

Carl Vazquez

CG Modeller | Texture | Generalist | PreViz
|Stereo3D| Lighting

- 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

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Drone Site

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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

2020 -

DNEG

2020

Asset Artist | Previz/TechViz

Feature Film previz asset modeling, texture, rigging, lighting as well as techviz, and previz shots/animation, and camera work! On several upcoming films!

Linux and Windows machines, Shotgun, Maya, Zbrush, Substance, Photoshop.

2019 -

Griffith Observatory

2019

CG Generalist | Modeler | Lighting Rendering Final Shots

- 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, yeti fur sim!

2018 -

Mousetrappe

2019

3D Modeler | Generalist | Freelance | Final

- 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

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

2018 -

Eight VFX

2019

3D Modeler | Generalist | Freelance | Final

- 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

2018 -

Proof

2020

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 | Shazam | Noelle | Escape at Dannemora | Venom | Black List |

- Modeling Master Scene Ref files/ Maya/ Zbrush/ Photoshop / MeshLab

- Lighting and texturing PreVis/TechVis; exact real-world scale, following reference photography and blueprints of set locations.

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

2018 -
2018

TNG Visual Effects

3D Modeler | Generalist | Blend-Shape Artist | Freelance | Final/Realtime

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

2017 -
2017

Legend 3D

Stereo Compositor | Freelance | Final

- 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

2012 -
2015

Stereo D

Stereo Compositor | Depth Artist | Staff | Final

- 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. | 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 -
2012

Digital Domain

3D Artist | Staff | Final

- 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