

Vsevolod Verbitsky

Modeller/ Texture Artist

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Career Objective: To apply my skills as a Modeller/Texture Artist in the Motion Pictures/Film and Game industry.

Work Experience:

Lead modeller artist at [Parovos Studio \(rus\)](#) from April 2016 - till present. I have been working with commercial software to create characters, locations, props, retopology, revise and check modeller department for animation TV series "Leo and Tig".

Lead modeller artist at VFX Company [DA-Studio \(rus\)](#) from January 2013 – April 2016. I have worked with commercial software to create characters, 3D scans, retopology, revise and check modeller department for animation film "Sergy Radonejsky" and "Suvorov".

Senior Modeller artist at VFX Company [Glukoza Production \(rus\)](#) from September 2010 until January 2013. I have worked with commercial and proprietary software to create characters, props, environments, planting locations for animation film "Savva".

Freelance 3d artist from September 2009 until September 2010. I have worked on various films and commercials.

Texture Artist/Modeller at VFX Company [Tikibot \(rus\)](#) from April 2009 until September 2009. I have worked with commercial software to create characters and creatures for feature film "The Land That Time Forgot"; texturing and modelling airport vehicles, transports for film "Salt".

Texture Artist/Modeller at VFX Company [Ulitka Studio \(rus\)](#) from May 2007 until April 2009. I have worked on animals, buildings, camera matching for feature film "Wanted"; creatures, locations for film "Interceptor"; props for "One And A Half Room".

Projects worked on:

Leo and Tig (2016) - <https://www.youtube.com/watch?v=oRj-Zsill2E>

Suvorov (2016) (cancelled) - <https://www.youtube.com/watch?v=lfWbxjuPnHE>

Sergy Radonejsky (2015) (delayed) - <https://www.youtube.com/watch?v=0PTg3l4GSS4>

Savva (2015) [IMDb.com](#) - <http://www.glukoza-production.com/long/>

Salt (2010) [IMDb.com](#) - <http://www.nvidia.com/object/salt.html>

The Land That Time Forgot (2009) [IMDb.com](#)

Interceptor (2009) [IMDb.com](#) - <http://www.ulitkapost.ru/en/work/smersh/>

One And A Half Room (2009) [IMDb.com](#) - <http://www.ulitkapost.ru/en/work/roomandhalf/>

Wanted (2008) [IMDb.com](#) - <http://www.ulitkapost.ru/en/work/wanted/>

commercials...

Snickers (2010) - <http://www.ulitkapost.ru/en/work/snickersmorenuts/>

Raiffeisen Bank (2010) - <http://www.ulitkapost.ru/en/work/raiffeisenstone/>

MTS (2010) - <http://www.ulitkapost.ru/en/work/mtsmole/>

Featured in:

the 3D World Magazine issue 135 with personal work "[Tiger](#)" (2010)

Tools:

commercial software:

Autodesk Maya

Autodesk 3DMax

Pixologic Zbrush

Marvelous Designer

Foundry Mari

BodyPaint 3D

Adobe Photoshop

UV Layout

Topogun

Shave and Haircut

Mental Ray

Chaosgroup VRay

proprietary software:

Artec 3D - 3d scanning (DA-Studio)

trees and grass planting (Glukoza Production)

Konkere - root growing (Ulitka Studio)

Demos:

demoreel - http://www.youtube.com/watch?v=nW_QjtUiWk

only personal works - <http://www.youtube.com/watch?v=2rcGBrikSAI>

web page - <http://www.verbitsky3d.net/contact.html>

Education:

Graduated from Moscow State Technical University n.a. N.E. Bauman, Masters Degree of Engineering

RealTime School (Autodesk's official partner): Autodesk's Certificate of Completion

Location:

Russian Federation, Moscow

Skills:

Texturing

Hi/low poly modeling

Z-brushing

Rendering

Qualifications:

Artistic eye for details

Determined worker

Great team player