

Maritza Louis

CG Artist | Modeler | Texture Artist

Reel Breakdown

Grand Theft Auto 5 – Rockstar Vancouver

Character Artist | Artist

Worked with Creative Director to brainstorm ideas for in game art/ Easter eggs/ the billboard art. Carry out concept into 3D for rendering, using Autodesk 3D Max for modeling/ shading/ uv's/ lighting/ Skinning; Render with Mental Ray; composited and finished imagery in Photoshop; Worked with various departments for integration into game engine.

Max Payne 3 - Rockstar Vancouver

Character Artist

Created models from concept designs, primary focus was on the bg female models secondary was bg males; Sculpted hi resolution details with Zbrush for Main/Secondary Characters; Re-topologizing geometry to develop efficient line flow for Skinning deformation. Developed base meshes for male/ female models; Skinning characters; Shader work; Unwrapping/ UV optimization/ UV Rebaking; Texture creation.

Ting and Juma (Short) – Rainmaker Entertainment Inc.: Gaming Division

Fur

"Juma" - Created Juma's fur on the loincloth using RNK proprietary fur system.

Splinter Cell: Conviction Trailer– Rainmaker Entertainment Inc.: Gaming Division

Modeling | Surfacing

"Bad guys" model/ texture/ shade/ UV clothing.

Ghostbusters: The Video Game Trailer - Rainmaker Entertainment Inc.

Modeling Supervisor

"Ray" Character Model: Texture upresing/ creation; Upresing geometry (Facial and Hair); Line flow Cleanup; UV unwrapping; Shading Supervision. "Sloth" Character Model: Texture upresing/ creation; Upresing geometry; Line flow Cleanup; UV unwrapping; Shading Supervision. "Hysto" Character Model: Texture upresing/ creation; Upresing geometry; Line flow Cleanup; UV unwrapping; Shading Supervision.

Fear2- Game Trailer: Rainmaker Entertainment Inc.

Modeling Supervisor

"Natalia" Character Model: Modeling; Texture creation; UV unwrapping; Shader work; Blendshapes

"Mel" Character Model: Texture creation; Remodeling; Line flow Cleanup; UV unwrapping; Blendshapes

"Petra (Blonde Flight Attendant)" Character Model: Texture creation; Modeling; Line flow Cleanup; UV unwrapping; Blendshapes

Fifty Cent: Blood in the Sand Trailer- Game Trailer: Rainmaker Entertainment Inc.

Sr. Character Modeler

"Fifty Cent" Character Model: Model upresing; Line flow modification; Texture upresing; UV unwrapping; Shader work

"Pilot" Character Model: Texture upresing; Geo cleanup; Shader work

"Helicopter" Vehicle Model: Texture upresing; Shader work; Geo cleanup

"Buckle & Diamond Skull" Prop Models: Modeling; Texture creation; Shader work; Unwrapping

Space Chimps (2008) Feature Film: Vanguard Animation.

Environment Modeler | Character Cloth Simulation | Set Dressing

"Jungle" Environment Model: Geometry creation Hi res and LOD; UV unwrapping (excluding vine creature head geometry)

"Lush Garden" Environment Model: Geometry creation Hi res and LOD; UV unwrapping

"Alien Stage" Environment Model: Geometry creation Hi res and LOD; UV unwrapping

"Alien Houses" Environment Model: Geometry creation Hi res and LOD; UV unwrapping

Assisted Hair/Cloth TD by outputting cloth simulation caches, tuning cloth simulation with blend/ Sculpt maps and assisted with prototyping and troubleshooting of our proprietary system, based on using Syflex.

Lethal Taco: Designer Art Figure: Mindzai Lab

Lead Modeler

"Taq" and "Meat" model, polish and set up for 3D printing