

# Carl Vazquez

CG Modeller | Texture | Generalist | PreViz  
|Stereoscopics|

- 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

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### E-mail

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### Instagram

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### 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

2019-09 -  
present

### Griffith Observatory

CG Generalist | Modeler

- CG Generalist | Modeler, working on new state of the art signs of life show, half dome projection: for Griffith Observatory LA!
- Arnold final rendering/lighting | 8k half dome projection final | Maya | Zbrush | Substance | Shotgun | Deadline Farm Management | Nuke | scene assembly, alembic's, render-layers, modeling, texturing, lookdev assets/management...

2019-07 -  
2019-08

### Mousetrappe

3D Modeler | Generalist | Freelance

- 3D Modeling Highly Stylized Animals/Quadrupeds for Disney Theme Parks , following concept art closely, refine topology, uvs, while working closely with modeling lead to achieve the style of the show!
- Maya, Zbrush, Substance Painter, Photoshop

2019-04 -  
2019-04

### Eight VFX

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 -  
2019-03

### Proof

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 -  
2018-05

### TNG Visual Effects

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 -  
2018-03

### Eight VFX

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 -  
2017-04

### Legend 3D

Stereo Compositor | Freelance

- Feature film Stereo Compositing tasks

Unity	■ ■ ■ ■ ■
Key Shot	■ ■ ■ ■ ■
Marmoset Toolbag	■ ■ ■ ■ ■
PBR Shaders	■ ■ ■ ■ ■
Vray	■ ■ ■ ■ ■
Arnold	■ ■ ■ ■ ■
Deadline Render	■ ■ ■ ■ ■
Shotgun	■ ■ ■ ■ ■

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

2017-07 -  
2017-12

**Proof**

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

2016-01 -  
2016-06

**Mousetrappe Studios**

3D Modeler | Generalist | Freelance

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

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. | San Andreas | Ant-Man| Jurassic World |
- 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 Ultr

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 |

**Education**

2006-05 -  
2009-05

**School of Visual Arts**

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