

# VINICIUS FAVERO

MODELER | CHARACTER ARTIST

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## PROFILE

Experienced working on production and real time pipeline, my workflow evolved to reach a superior quality on each stage of the project. Expert in modeling, focused on organic sculpt and anatomy in general, i developed a keen eye for details and a strong artistic sense.

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## EXPERIENCE

### **Creature Modeler**

**Industrial Light & Magic** - November 2020 - Current  
Space Jam 2

### **Senior Modeler**

**Atomic Cartoons** - February 2020 - November 2020  
Modeling Characters and props for Marvel and Disney shows

### **Senior Modeler**

**Scanline VFX** - September 2019 - December 2019  
Responsible for Modeling Characters and Props. Creating Digi-Doubles from scans and BlendShapes

### **Modeler | Texture Artist**

**ICON Studio** - April 2019 - September 2019  
Modeling and Texturing Characters and Props for Disney and Netflix shows

### **Freelancer Character Artist**

January 2016 - April 2019

- **BonusXP**  
Character Creation for game Dark Crystals
- **Gizmo TV**  
Character Creation for Game Of Thrones Conquest Cinematic
- **Gameloft**  
Character Creation for game Iron Blade

### **3D Artist/Art Director**

**Agencia Oficina** - February 2011 - November 2015  
Creation of advertising content.

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## SOFTWARES

- 3DsMax | Vray
- Zbrush
- Maya | Xgen | Vray | Arnold
- Mari
- Substance Painter
- Marvelous Designer
- Adobe Suite

## EDUCATION

### **Think Tank Training Centre**

Character Creation for Feature Films  
2018 Vancouver

### **Melies Film School**

Zbrush Anatomy course  
Character Sculpting  
2012 | 2014 | 2015 São Paulo

### **UNIBAN -University**

Industrial Design - Bachelor Degree  
2004 -2008 São Paulo

## SKILLS

- Strong artistic sense and creativity
- Keen eye for details and and composition on 2D|3D environment
- Thrives in collaborative environment and enjoys overcoming creative challenges
- Well-organized, detail-oriented, and able to handle a fast-paced work environment

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## AWARDS

**Winner Runner Up Rookie of the Year**  
January 2019 | The Rookies

**Artist of the Month**  
July 2019 | Rebus Farm

**Technique Focus on 3D Artist Magazine**  
January 2019 | Rebus Farm

**Interview 80.lv**  
October 2018 | Rebus Farm