Pro CC, Maya, 3D Coat ; Car Modeling, rigging/matte painting texture projection, VR integration **Sep/Oct 2016**

The Third Floor, Burbank CA: Post Viz Compositing/PreViz; Generalist on Project Titan*, After Effects compositing, Maya for CG generalist work, proprietary software, PFTrack for 3D Tracking integration. **April 2016**

Mousetrappe Studios, Burbank CA: CG Generalist: Disney Star Wars theme parks; Compositing Tasks, CG Generalist tasks; After Effects, Mocha, Nuke, Premiere Pro CC, Maya **January-March 2016**

Stereo D: Burbank, CA

Stereoscopic Depth Artist: Creating highly detailed 3D depth mattes through proprietary software and compositing them through Nuke. Using my artistic sense of vision and keen understanding of anatomy, perspective, texturing and lighting to bring Hollywood films to life, and draw the audience closer into the cinematic experience.

November 2012-July 2015

Digital Domain: Port Saint Lucie, FL 3D Artist: Created highly advanced stereoscopic conversion images for two years by creating 3D models with fully tessellated meshes, into stereo space. Also worked on many major motion picture film tests*. Some involved leading a team of stereo artists on key vital shots that were to award all CGI effects, and stereo work from an undisclosed film. Helped relocate 300 artists to a new studio, set up workstations, and assisted artists. **November 2010-Sept 2012**

Galaxy 61 Animation and Design: Brooklyn, N.Y 3D Generalist:

3D Modeling Previsualization elements, full 3D background sets modeled, textured, rendered and lit using mental ray and Maya, Photoshop for 2D UI game layouts, as well as After Effects for 2D tracking, compositing, and managing of render farm files. Lighting tasks. **2009**

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Education

School of Visual Arts, SVA, New York, NY May 2009

Bachelor of Fine Arts: Computer Art, Animation and Visual Effects

Motion Picture Film Credits

GI Joe 2--Iron Man 3--The Wolverine

Percy Jackson: Sea of Monsters

James Cameron's Deepsea Challenge 3D---Thor 2: The Dark World

Captain America 2: The Winter Soldier

Godzilla 2014--X-Men: Days of Future Past---Guardians of The Galaxy

Teenage Mutant Ninja Turtles 2014--Hercules 2014

Avengers Age of Ultron--San Andreas--Ant-Man

Jurassic World---Transformers 3

The Smurfs---God of War: Ascension Game*

Kong: Skull Island---Spider Man Homecoming

Pirates of The Caribbean Dead Man--Alpha--Shazam--Noelle

Theme Park Shows

Disney Parks Star Wars Galactic Spectacular Show

Disney Parks Jingle Bell Jam Show

Spain Ferrari Portaventura

Commercial Spots

Toyota Crashing Dreams

Unwelcome Mats Apts.com

Your Thing ATT

Pre-Visualization

Escape At Dannemora : Showtime

Shazam DC: Warner Brothers : Noelle: Walt Disney