

**Stefano Dubay**  
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## **SOFTWARE KNOWLEDGE**

**3D Modeling:** Autodesk Maya

**Digital Sculpting:** Pixologic Zbrush, Autodesk Mudbox

**Painting and texturing:** Adobe Photoshop CS4, BodyPaint 3D

**Scandata Processing:** Paraform, Leios, Freeform, Rapidfrom, GSI studio, CyStudio, MeshLab, Linux

## **WORK EXPERIENCE**

### **DISNEY ANIMATION STUDIOS**

Character Modeler

Responsibilities:

Creating characters for the upcoming animated feature Wreck it Ralph, to be released November 2012.

### **SONY PICTURES IMAGEWORKS January 2010 – May 2011**

Character Modeler

**Responsibilities:**

Character modeler: modeled one of the protagonists and several hero and sub-hero characters for the upcoming "Arthur Christmas" the latest 3D animation feature by Aardman in collaboration with Sony Pictures Imageworks.

Environment Modeler: Always for Arthur Christmas I made a broad variety of environments from mechanical docking bays to African desert terrains, from the organic forms of underwater glaciers to chiseled ice caves.

**Credits:**

- Arthur Christmas (2011)

### **PSYOP January 2009 – December 2009**

Resident staff modeler at the new headquarter in Venice, CA.

**Responsibilities:**

Asset Creation: Props, Vehicles and Characters for high end 3D visual effects on commercials for clients such as Coke, Skype, Nissan, Axe and Peugeot.

### **RHYTHM & HUES April 2008 – December 2008**

3D Artist - Texture artist, 3D Modeler, digital sculptor and Zbrush consultant.

**Responsibilities:**

Maquette creation from concept, detail sculpting in Zbrush and Mudbox, topology reconstruction, UV Mapping, and a lot of ZBrush consulting to integrate the output of this software in the preexisting production pipeline

**Credits:**

- Land of the Lost (2008)

### **GENTLE GIANT STUDIOS September 2006 – April 2008**

3D Modeler - October 2007 to April 2008

3D Intern - from September 2006 to September 2007

**Responsibilities:**

3D Scan equipment setup, 3D scanning data acquisition, Data processing, high resolution

Organized mesh generation, UV mapping and Texturing. Clients: movie industry, video game

production houses and rapid prototyping / commercial for product makers. Digital sculpting on high resolution meshes both on organics and hard surfaces (accessory detailing) for movies and video games.

Optimized low resolution ingame meshes creation with normal mapping from the over mentioned high resolution models.

## **Credits:**

### **Movies**

- Iron Man (2008): scandata resurfacing for the 3D model of the Iron Man suite #1 (low tech version)
- Thundercats: resurfacing the Lion-O character sculpted by Jim McPherson
- John Hancock (2008) On site Lidar scanning and data processing on vehicles
- The Mummy 3: Tomb of the Dragon Emperor (2008) - Lidar Survey data processing. Digital set scandata creation
- The Dark Knight (2008) ... Scandata processing
- 10,000 B.C. (2008) ... Scandata processing
- The Spiderwick Chronicles (2008) ... Scandata Processing
- I Am Legend (2007) ... Scandata processing
- The Golden Compass (2007) ... Scandata processing
- Harry Potter and the Order of the Phoenix (2007) ... Scandata processing – product creation
- Spider-Man 3 (2007) - Scandata Cleanup

### **Commercials**

- 3D modeling for the New Balance shoe collection 2006-2007
- 3D modeling on Ryobi cordless power tools 2007
- 3D Modeling for Nike

### **VideoGames**

- GoldenAxe (2008) character creation, low res, high res assets creation, texturing and surfacing.

## **EDUCATION**

### **Gnomon School of Visual Effects** (September 2005 – June 2007)

High-End Computer Graphics Certificate Program. Hollywood, CA

*High Level training in every aspect of the 3D/Special effects industry with special focus of digital sculpting on high resolution organic models for creatures, characters and fine arts.*

### **Darkside Studios** (2005)

Verona, Italy

*Intensive Introduction to Maya course (6 weeks)*

### **University of Rome Tor Vergata** (2000-2005)

Bachelor Degree in Mathematics for the Computer Sciences

### **Istituto Superiore Classico "Dante Alighieri"**

*(5 years High School education with focus on Classic Literature)*

Latina, Italy

## **OTHERS**

### **Speaker at the event "The Union"** - San Paulo, Brasil – March 2011

I had the honor of talking about character and creature creation with other prestigious speakers such as Naville Page, Alex Alvarex, Fausto de Martini and Neil Huxley during the foundation event of the joint venture between Saga and Gnomon leading visual effects schools in Brasil and USA respectively.

### **Speaker at the CTN 2011** – Burbank, CA – November 2011

I explained the new features that make sculpting in Zbrush much more clay like. The process involved taking an animal head and converting it in an anthropomorphic creature in less than an hour. I had the pleasure to explain this to an audience consisting, between many others, of the amazing artists Terryl Whitlatch and John Mahoney.

### **Author in the book "Secrets of Zbrush Experts" Wise/Anderson – 2011**

In a chapter of this book I explain the basics of my techniques by building the Formic model that you can watch online on my website

I wrote also a second chapter covering High Definition detail sculpting that had been omitted from the final release of the book. The samples online are, though, of the finished product.