

George Krauter

Lead Texture Artist • Matte Painter • Concept Artist

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Software Skills:

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

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

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

Traditional Media Skills:

Sculpting, Drawing, Painting and Storyboards.

Experience:

Digital Domain:

June 2012 – March 2013

Lead Texture Artist on "Oblivion."

Digital Domain:

April 2012 – June 2012

Senior Texture Artist on "Iron Man 3."

Digital Domain:

February 2012 – March 2012

Lead Texture Artist on "Virtual Tupac:"

- Created texture maps with Mari, Photoshop, and Maya for full head replacement.

Digital Domain:

November 2011 – February 2012

Senior Texture Artist on "47 Ronin."

Digital Domain:

June 2011 – November 2011

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

- Created texture maps and UV Layout using Mari, Photoshop, and Maya.
- Published textures through the pipeline using various off-the-shelf and custom tools.

Digital Domain:

April 2011 – May 2011

Senior Texture Artist on "Ender's Game" teaser.

Digital Domain:

Dec 2010 – April 2011

Lead Texture Artist on "Thor."

Digital Domain:

May 2010 – November 2010

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

- Created texture maps and UV Layout with Body Paint, Photoshop, and Maya.
- Published textures through the pipeline using various off-the-shelf and custom tools.

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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 Matte Painting.

CafeFX:

July 2009 – December 2009

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

- Modeled assets in Maya, set up UVs, painted textures with Zbrush, Bodypaint and Photoshop.

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 in Zbrush and did Lookdev.

Snoot Entertainment:

October 2008 – November 2008

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

- Modeled assets, set up Uvs, Paintred Textures and rendered tests with Maya/Mental Ray.
- 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, painted textures, set up Camera projections and rendered with Maya/Mental Ray.

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.

Texture Artist on "Speed Racer:"

- Created and published texture maps using Body Paint, Photoshop, ZBrush and Maya.

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 with Lightwave, Zbrush and BodyPaint.
- Created digital matte paintings from location photos and even did some previz work.

Academy of Art University:

January 2003 – June 2003

Instructor:

- Taught Lightwave 3d classes and Texture Painting Classes for Computer Graphics Department.

Academy of Art University:

September 2002 – January 2003

Director of Computer Arts Department:

- Managed department, developed curricula, maintained standards, purchased software and equipment, interviewed prospective instructors, 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.

Identity Pictures:

October 1999 – March 2000

Visual Effects Artist on the Short Subject Film "Collectors:"

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

Academy of Art University:

January 1998 – September 2002

Instructor:

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

George Krauter:

August 1994 – Present

3D Digital Illustrator:

- Creates 3d illustrations and concept art for various media.

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/Juried Annuals:

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(1997), 5(1998) and 8(2001).