

digitally efx'd geometry™ - freelance human

phone: 630.742.9579 • website/demo-reel: <http://deg3D.biz> • e-mail: deg@deg3D.biz

Objective

To provide friendly, dependable service(s) via making my living for a mutually fair and reasonable rate/fee while pursuing stimulating, unique, and enjoyable outlets for my skills, creative vision, and artistic talents.

Work Experience

Model Builder/Texture Artist/CG artist – NBC/Universal Studios, CA

Feb 2012-Present

Creature and hardware conceptual development on “Defiance” pilot for SyFy Channel.

Model Builder/Texture Artist/CG artist – Illuminate 3D – Hollywood, CA

Dec 2011-Feb 2012

VFX artist/lead modeler on *Star Trek: The Next Generation* remastering (TNG-R) season 2 for Paramount Studios. Dream come true to work on Trek Prime, with Trek VFX legends; Dan Curry, Mike & Denise Okuda, David Takemura, and of course me bud; Doug Drexler.

3D Artist/Illustrator – freelance human

Nov-Dec 2011

Contracted to provide two depictive illustrations (one being considered for the cover) for the 2013 *Star Trek: Ships Of The Line* calendar, utilizing personally created 3D model assets.

Model Builder/Texture Artist/CG artist – NBC/Universal Studios, CA

Jan-Sept 2011

VFX artist/lead modeler on *Battlestar Galactica: Blood and Chrome* pilot for SyFy Channel. Working with VFX legend Gary Hutzel, Mike Gibson, David Takemura, and of course me bud, Doug Drexler, along with the rest of the multiple Emmy Award winning crew of VFX wizards.

3D Artist/Illustrator – freelance human

Nov-Dec 2010

Contracted to provide depictive illustration for the 2012 *Star Trek: Ships Of The Line* calendar, utilizing personally created 3D model assets.

Model Builder/Texture Artist/CG artist – Millennium Films

Sept-Nov 2010

CG artist/lead modeler on *Drive Angry* starring Nicolas Cage, Amber Heard, Billy Burke, and William Fichtner.

Model Builder/Texture Artist/Illustrator – freelance human

Mar-Sept 2010

Contracted to build, UV, paint, light-rig, compose & light scenes, and render needed models for various national ads, working for agencies and CGI ad studios out of Chicago. Various sub-contract model work completed as well. All under NDA.

3D Artist/Illustrator – freelance human

Jan-Feb 2010

Contracted to provide depictive illustration for the 2011 *Star Trek: Ships Of The Line* calendar, utilizing personally created 3D model assets.

Model Builder/Texture Artist/Study – freelance human

Jul-Dec 2009

Various sub-contract model and painting work completed. All under NDA. Personal study of 3D art-form continued (always).

Model Builder/Texture Artist/Illustrator – freelance human

May-Jun 2009

Contracted to build, UV, paint, light-rig, compose & light scenes, and render various beauty shots of six John Eaves spacecraft designs for William Shatner's myouterspace.com website. Also provided art direction and sound design for spacecraft promo animations. In addition, designed and built the “Shatner Pod” for site introduction clip.

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Graphic Designer/Photographer – freelance human

2002-2006

Contracted to provide graphic design/construction, product shot photography, and pre-press setup for catalogs and other promotional items for clients distributing Todd McFarlane collectible items, Sega video arcade, and prize games.

Art Director/Shop Manager/Graphic Designer – Digital Bridge

2000-2002

In charge of fine-art giclée reproduction, as well as general shop manager, art director, and graphic designer for such clients as; Walt Disney, 20th Century Fox, Paramount Studios, The Coke~Cola Company, and the WWE.

Lead Retoucher/Color Analyst – MLS/Screaming Color/World Color

1985-2000

In charge of digital retouching, color analysis and correction, and project management for magazine and catalog publications for such clients as; Playboy Enterprises, Inc., Cartier Jewelry, Coach Leather, Spiegel Catalog, Tupperware Brands Corp., The Art Institute of Chicago, Marvel Comics, DC Comics, McDonald's, Sony, and The Bradford Exchange.

Stock Boy/Cashier – Jewel Food Stores

1982-1985

Stock boy, later promoted to cashier for major Chicagoland grocery store. Fastest (by 33%) cashier in regional chain history, thus always assigned to store's first express check-out lane. Awarded multiple merit awards for excellent performance, and above-and-beyond customer relations and service.

Store Manager – Variety Bookstore

1978-1982

Managed and ran (the longest standing to date) comic-book store in Chicago. Responsibilities included; customer service, sales, purchasing, inventory management (ordering/stocking), graphic design and paste-up (store newsletter/promotional flyers), general store management and upkeep.

Artistic Education

100% Self-educated

Childhood-Present

I have been an artist my whole life, pursuing artistic expression in a wide variety of mediums, including practical model building and painting, which ultimately led to landing in the realm of 3D art in 2004, beginning with modeling and painting, and continuing on into the practice of creating 3D rendered art as a whole.

Skills

First and foremost; 3D modeling, UVing, and painting, and the ability to get along well with, and thus work well with others. Strong and intuitive artistic, graphic, and industrial design sense. Stalwart and adaptive computer and software skills, as well as solid 3D lighting and compositional strengths. Eternally curious, and pretty quick study.

Software and Hardware

Luxology modo, NewTek LightWave 3D, Pilgway 3D-Coat, and The Adobe Creative Suite Production Premium (extremely strong Photoshop skills (former trainer), basic-mid range level Illustrator skills, basic level After Effects, Soundbooth, and Flash skills, solid web-authoring skills using GoLive).

Work done on Mac Pro quad-core 3.0 GHz, 4 GB RAM, NVIDIA GeForce 8800 GT with a 30" Apple Cinema Display. Well-versed with Windows-based PCs as well.

douglas e. graves (aka deg)

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Industry Friends and/or Character References

Doug Drexler, Gary Hutzel, Mike Gibson, David Takemura, Dan Curry, Mike & Denise Okuda, John Eaves, Jesse Mesa Toves, Kevin "Q" Quattro, Kyle Toucher, Neal Sopata, David R. Morton, Heather McAuliff, Derek Ledbetter, Jesse Siglow, Arthur Vail III, Matt Boardman, James Hibbert, Sean M. Jackson, Sean Scott, David Stipes.