

Gabriel Amorim Belluco

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Portfolio: gabrielbelluco.com

Introduction

Creative and passionate about art, always studying new tools and techniques to improve my skills. I've worked as a 3D artist for the past 8 years and, during my career, I've had the opportunity to be part of a large variety of projects, from advertising to games and movies, from assets and environments to characters.

Experience

Reel FX March 2019 - Present
Modeler.

Mr. X Feb 2018 - Jun 2018
Asset/character artist.

Freelancer 2014 - 2018

Techno Image 2013 - 2014
3D Generalist.

Big Studios 2012 - 2013
3D Modeler.

Glass House Graphics 2010 - 2012
Comics colorist.

Some freelance clients

W2Studios

Nebula Studios

MeindBender

Vetor Zero

Tribbo Post

Productions

Sooby Doo - 2020
Modeling.

Love, Death and Robots - Blind Spot - 2019
Character modeling.

Shazam - 2019
Character/assets modeling and lookdev.

Hellboy - 2019
Assets modeling.

Vikings season 6 - 2019

Assets/Env modeling and lookdev.

American Gods season 2 - 2019

Asset Texture.

The Empty Man - 2018

Character modeling and lookdev.

Reza a Lenda - 2015

Character/assets modeling.

Education

Graduated in Design by Universidade Presbiteriana Mackenzie.

Digital modeling and traditional sculpting course with Alex Oliver.

Softwares

-Zbrush

-Mari

-Arnold

-Renderman

-Maya

-Substance Painter

-V-Ray

-Marvelous Designer

-3Ds Max

-Photoshop

Skills

-Modeling

-Characters

-Texturing

-Assets

-Lookdev

-Environment

Publications and Awards

-Showcase and interview for 3D World Magazine January 2017, page 12.

-3DTotal Excellence Award.

-Illustrations selected for Exotique 6.