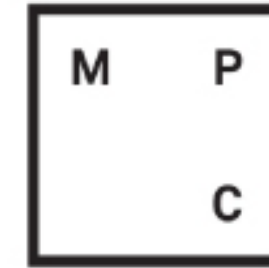




PIXOMONDO



**THE GNOMON
WORKSHOP**



THINKTANK
TRAINING CENTRE

Disney

**STAR
WARS**

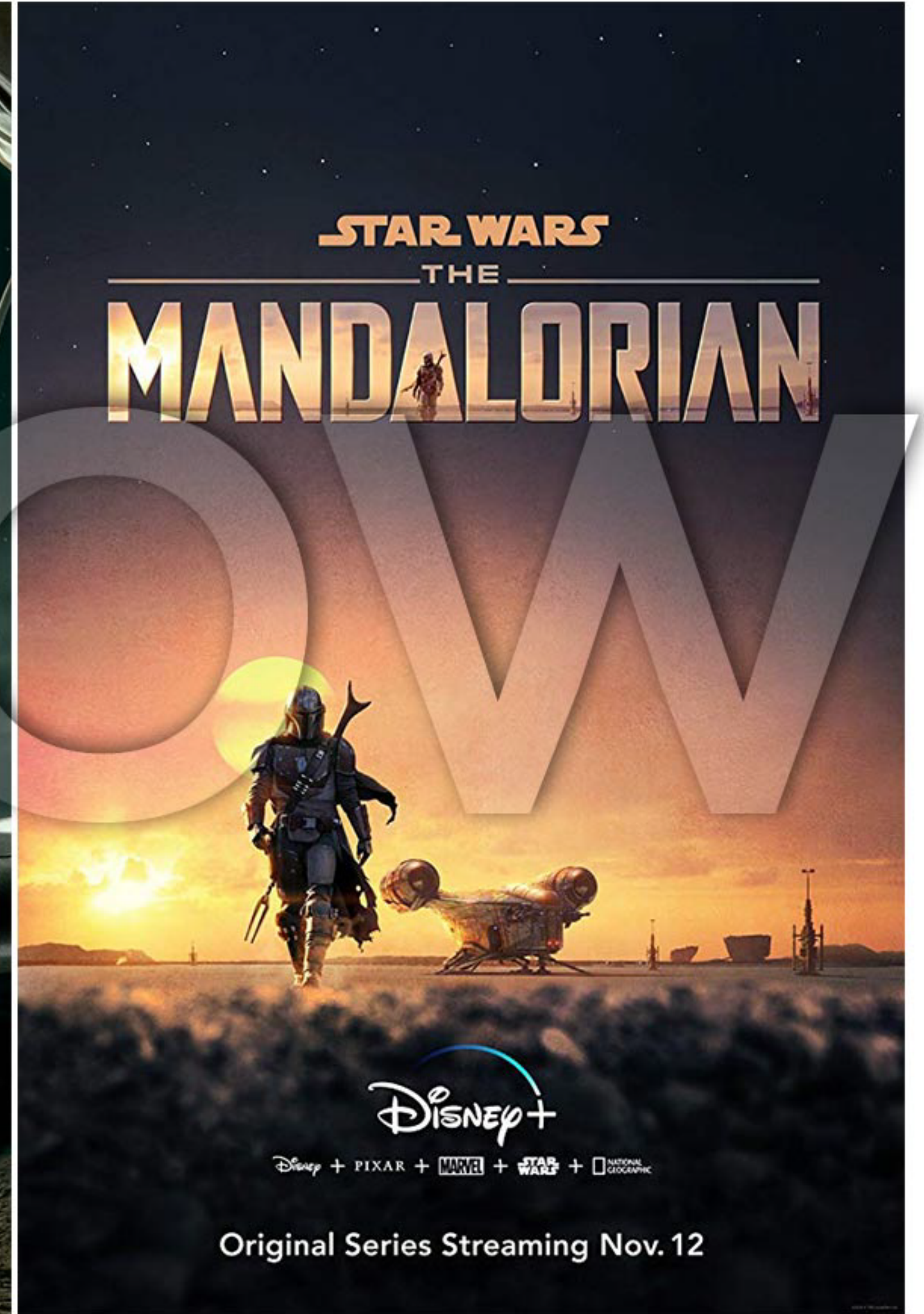


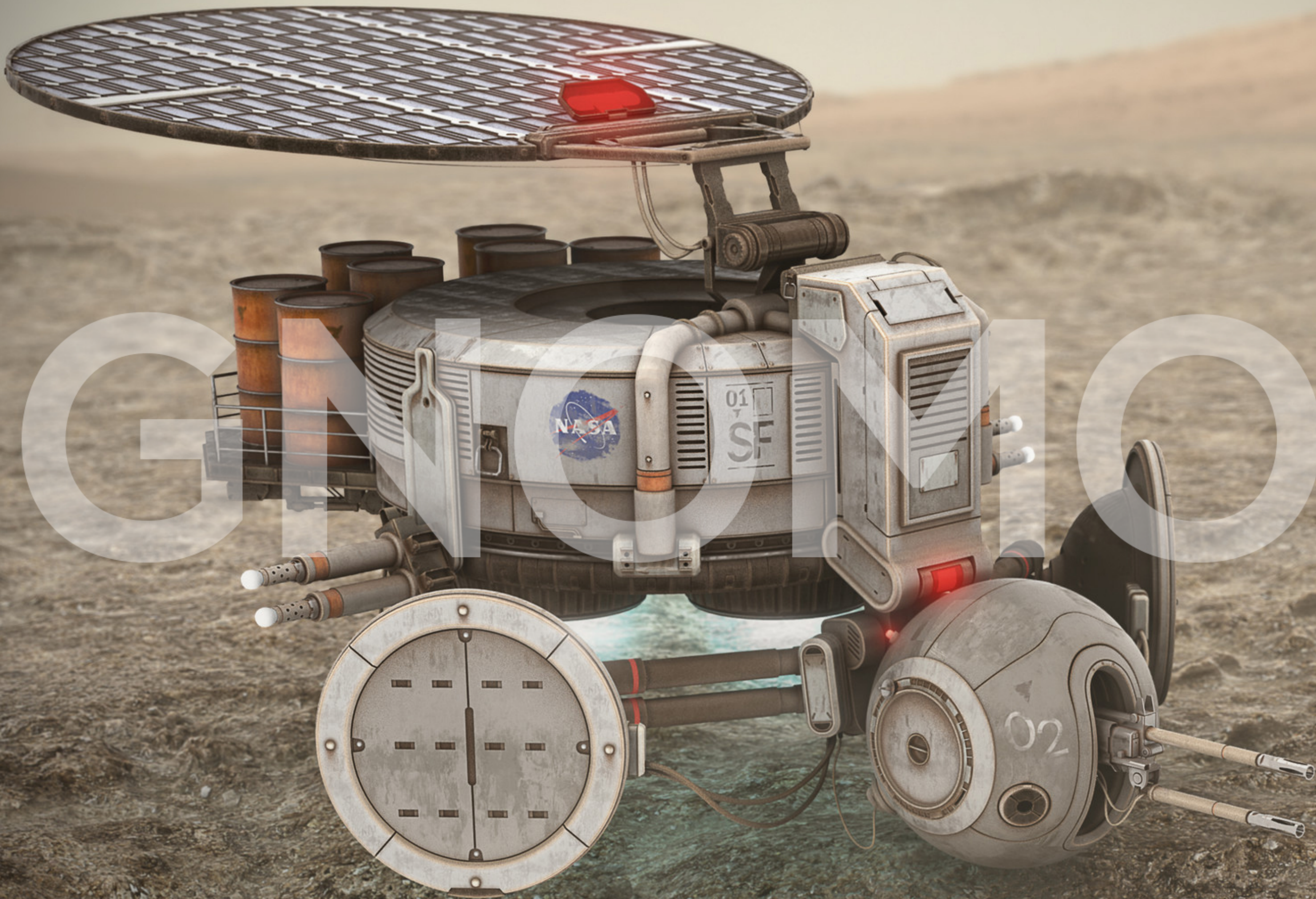
NETFLIX

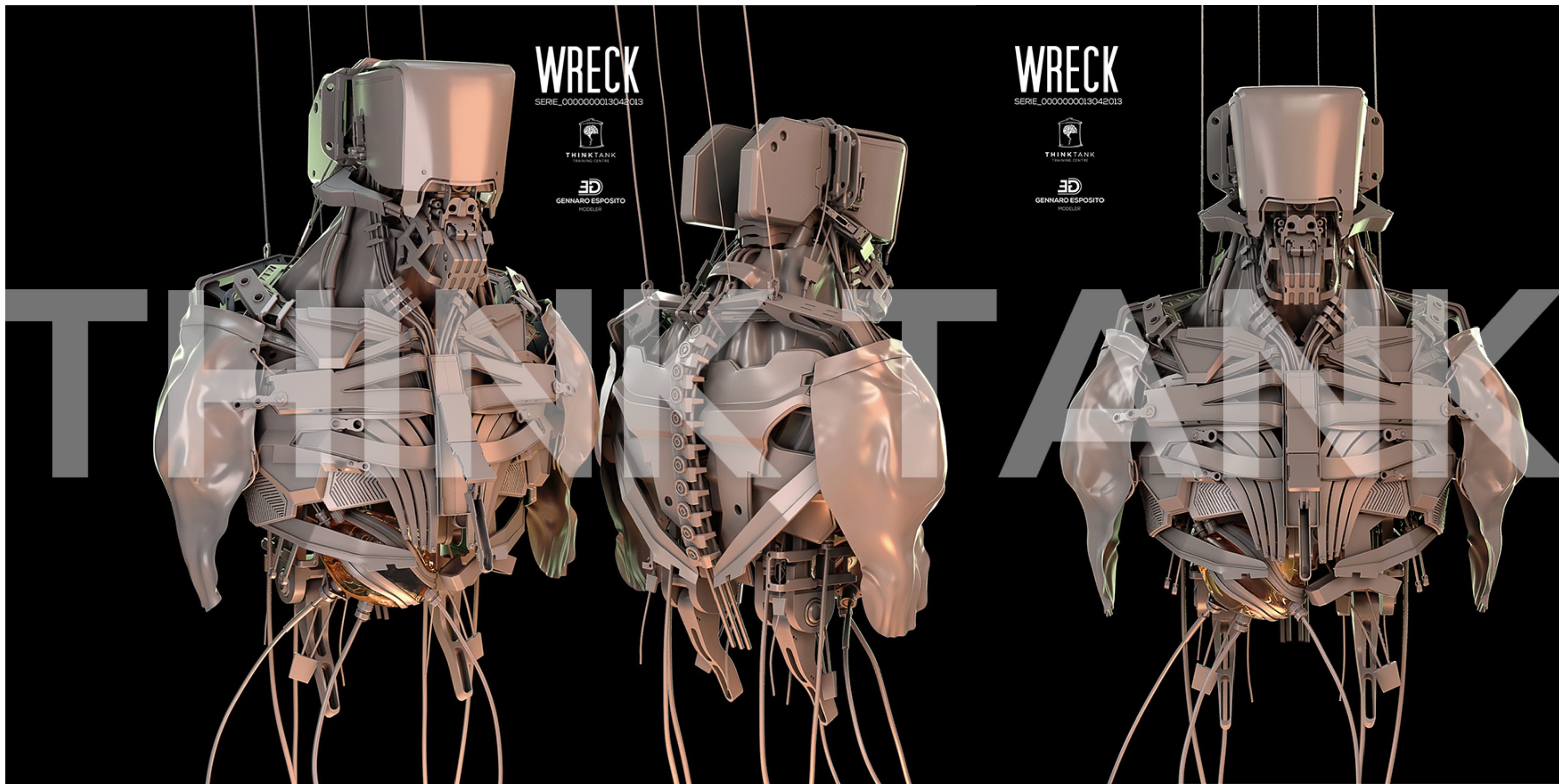


prime video









WRECK

SERIE_0000000013042013



THINKTANK
TRAINING CENTRE



GENNARO ESPOSITO
MODELLER

WRECK

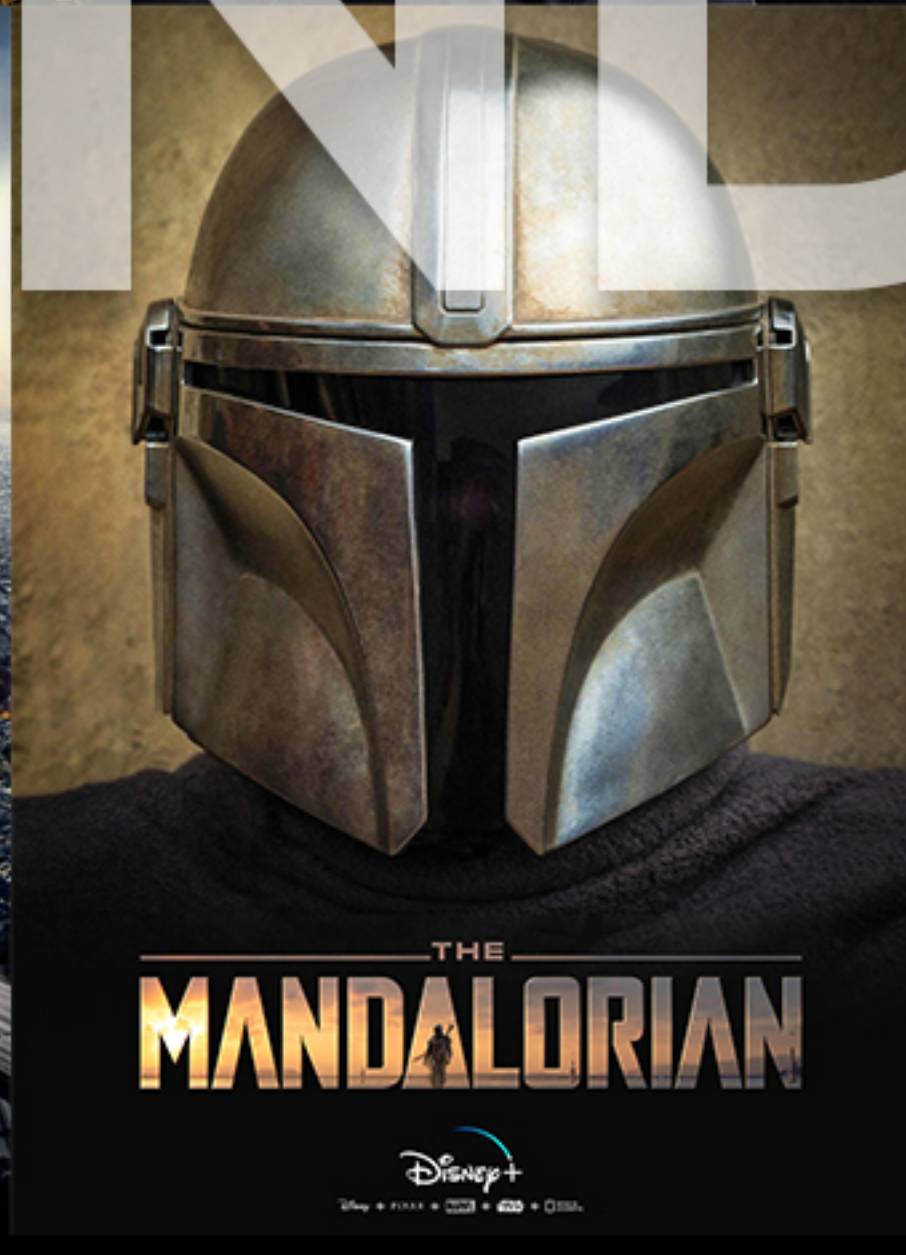
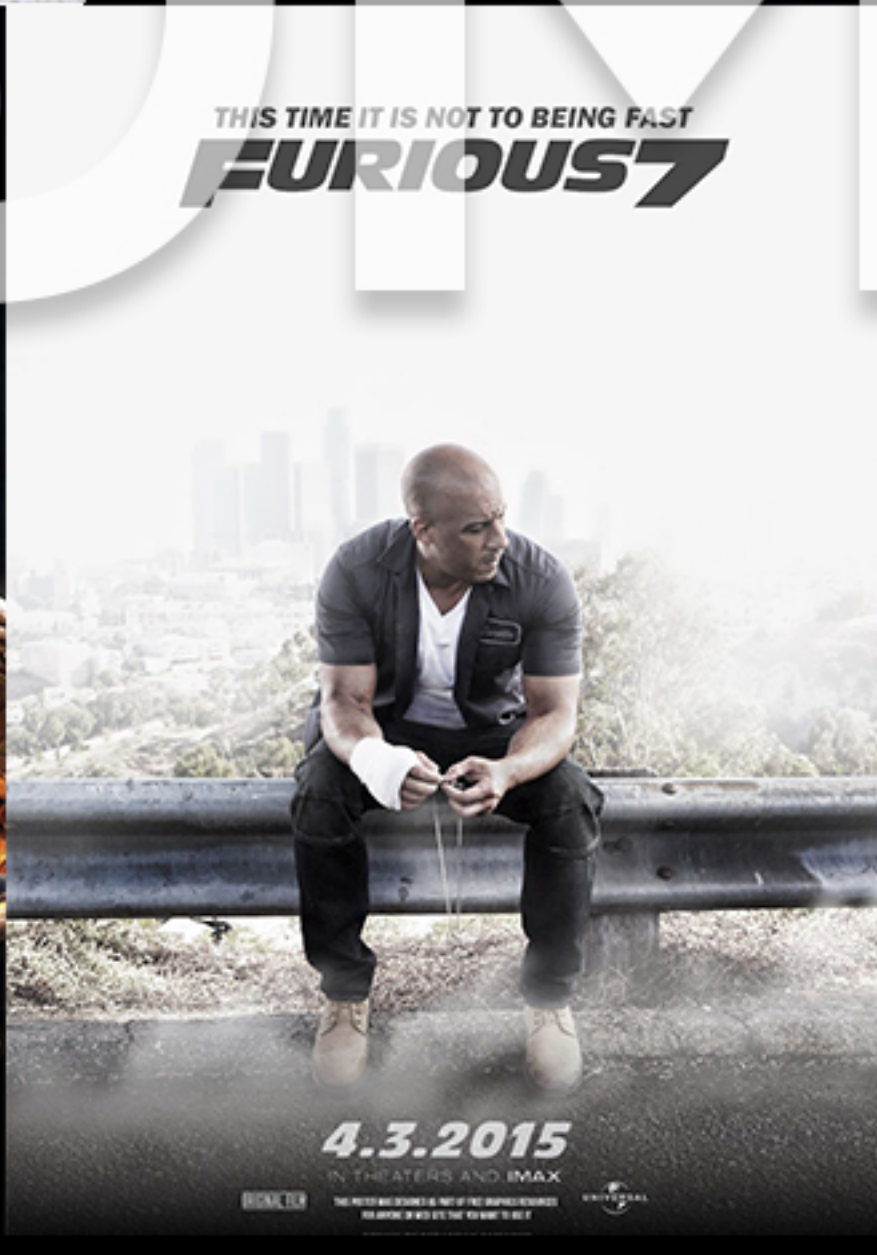
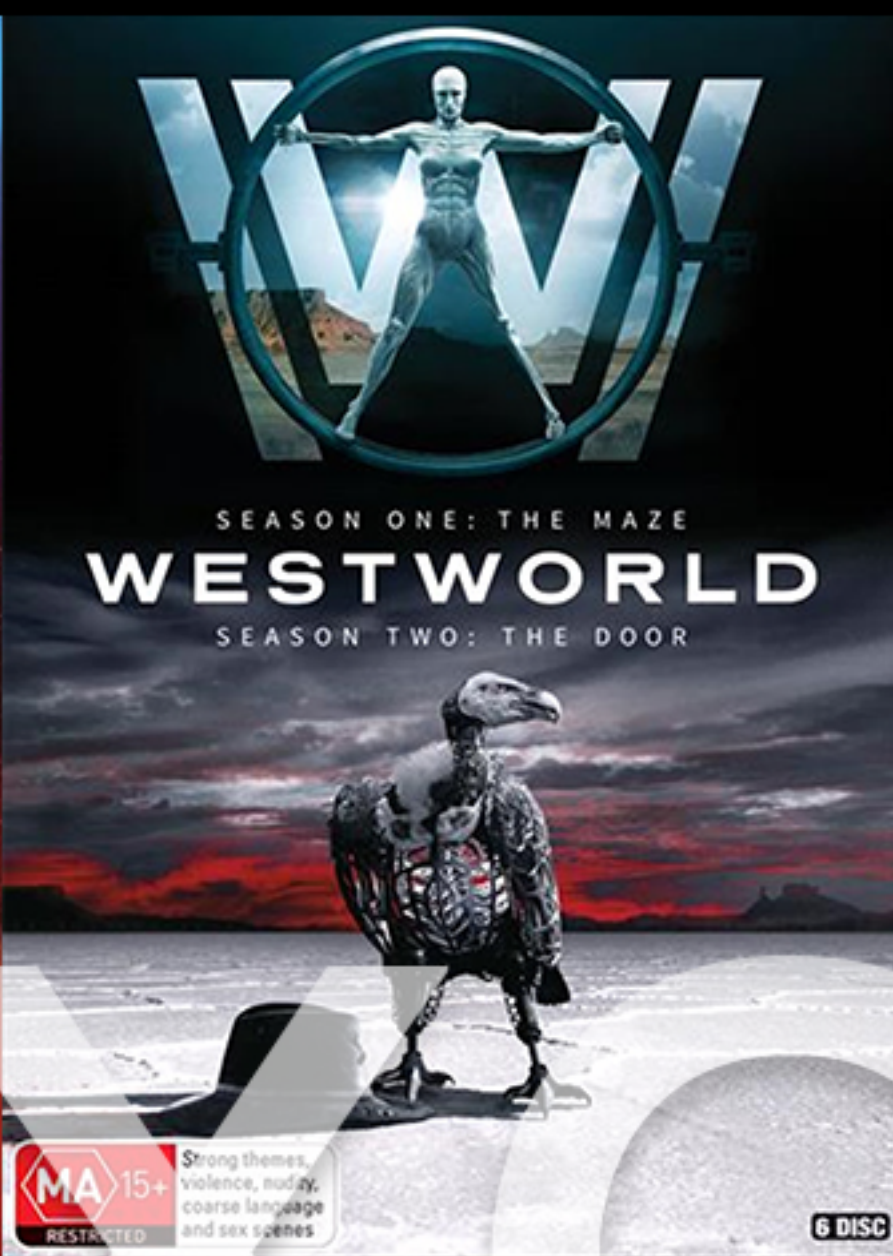
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THINKTANK
TRAINING CENTRE



GENNARO ESPOSITO
MODELLER





THE FINAL SEASON
APRIL 14 **HBO**
🐦 #FORThETHRONE

THE FINAL SEASON
APRIL 14 **HBO**
🐦 #FORThETHRONE

THE FINAL SEASON
APRIL 14 **HBO**
🐦 #FORThETHRONE



Feature | Episodic | Themed Entertainment | Advertising | Expanded Reality

PIXOMONDO



BEIJING



LOS ANGELES



FRANKFURT



TORONTO



STUTTGART



SHANGHAI



VANCOUVER

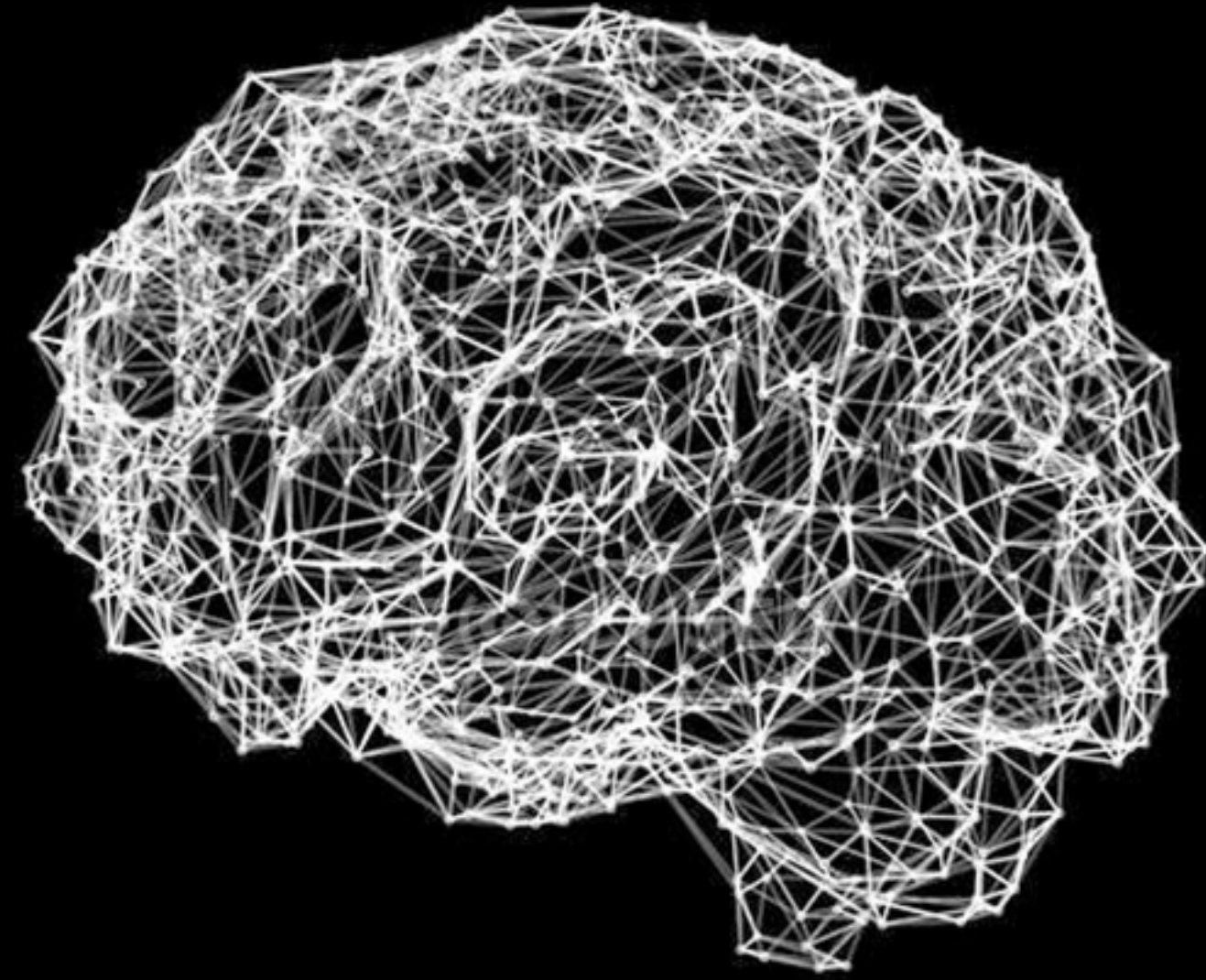
we speak art

LEAD 3D ASSET

PIXOMONDO Stuttgart

NEW POINT OF VIEW

ARE WE ARTISTS OR MONKEYS?



"THE BEST SOFTWARE IS YOUR BRAIN"

FOCUS

I WANNA JOIN IN A SPECIFIC INDUSTRY

VFX - GAME - 3D PRINT - ADV - TOYS - VR

SOFTWARE/HARDWARE

ARE YOU LOOKING FOR IT POSITION?

PIPELINE

DOESN'T EXIST A STANDARD PIPELINE

ASSET DEPARTMENT

CONCEPT ----- MODELING ----- TEXTURING ----- SHADING

ARTISTS ASSET DEPARTMENT

MODELER TD ----- TEXTURE ARTIST ----- MATERIAL ARTIST ----- SHADING ARTIST

MODELERS

CHARACTER ARTIST ----- HARD SURFACE ----- ENVIRONMENT

HARD SURFACE

PROPS ----- VEHICLE ----- WEAPON ----- ENVIRONMENT

ENVIRONMENT

HARD SURFACE ----- NATURE ----- HYBRID

HERO ASSET

PRINCIPAL ASSET ----- FOREGROUND OF CAMERA

(LODs) LEVEL OF DETAILS

LOD A: HIGH-RES ----- **LOD B:** MID LEVEL ----- **LOD C:** LOW POLY ----- **LOD D:** BACKGROUND

HIERARCHY

TRAINEE ----- JUNIOR ----- MID ----- SENIOR ----- LEAD ----- SUP

SENIOR

HERO ASSET

MID

VEHICLE ----- ENVIRONMENT ----- PROPS

JUNIOR

LOD B ----- PROPS

TRAINEE

LOD C-D ----- DEBRIS

LEAD MODELING

HERO ASSET ----- RnD ----- MANAGING ARTISTS

LEAD ASSET

MANAGING LEADs ----- RnD ----- RECRUITING ----- SUPERVISION ASSET ----- ASSET IN SHOT
MDL - TXT - SHD

CAREER TIMELINE

TRAINEE ----- JUNIOR ----- MID ----- SENIOR ----- LEAD ----- SUP

SENIOR

40 – 50 K at year

MID

30 – 35 K at year

JUNIOR

22 – 28 K at year

TRAINEE

15 – 20 K at year

HERO ASSET PROCESS

BLOCKOUT ----- LINEUP ----- DETAILS ----- OPTIMIZATION ----- UNWRAP ----- UV LAYOUT

WALL REFERENCE

CONCEPT ----- SET REFERENCE ----- IMAGES + VIDEO

SCALE

SIZE UNIT ----- HUMAN REF

REFERENCE STUDY

MAIN SHAPES ----- DESIGN----- DETAILS ----- BLOCKS ----- TIMING

BLOCKOUT

LOWPOLY ----- FREE TOPOLOGY ----- MAIN SHAPES

LINEUP

SCAN ALIGNMENT ----- CONCEPT ----- SET REFERENCE

DETAILS

FREE TOPOLOGY

OPTIMIZATION

TOPOLOGY ----- TESSELATION ----- QUADS ----- SUBD

UNWRAP

UVS (NO AUTOMATIC)

UV LAYOUT

MATERIAL ORIENTED ----- OBJECT ORIENTED ----- MULTI UDIMS ----- NO AUTO

WHERE ARE THE SOFTWARE?

WORKFLOW BEFORE TOOLS



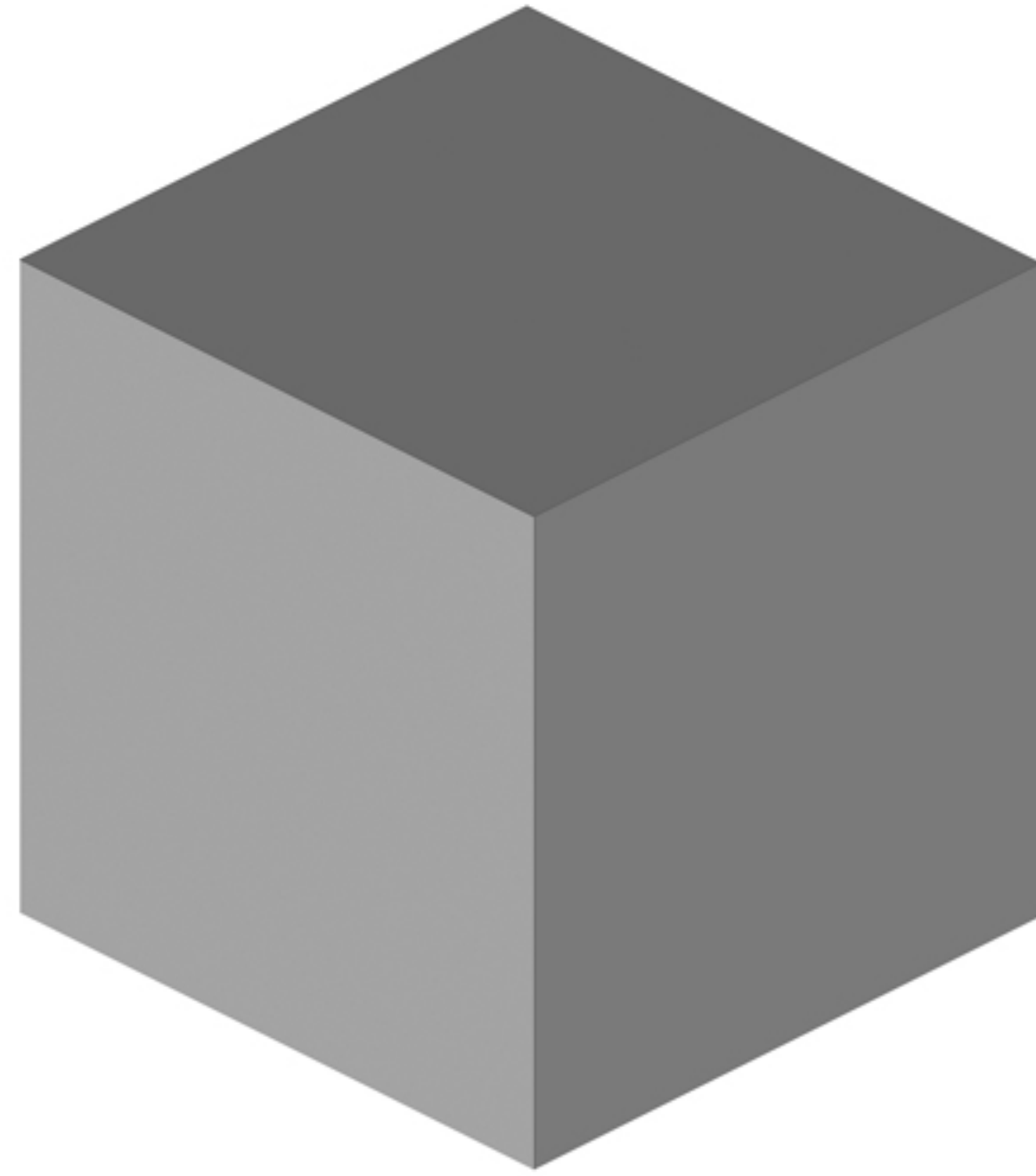
SOFTWARE
HARDWARE
PLUG-IN
SCRIPT
RnD







BEVEL
BRIDGE
EXTRUSION
DEFORMER
BOOLEAN



VERTEX - EDGE - FACE

MODELING

LOGICAL APPROACH

CULTURE

THERE ARE MAIN PRINCIPLES BEHIND THE SOLUTIONS

NETWORKING

OPEN YOUR MIND

STANDARD QUALITY

PORTFOLIO

NEVER STOP BRANDING

GROW YOUR NETWORK [LINKEDIN]

FEEDBACK AND RIGHT INPUT

ONLINE ----- OFFLINE ----- WORKSHOP ----- EVENTS ----- COMMUNITY

THE MARKET IS NOT BLIND

LINKEDIN ----- FACEBOOK ----- INSTAGRAM

THIS JOB IS NOT FOR EVERYBODY

HIGH QUALITY = HIGH SACRIFICES

MODELING IS MY LIFE

NO !!! MODELING IS MY JOB

THANK YOU
YOUR SUCCESS IS MY SUCCESS

Q & A

I AM HERE FOR YOU, DON'T FORGET IT!