

Carl Vazquez

CG Modeller | Texture | Generalist | PreViz
|Stereoscopies|

- 10 Years of experience in the VFX, Animation, Stereo3D, & Commercial fields.
- I've worked on over 20 features from both staff and freelance positions in New York, Florida, and Los Angeles.
- Primarily a 3D Modeller, and Texture Artist, but I also have abilities, and knowledge in Comp, Stereo Comp, Rotoscoping, Lighting and Rendering, Rigging, Editing, Pre-Viz/Tech Viz, and Animation!

Personal Info

Address

Carl Vazquez
11123 Aqua Vista St
Studio City , CA 91602 Apt 105

Phone

1-631-873-8437

E-mail

mfac14@gmail.com

Instagram

beluga_one1

Website Main

www.carlvazquez.com


Drone Site


https://belugaone.com/


LinkedIn


https://www.linkedin.com/in/carlvazquez/


Skills


3D Modeling | 
Texture | Lookdev


Maya 


Zbrush 


Substance Painter 


Sculpting 3D 


Nuke 


Stereoscopic 3D 


After Effects 


Premiere 


Rigging 

Animation 

Lighting 

PreViz 

Roto 

Unreal Engine 

Experience

2019-04 -

Eight VFX

2019-04

3D Modeler | Generalist | Freelance

- 3D Modeling | Texturing Final Commercial Spots,
- Maya / Zbrush Modeling/Texturing Substance Painter Hard Surface, for Final Commercial spots
- Vray Lookdev / Lighting / Shaders

2018-10 -

Proof

2019-03

3D Modeler | Generalist | Previz | Freelance

- Feature film PreViz Modeling | Assets, Characters, Environments, Textures, Shaders, Lighting
- Real-time Maya, Substance Painter, Re-Skin, Lite Rigging
- Fast and Furious 9, The Mill : Apex Legends Spot 2

2018-03 -

TNG Visual Effects

2018-05

3D Modeler | Generalist | Blend-Shape Artist | Freelance

- CG Modeling, Photogrammetry High- Resolution CG Models
- 3D Scanning, Digital Doubles
- Blend Shapes/ Hard Surface Maya / Zbrush

2018-01 -

Eight VFX

2018-03

3D Modeler | Generalist | Freelance

- 3D Modeling | Texturing Final Commercial Spots
- Maya / Zbrush Modeling/Texturing Substance Painter Hard Surface, for Final Commercial spots
- Vray Lookdev / Lighting / Shaders | Apartments.com Commercial Spots | Nike At&T | Toyota Olympic Spot

2017-02 -

Legend 3D

2017-04

Stereo Compositor | Freelance

- Feature film Stereo Compositing tasks
- Stereoscopic Compositing, clean plate creation, roto| Nuke, Mocha Pro. Tracking
- Spider Man | Alpha | Pirates of The Caribbean : Dead men tell no Tales

2017-07 -

Proof

2017-12

3D Modeler | Generalist | Previz | Freelance

- 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, re-top / to clean usable meshes, hard surface modeling, organic characters ZBrush/texturing Maya/Zbrush.
- Assisting animators in keyframe animation, and camera layout.
- Shazam | Noelle | Escape at Dannemora | Venom

Unity	■ ■ ■ ■ ■
Key Shot	■ ■ ■ ■ ■
Marmoset Toolbag	■ ■ ■ ■ ■
PBR Shaders	■ ■ ■ ■ ■
Vray	■ ■ ■ ■ ■
Arnold	■ ■ ■ ■ ■

2016-08 -
2016-10

Mousetrappe Studios

3D Modeler | Generalist | Freelance

- Disney theme parks | Spain: Ferrari Land Set modeling
- Compositing Tasks, CG Generalist tasks; After Effects
- Mocha, Nuke, Premiere Pro CC, Maya, Projection Digital, 3D Coat

2016-04 -
2016-05

Third Floor

3D Modeler | Generalist | PostViz | Freelance

- After Effects compositing | Kong Skull Island
- Maya for CG generalist work, proprietary software,
- PFTrack for 3D Tracking integration.

2016-01 -
2016-03

Mousetrappe Studios

3D Modeler | Generalist | Freelance

- Disney Star Wars theme parks
- Compositing Tasks, CG Generalist tasks; After Effects
- Mocha, Nuke, Premiere Pro CC, Maya, Projection Digital

2012-11 -
2015-07

Stereo D

Stereo Compositor | Depth Artist | Staff

- Creating highly detailed 3D depth mattes through propitiatory 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.
- 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 |

2010-11 -
2012-09

Digital Domain

3D Artist | Staff

- 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.
- Transformers | Smurfs | God of War Ascension | Maleficent |

2009 -
2009

Galaxy 61 Animation and Design

3D Generalist | Freelance

- 3D Modeling, 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.

Education

2006-05 -
2009-05

School of Visual Arts

- BA | Computer, Art, Animation, and Visual Effects