

## Gian Mario Ortu

Surfacing Artist

shot  
breakdown

### 0:00 - MOUTH

Personal work, modeled in maya, sculpted in zbrush, texturing entirely done in Maya-Photoshop: camera projection + high resolution photos. Shaders and Render Mental Ray, comp AfterFX

### 0:07 - MALE HEAD

Personal work, modeling Maya, sculpting Zbrush, texturing done in camera projection with HiRes RAW photos, symmetry fix in Photoshop, projection errors and baldness fixed in Body Paint 3D. No use of GI, no post fixes, occlusion pass. Render MiaFastSkin Mental Ray, comp AfterFX

### 0:32 - THE OUTSIDER

Personal work, modeling Maya, sculpting Zbrush, texturing entirely handmade: blocked with Zbrush polypaint, details Body Paint 3D, small fixes Photoshop. No use of GI, no post fixes except occlusion pass. Render MiaFastSkin Mental Ray, comp AfterFX

### 0:58 - WINX THE SECRET OF THE LOST KINGDOM

Production work

1:00 – Alfea palace, texturing and shading for the most part of the building and internal gardens

1:05 – Domino ice lands, texture creation and fixing, shader tuning in various shots.

1:10 – Alfea palace, the same of 1:00

1:14 - Alfea class, texturing and shading of the whole room except tables and chairs.

### 1:28 - POLICLINICO UMBERTO PRIMO "LA SAPIENZA"

Production work, softwares: Autocad, 3D Studio Max, Photoshop, Mental Ray, AfterFX. Coordination of 3 modelers and 7 texture artists, texturing, lighting, rendering. Multilayer compositing, no GI. The texturing was realized using photos for every building, removing perspective distortion, and fixing lights, shadows and unwanted props, like cars, trees etc.

The project was finished in 1 month and half, but extended to about one year to be in line with the constant development of the architectural project.

### 1:49 - BACHELOR'S DEGREE "ARENA" SPOT

Personal work, modeled in Maya, texturing Photoshop and Zbrush polypaint for the character. Squid texture, realized using 4 different texture patches mixed together to obtain skin colour variation with richness of colour and with no use of transparency to maintain high contrast. Rigging, animation, lighting, Maya, rendering Mental Ray, comp AfterFX.