

3D Modeler

Charles Woods

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"...truly inspirational and amazing work, in blazing record time."

- Steve O'Donnell, Environment Artist, Electronic Arts (Tiburon)

Experience

Electronic Arts (EA Sports), Senior Character Artist

- Create highly realistic player likeness for low resolution in-game assets
- Develop and implement modeling and texture creation workflows
- Craft assets in multiple levels of detail for game engine LODs
- Manipulate scan data to extract normal and albedo maps
- Work with Character Lead, Art Director and game designers to ensure quality is maintained from Maya to final presentation in-game
- Manage assets with Perforce, Shotgun, and proprietary applications

Gale Force 9, Digital Sculptor

- Ongoing work sculpting high resolution character maquettes and hard-surface models for the collectibles and tabletop gaming industries
- Engineer digital models for resin casting and plastic injection molding
- Interpret and model a wide range of intellectual properties, from highly stylized looks to historically accurate realism

Digital Domain, Character Modeler

- Create and modify existing polygonal and subdivision surface topology
- Work closely with Character Designers and Directors to iterate design changes in 3D to final character approval
- Identify and resolve any challenges to rigging and character FX teams
- Create clean UV maps for MARI texture painting pipeline
- Shot sculpting to correct model deformation on cached geometry

Durga Digital & Red Giant Studios, Modeler/Texture Artist

- Sculpting facial blend shapes for character performance
- Modeling prop and environment assets with clean UV maps
- Painting high resolution texture maps to match visual style guides
- Creating Maya shader networks for mental ray render engine

Art of Sullivan Productions, Modeler/Texture Artist

- Created realistic 3D models with UV's, displacement and normal maps for animation team on various commercial projects
- Interpreted reference photographs to achieve accurate construction of assets without the aid of orthographic plan views

Education

Academy of Art University San Francisco (Online)
▪ Undergraduate studies in the Animation/VFX program

Gnomon, Digital-Tutors and Autodesk Courses
▪ Self directed studies in modeling, texturing and rigging

Skills/Interests

- Expert in polygonal and subdivision surface modeling techniques
- MEL Scripting for general production, such as macros and tool UI
- Strong interest and experience in character and creature rigging
- Fluid/Rigid Body solvers and character FX like hair and feathers
- Concept artist and illustrator able to work to required style guides

Software

- Maya ▪ Mudbox ▪ ZBrush ▪ Modo ▪ Topogun ▪ After Effects
- Adobe CS ▪ Shotgun ▪ Perforce ▪ Windows OS ▪ Linux OS