



Reel ---- www.lawrencepasion.com

Linkedin- <http://www.linkedin.com/pub/lawrence-pasion/3/7b/22a>

reel password (case sensitive): LPvfx

CG/VFX Supervisor, Modeling Supervisor, Character Modeler, Character Artist, Zbrush Sculptor and Maya Generalist with a Heavy Emphasis in Poly Modeling, UV Mapping, and Texturing. Experience in Leading a Team on multiple Feature Films as well as Solo and Collaborative Work. Passionate, easy going, team player that takes pride in his work, and has fun doing it. Background in sculpting and photography. Also loves film, music, sports and life.

Work Experience

- | | | |
|---|------------------------------------|----------------|
| The Famous Group | Modeling Supervisor | (2010-current) |
| <ul style="list-style-type: none">• Modeling / Texturing / Lighting / Rendering• Managing of Assets on 3 commercial spots simultaneously• Look Development on Stylized commercial• Consulted on asset management for current pipeline development | | |
| Cinesite Europe (London) | 3d Character / Sets Modeler | (2009 - 2010) |
| <ul style="list-style-type: none">• Current work on Harry Potter / John Carter of Mars• Hero digital double work - also remesh from scans• Creating crowd characters for massive simulations• Creating various sets / props | | |
| The Famous Group | Cg / Vfx Supervisor | (2008-2009) |
| <ul style="list-style-type: none">• Manage all aspects of 3d and VFX at a motion graphic studio• Setup pipeline / establish workflow for all cg or live action / cg shoots• Work as a 3d generalist• On set supervision / tracking / green screen / hdri | | |
| Threshold Entertainment | Modeling Supervisor (feature film) | (2007-2008) |
| <ul style="list-style-type: none">• Manage the Modeling Department on a Feature Film | | |
| Image-Metrics | 3d Modeling (feature film) | (2007) |
| <ul style="list-style-type: none">• Blendshape Modeling for the Main Characters of the Film | | |
| Gentle Giant Studios | Freelance 3d Artist | (2006) |
| <ul style="list-style-type: none">• Zbrush Sculpting and Texture Painting | | |
| Syndrome Studio | Freelance 3d Artist | (2006) |
| <ul style="list-style-type: none">• Poly modeling / Texturing / Animation / VFX / Cameras for Music videos | | |
| Zoic Studios | Freelance Texture Artist | (2005) |
| <ul style="list-style-type: none">• Texture painting for television pilot | | |
| Hoodwinked (Weinstein Co.) | Feature Film Artist | (2004) |
| <ul style="list-style-type: none">• Led a team of 8 in creating, lighting and compositing fur• Animation and texturing clean up - verified all shots being sent to vendors | | |

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Lawrence Pasion
Digital Artist



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Education

Gnomon School of Visual FX (2006) Poly modeling / Sculpting / Zbrush / Career

Digital Hollywood Institute of Media Arts (DHIMA) (2004) – Certificate Maya / Combustion

University of California Los Angeles (2002) – Design Classes

University of California Santa Barbara (2001) – Bachelor of Arts in Studio Art (Music Minor)

Professional Skills

- 3D modeling and sculpting of characters and props
- Also concept and blendshape modeling
- Digital texture painting
- Understanding of Film/Gaming workflow/pipeline
- Understanding edgeflow and deformations
- Firm understanding of anatomy (with the desire to learn more)
- Professional experience managing a team and delegating tasks
- Passionate about art / Team player / Makes “work” fun
- Knowledgeable in efficient production pipelines
- Firm understanding of CG and VFX workflows
- On set experience – with knowledge of scanning, tracking, green screen, hdri

Software Skills

Maya (Win/Linux) (generalist–highly proficient in modeling, texturing, rendering)

Zbrush (highly proficient in sculpting low and high frequency details and textures)

UV Layout / Nex / Topogun / The Setup Machine and other plugins / small packages

Combustion/After FX / Nuke (knowledgeable in compositing and color correction)

Photoshop (highly proficient in all aspects used in texture creation)

Community / Other

- Photo work for Lomography London
- Sculpture used to promote the Gnomon School of Visual FX (flash banners/catalog)
- Photographer for Zbrush user group meetings @ Gnomon
- Lectures to high school students about digital art, animation and the film industry.
- Taught soccer to elementary school children
- Worked with the UCSB Artsbridge Program – Elementary and JR. High Arts program
- Taught music to elementary school children
- Design awards and Deans Honors List at UCSB
- Active in various sports leagues / snowboarding / anything outdoors
- Hobbies include art, music, film, games, technology, sports, motorcycles, etc.

Demo / Stills / References Available Upon Request

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Reel Breakdown

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- 1) "Voldemort" – Modeling (head remesh from scan / blendshape)
- 2) "Jimmy" – Modeling – quick sculpts for character sheet (blendshapes)
- 3) "Shopstyle" – Cg/Vfx supervision / modeling / nCloth / lighting / rendering
- 4) "Untitled" – Modeling / Sculpting test
- 5) "Me" – Modeling / texturing / facial blendshapes
- 6) "Vandalizer" – Modeling
- 7) "Fish / Beast" – Modeling – quick sculpts
- 8) "Elephant" – Modeling – quick sculpt
- 9) "Two face" – Modeling – quick sculpt
- 10) "Cavemen" – Modeling / texturing
- 11) "Chiquita" – Cg supervision / modeling / texturing / lighting / rendering
- 12) "Motorcycle/Mech/Trooper" Texturing / shading / lighting / rendering
- 13) "Mazda" – Cg supervision – modeling / texturing / rendering
- 14) "Gatorade" – Prop modeling
- 15) "Texans" – Surface modeling
- 16) "Iron Man" – Modeling – personal bust piece
- 17) "Original Vinyls" – Cg supervision – modeling / facial blendshapes / rigging
- 18) "Old Man" – Modeling / texturing
- 19) "Dex" – Facial blendshapes
- 20) "Jabbawockeez" – Modeling
- 21) "Ogre" – Texturing
- 22) "Hoodwinked" – Fur / Lighting / Cleanup
- 23) "Sisyphus" – Chavant Clay Sculpt