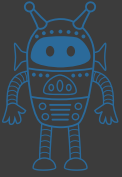


DAVID GURREA

SENIOR TEXTURE ARTIST
SURFACING

Shot Breakdown



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READY PLAYER ONE (2018)

Contribution: Texturing digital version of caravan and trailer on the floor (left), other trailers, solar panels, wind mills, parabolic antennas and debris chutes.

Contribution: Texturing some of the trailers and digital versions of the solar panels, wind mills, parabolic antennas and debris chutes.

Contribution: texturing digital set extension of the supportive metal structure (from the middle of the trailer and up).

Contribution: Texturing some of the trailers, solar panels, wind mills, parabolic antennas and debris chutes (some of them in close-up).

Contribution: Texturing digital floor extension and other elements of the ceiling and the walls.

VICE (2018)

Contribution: texturing heart and providing displacement and additional masks to the lookdev artist.

Contribution: texturing heart and providing displacement and additional masks to the lookdev artist.

ANT-MAN AND THE WASP (2018)

Contribution: texturing steel metal structure.

Previously textured by another artist. Remade from scratch.



THE FATE OF THE FURIOUS (2017)

Contribution: texturing digital set extension (from the second row of metal planks and up, including measurement poles).

Contribution: Texturing full digital version of the dock.

Contribution: Texturing a very detailed digital version of the tank-like vehicle, which was used also on some fast close-up scenes.

Contribution: Texturing a very detailed digital version of the tank-like vehicle, which was used also on some fast close-up scenes.

GODS OF EGYPT (2016)

Contribution: surfacing digital floors (including stairs), sarcophagus, altar, braziers, brazier columns and square columns.

A first quick version of this environment was made by another artist. I remade these elements from scratch.

Contribution: surfacing digital floor extension, stairs, sarcophagus, altar, braziers, brazier columns and square columns.

A first quick version of this environment was made by another artist. I remade these elements from scratch.

Contribution: surfacing sculptures and blades.

Sculptures were originally made by another artist. I remade them from scratch.

Contribution: surfacing digital floor extension (marble), sculptures and bridge pillars.

Sculptures were originally made by another artist. I remade them from scratch.

Contribution: surfacing floor, brothel house (building with the open door), houses on the left (middle to far distance), elephants and carts (excluding treasure).

Contribution: surfacing floor, houses (right side), elephants and carts (excluding treasure).

HELLBOY II: THE GOLDEN ARMY (2008)

Contribution: Texturing Golden Army.



HELLBOY II: THE GOLDEN ARMY (2008)

Contribution: Tooth Fairy texturing (except wings).



HAPPY FEET TWO (2011)

Contribution: environment surfacing, from close-up to middle distance (areas free of penguins) and far away areas on the left.



Contribution: environment surfacing (close-up).



SPIDER-MAN: INTO THE SPIDER-VERSE (2018)

Contribution: Texturing buildings on the right side.



Contribution: Texturing buildings.



Contribution: Texturing buildings (behind the bus).



Contribution: Texturing building on the center .



Contribution: Texturing some of the buildings.



SMURFS: THE LOST VILLAGE (2017)

Contribution: Texturing cake (including displacement), other sweets on the shelves and the apron on the wall.



Contribution: texturing pies and oven door.