

PATRICK PAGUIO

MODELLING | TEXTURING | LOOK DEV

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WORK EXPERIENCES

- Freefolk, London**
August 2020 - October 2020
Modeller, Texturing, and Look Dev / (*Smyths Advert*)
Responsible for modelling toy assets completely from photographs using projections, cleaning up and texturing CAD data given. I was also tasked to look dev photorealistic assets needed for the shot.
- Framestore Launchpad, London**
July 2020 - August 2020
Environment, Texturing, and Look Development
Participated in the Framestore Launchpad Internship competition and was tasked to create a short film for 8 weeks. We had the opportunity to be mentored by Framestore artists globally and won 6 categories including overall champion. I was responsible for modelling the environment along with my teammates, and textured our main character Fjord. I was also fortunate to participate in a webinar set by the Foundry to discuss our pipeline and workflow.
- University of Hertfordshire, Hatfield**
September 2017 - May 2020
Freelance Hard Surface Modeller
Freelancing for different group projects during my university years. Responsible for modelling hard surface assets such as cars and different variety of props.

EDUCATION

- University of Hertfordshire, Hatfield**
2017 - 2020
BA(Hons.) Visual Effects for Film and Television
First Class with Honours
- Clacton Coastal Academy, Essex**
2014 - 2016
AS / A2 Levels
ICT - C
Mathematics - D
Fine Arts - B

SKILLS

- 3D Modelling**
Efficient at modelling high quality hard-surface assets and has an intermediate knowledge of sculpting organics. Proficient at topology and modelling pipeline workflows.
- Texturing**
Worked on mostly hard surface assets and organics. In-depth knowledge of non-destructive and procedural texturing using node graphs in Mari.
- Look Development**
In-depth knowledge of Maya and Arnold's look development workflows to achieve photorealistic renders for VFX assets.
- Fine Arts**
Basic studies and understanding of the human anatomy under Scott Eaton's anatomy workshop.

SOFTWARE

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|-----------|-------------------------------|
| Maya | Mari |
| Softimage | Python |
| Zbrush | Adobe: Photoshop, Illustrator |
| Arnold | Mol3D |