

George Krauter

Modeler • Senior Texture Artist • Matte Painter

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Software Skills:

3D: Maya, Lightwave 3D, Mari, Cinema 4D/BodyPaint, ZBrush, Mudbox, and Headus UV Layout.

2D: Adobe Photoshop, After Effects, Illustrator, Nuke, GIMP, Final Cut.

OS/Code: OS X, XP and Linux and JavaScript for Photoshop.

Traditional Media Skills

Sculpting, Drawing, Painting and Storyboards.

Experience:

Digital Domain:

July 2011 – Present

Senior Texture Artist and Modeler on "Girl with the Dragon Tattoo:"

- Create and apply texture maps using Mari, Photoshop, and Maya.
- UV Layout for 3d models of environments, props and characters.
- Publish textures through the pipeline using various off-the-shelf and custom tools.

Digital Domain:

April 2011 – June 2011

Senior Texture Artist on NDA Project:

- Create and apply texture maps using Body Paint, Photoshop, and Maya.
- UV Layout for 3d models of environments, props and characters.
- Publish textures through the pipeline using various off-the-shelf and custom tools.

Digital Domain:

Dec 2010 – April 2011

Lead Texture Artist on "Thor:"

- Create and apply texture maps using Body Paint, Photoshop, and Maya.
- UV Layout for 3d models of environments, props and characters.
- Publish textures through the pipeline using various off-the-shelf and custom tools.

Digital Domain:

May 2010 – November 2010

Senior Texture Artist and Modeler on "Tron: Legacy:"

- Created and applied texture maps using Body Paint, Photoshop, and Maya.
- UV Layout for 3d models of environments, props and characters.
- Published textures through the pipeline using various off-the-shelf and custom tools.

[hy*drau"lx]:

December 2009 – May 2010

Modeler/Texture Artist on "Gulliver's Travels," "Battle: Los Angeles" and "Jonah Hex":

- Modeled assets in Maya, set up UVs, painted textures with Zbrush, Bodypaint and Photoshop for various assets for multiple features and commercials. Also did some lighting.

CafeFX:

July 2009 – December 2009

Modeler and Texture Artist and on "Alice in Wonderland":

- Created Previz and did Layout for one entire sequence.
- Modeled assets in Maya, set up UVs, painted textures with Zbrush, Bodypaint and Photoshop for various assets for multiple sequences.

CIS Hollywood:

November 2008 – March 2009

Texture Artist and Modeler on "GI Joe":

- Created textures for many props and environments.
- Modeled assets in Maya, set up UVs, sculpted environments with Zbrush and did Lookdev/Lighting with Maya/Renderman.
- Did some scene assembly and layout.

Snoot Entertainment: **October 2008 – November 2008**

Texture Artist and Matte Painter on "Johnny and the Dream Machine":

- Modeled assets, set up UVs, and rendered tests with Maya/Mental Ray.
- Created textures for numerous assets.
- Created concept illustrations to develop lighting styles.

Radium: **August 2008 – October 2008**

Texture Artist and Matte Painter for Brighthouse Networks commercials:

- Modeled and did UV layout with Maya/Zbrush, set up Camera projections and rendered with Maya/Mental Ray.
- Painted textures and set extensions for commercials.

Digital Domain: **July 2007 – August 2008**

Generalist in Commercial Unit on Gatorade, Old Spice, and multiple Lincoln spots:

- Modeled, textured, sculpted, lit, animated, matte painted and rendered shots for commercials.
- Responsible for setting up render passes, initiating and monitoring renders of same.

Texture Artist on "Speed Racer:"

- Created and applied texture maps using Body Paint, Photoshop, ZBrush and Maya.
- Did UV Layout for 3d models of cars, race tracks and other props.
- Published textures through the pipeline using various off-the-shelf and custom tools.

Gener8Xion Entertainment: **August 2005 – October 2006**

Senior Texture Artist and Modeler on "One Night With the King:"

- Modeled and textured a wide variety of hard surface props and Massive Agents with Lightwave, Cinema 4D, ZBrush, BodyPaint, Photoshop and Maya.
- Painted digital matte paintings from location photos and did some previz work.

George Krauter **August 1994 – Present**

3D Modeler and Digital Illustrator:

- Create 3d illustrations for various magazine publishers and design firms.
- Create 3d models, textures and animation for film and television.

Identity Pictures: **August 1999 – November 1999**

Visual Effects Artist on "Collectors:"

- Modeled, animated, and rendered visual effects shots for an independent film.

Academy of Art University **January 1998 – June 2003**

Director of Computer Arts Department:

- Managed department, developed curricula, maintained standards, purchased software and equipment, interviewed prospective students and graduating seniors, liaised with other department staff, attended relevant trade shows, determined direction of the department.
- Taught 3d courses and was co-teacher of graduating seniors' portfolio review classes.

Instructor:

- Taught more than 50 classes most of which were in Lightwave 3d or Photoshop.
- Taught courses in Painter, texture mapping, Science Fiction Illustration and others.

Fortune Magazine **May 1992 – July 1994**

Illustrator/Presentation Designer:

- Created illustrations and presentations with Illustrator, Photoshop, Painter and others.
- Developed prototype 3d interactive presentations using Macromedia Director and Strata Studio.

Education:

Stonybrook University, Bachelor of Arts in Fine Art with a minor in Anthropology.

Awards/Honors:

2006: AnLab Award: first place for best cover.

1997: Society of Illustrators Gold and Silver Awards, AnLab Award: first place for best cover.

1996: Hugo Award Nomination for best original artwork.

Spectrum: 4, 5 and 8.