

DAVID GURREA HERNANDEZ - SENIOR LOOK DEVELOPMENT ARTIST
davidgurrea@gmail.com

PROFESSIONAL SUMMARY

I'm a highly motivated look development artist with an extensive experience in texturing and shading plus solid skills in modeling. I've been working in feature films since 2005 in both VFX / Animation. My latest credits includes *The Fall Guy*, *Indiana Jones and the Dial of Destiny*, *Thor: Love and Thunder* and the Apple TV+ series *Monarch: Legacy of Monsters*.

I always use a procedural workflow approach with an extensive use of masks for efficiency and flexibility, adding specific handcrafted details at the end of the process for more realistic results. I applied these techniques successfully in many different tasks like environments, creatures, vehicles, props and even vegetation and clothing.

Apart for working the in the film industry I've been also involved in video games, cinematic trailers, commercials and TV movies. This gives me a unique view of the different requirements, priorities and techniques associated to each project.

I am continuously learning and exploring how to re-use libraries and techniques across multiple projects. I love to work in a collaborative team environment and always happy to share my knowledge. I enjoy teaching, creating tutorials and helping people new to the industry. Since 2022 I've been working remotely as a tutor for an online VFX and Animation school.

EXPERIENCE

Senior Texture Artist (procedural) at **CBMaximillian**. Adelaide (remote). **March 2024 – present.**
(*racing video game in development*)

- Creating photo-realistic PBR materials in Substance Designer for roads, pavements and buildings.
- Look development/UVs for buildings in Blender, using seamless maps, trim sheets and hotspot mapping.
- Improving Look development and adding details to the roads in Roblox Studio.
- I've been tasked also to provide ideas and test different techniques to improve the look of the environments.

Senior Look Development Artist, Rising Sun Pictures. Adelaide. **September 2021 - September 2023.**

The Fall Guy | *Indiana Jones and the Dial of Destiny* | *Monarch: Legacy of Monsters* | *Thor: Love and Thunder* | *One Piece* | *The Marvels* | other projects (uncredited).

- Texturing and shading large environments, set extensions, buildings, hero vehicles, digital doubles and other elements.
- Hero creature shading and texturing with enhanced areas for close-up (*Monarch: Legacy of Monsters*, one episode).
- Creating generic utilities in Designer and tileable masks for building creation, which I shared with the team.

Senior Surfacing Artist, Skydance Animation. Granada (remote). **December 2020 - August 2021.**
Luck.

- Creating UVs, textures and shading for buildings, vehicles, and other elements for the environment.
- Adding realistic details to other objects (stickers, graffiti, painted details etc.)
- Creating a variety of smart materials in Substance Painter to speed up the texturing of similar objects.

Senior Texture Artist, Marza Animation Planet. Tokyo. **September 2019 - October 2019.**

Sonic The Hedgehog.

- Creating materials and textures adaptable to different species of trees.
- Applying generic materials to rocky environments.
- Re-texturing hero cabin walls and door (inside / outside) for close-up.
- Additional modeling.

Lead Texture Artist, Cinesite. Montréal. **March 2018 - August 2018.**

Vice | other projects (uncredited).

- Design the most efficient way to approach each project, managing texture team and writing tutorials.
- Design complex materials (node based) to be used in multiple vehicles.
- Texturing organic and hard surface elements on several projects.

Senior Texture Artist, Sony Imageworks. Vancouver. **September 2017 - February 2018.**

Spider-Man, Into the Spider-Verse.

- Texturing buildings and environmental objects following the unique style designed for the project.

Senior Texture Artist, Digital Domain. Vancouver. **September 2016 - August 2017.**

Ready Player One | *Thor: Ragnarok* | *The Fate of the Furious*.

- Texturing hero vehicle, set extensions and environments elements (*The Fast and the Furious 8*).
- Texturing numerous environment elements and set extensions (*Ready Player One*).

Senior Texture Artist, Sony Imageworks. Vancouver. **March 2016 - September 2016.**

Smurfs, The Lost Village.

- Texturing environment objects with a semi-realistic style designed for this project.

Senior Surfacing Artist, ILM. Singapore. **July 2015 - December 2015.**

The Great Wall | unreleased test project.

- Designing complex materials with textures to work automatically on Chinese traditional buildings, based on the UVs.
- Texturing and shading environments, objects and a digital double plus additional modeling for a test project.

Senior Surfacing Artist, Iloura. Sydney. **June 2014 - May 2015.**

Gods of Egypt.

- Texturing and shading city environments and interior set extensions, with a high emphasis on specular detail.
- Texturing and shading other elements like an elephant with its carriage, metal sculptures, weapons etc.

Texture Artist, Weta Digital. Wellington. **April 2012 - November 2012.**

The Hobbit: An Unexpected Journey.

- Texturing and shading environments and objects according to company's high standards, even for background elements.
- Design a realistic and complex forest ground with Weta's proprietary look development software.
- Creating detailed and very high resolution texture tiles for the team.

Senior Digital Artist, Dr. D Studios. Sydney. **November 2010 - August 2011.**

Happy Feet Two.

- Texturing and shading complex environments set in the Antarctic and other small elements like fishes and props.
- Intensive use of painted and procedural displacements for large scale environments often involving only snow and ice.

Senior Digital Artist, Animal Logic. Sydney. **June 2008 - June 2010.**

Sucker Punch | *Legend of the Guardians: the Owls of Ga'Hoole* | *Australia*.

- Texturing and shading parts of environments and objects. Design reusable building materials (*Sucker Punch*).
- Texturing and shading both hero and background objects (*Legend of the Guardians*).
- Texturing and shading set extensions and other elements like buildings and ships (*Australia*).

Senior Texture Artist, Double Negative (Dneg). London. **April 2007 - April 2008.**

Harry Potter and the Half Blood Prince (uncredited) | *Hellboy II: The Golden Army*.

- Texturing London downtown street's floor and part of the Millennium Bridge. Additional layout models (*Harry Potter 6*).
- Creature texturing (organic and hard surface). I used Photoshop's actions to create the base textures for a massive amount of pieces on the *Golden Army*, before adding more detail to the most important parts (*Hellboy 2*).

Senior Texture Artist, The Moving Picture Company (MPC). London. **August 2006 - April 2007.**

10,000 BC.

- Texturing hero mammoth skin at very high resolution (legs and back of the body), tusks, eyes and harness.

Surfacing Artist, Animal Logic. Sydney. **June 2005 - July 2006.**

Happy Feet.

- Texturing and shading complex environments set in the Antarctic, including painted and procedural displacements.
- Baking elements like shadows, subsurface scattering and hologram effects for the ice.

OTHER EXPERIENCE

3D Environment Tutor, Animum 3D School. Spain (remote). **2021 – Present.** Correcting student's assignments.

Freelancer Texture Artist, Megalis VFX. Japan (remote). **November 2022 – January 2023.** *ZOM100*: Texturing hero Shark.

Lookdev Artist, collaboration with Pablo Angeles). **April 2011 - July 2012.** *Pickman's Model*. Characters look development.

Modeler, collaboration with Brigham Young University. **2005.** *Dear Ostwind*. Modeling a zeppelin.