ETHAN CLARK

EC

MODELER / 3D GENERALIST

◆ PROFILE ◆

CG Artist for film & games with a strong traditional and digital background. Based in Hollywood, specializing in modeling, texturing, and lighting

◆ CONTACT ◆

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◆ SKILLS ◆

Shot-Specific Lighting

Prop & Asset Modeling/Texturing

PBR Shader/Material Development

Hard Surface Modeling

Environment Creation

Texturing/Shading

Look Development

Rendering & Render Management

Compositing/Image Finaling

Communication/Teamwork

Listening/Receiving Feedback

Self-Motivated

WORK EXPERIENCE

Asset Generalist
Digital Frontier FX — November 2024 - Present
- Full-time contractor hired to model and texture assets for V-Ray using Maya, Substance Painter, SpeedTree, and ZBrush for "Project Jitterbug".
- Creating photoreal assets to match real world existing assets from plate reference.

3D Environment Artist
Rideback — July 2024 - Present
- Freelancer hired to create fully textured environments for Unreal using Maya and Substance Painter for unannounced stylized animation project.
- Developing the project's unique look while experimenting with different texturing styles and methods.

3D Generalist / Digital Renderer
Homer — July 2023 - October 2024
- Full-time contractor hired to deliver 3D environment renders for an unannounced project.
- Created photoreal assets as well as entire sets in both Rhino and Unreal Engine.

3D Generalist / Asset Generalist
Half M.T. Studios — December 2023 - June 2024
- Part-time independent contractor for "The Threadlings" -- An upcoming animated film in Unreal Engine 5 by award-winning film makers Miguel Ortega & Tran Ma (Half M.T. Studios).
- Responsible for designing, modeling, and texturing many of the supporting assets in the project. The aesthetic of the film is a world made of cloth/fabric, so all assets had to be simulated in Marvelous Designer for realistic cloth look. Textured using Substance Painter and rendered in Unreal Engine 5.

3D Generalist / Digital Set Artist
CheckpointVFX — March 2023 - March 2024
- Independently shipped over 200 shots for stylized feature film "Takeover".
- Responsible for modeling, texturing, lighting, set assembly, & rendering -- Had to learn new software on the fly
- Sets created included realistic urban interior and exteriors -- city alleyways, streets, warehouses, and nightclubs. Lighting had to be functional and aesthetically pleasing
- Proficiency with pre-made assets from the studio library + KitBash3D, as well as creating assets from scratch.
- Worked remotely as part of a team with two daily video meetings and ShotGrid collaboration.
- Used Clarisse, Maya, Substance Painter, Photoshop, and ShotGrid.

Oil Painting Instructor
The Art Academy & Evolve Artist — Jan. 2019 - March 2021
- Assisted in teaching children's physical traditional drawing & painting classes along with head instructor/professional portraitist Piper Talladay.
- Moved into an instructor position at the studio's online education program, Evolve Artist, grading student homework assignments twice a week and providing weekly lectures on digital art, teaching amateur and professional artists of all ages.

ACHIEVEMENTS

Published Articles   Nov '22, Feb '23, Dec '23
The Rookies, 80 LEVEL, 3D World
Was specifically asked to write breakdowns for the Rookies, 80 LEVEL, and 3D World Magazine detailing technical workflow and creative process for my personal pieces, "Ambrosia", "Palia House", and "Adventure Boys".

SOFTWARE

- Autodesk Maya
- Blender
- ZBrush
- Nuke
- Substance Painter
- Substance Designer
- Adobe Photoshop
- Adobe Premiere
- Clarisse
- Rhino
- Unreal Engine
- Marmoset Toolbag
- Houdini
- Gaea
- SpeedTree
- Marvelous Designer
- Yeti
- V-Ray
- Arnold
- Shotgrid

EDUCATION

Gnomon School of VFX, Games, and Animation
Los Angeles, CA — Oct. 2019 - Dec. 2022

High-rigor accredited institute specializing in digital production & VFX for film & games industry. Noteworthy for a full staff of working professionals in the film & game industries. Achieved a BFA in Digital Production with a focus in Game Art.

The Art Academy
Hillsborough, NJ — 2017 - 2019

Participated in a gap year/full-time mentorship under professional illustrator and portraitist Kevin Murphy, trained as a classical oil painter. Learned skills such as drawing, rendering, color theory, composition, and photography.

Raritan Valley Community College
Branchburg, NJ — Sept. 2017 - May 2019

Received an AFA in Visual Arts, honored with 4.0 GPA, Dean's List, President's List, Phi Theta Kappa Honors Society.