

Alessio Garcai

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EXPERIENCE

04/2021 - present

FREELANCE

3D Generalist

Freelance worker in the digital art industry, creating 3D artworks to exhibit in art galleries, art events and/or museums. My artworks have been exhibited in different events in NYC (TriBeCa, Station3NYC in the financial street, etc), Berlin, Amsterdam (in AWWWARDS event), Madrid (Rio Babel), and others.

As a generalist and independent artist, I was in charge of the whole creative and technical process: narrative, modeling, texturing, lighting, lookdev, sims, animation, render and AOVs comp.

My workflow is inspired by the pipeline of a VFX studio, learned in different courses of the artist Xuan Prada.

EDUCATION

2014 - 2018

UNIVERSIDADE DA CORUÑA

Audiovisual Communication

Degree

COURSES

Xuan Prada (Senior Manager of VFX at Unity and member of the Visual Effects Society).

- UV Mapping
- Photogrammetry in VFX
- Texturing Strategies and LookDev for Environments

Luis Avilés Baquero (Spanish Film Director)

- Training in Film Direction for fiction and documentary
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SKILLS

- SubD Modeling
- Manual UVs and UDIMS
- Set Dressing
- Texturing
- Shading
- Lighting
- Rendering
- Basic Nuke AOVs compositing
- ACES pipeline

Primary Tools:

- Autodesk Maya
- SideFX Houdini
- RizomUV
- Substance Painter
- Nuke
- Arnold and Redshift renderers

Additional Proficiencies:

- Substance Designer
- UE5
- SpeedTree
- Mari
- Marvelous Designer

SHOWREEL

3D Generalist



<https://youtu.be/AZkzDjPoXKA>



<https://vimeo.com/934539677>

SOCIAL NETWORKS



www.linkedin.com/in/alessiogarcai



www.behance.net/alessiogarcai



www.instagram.com/alessiogarcai