

Federico Scarbini

Character Artist – Modeler/Textures Artist

Date of birth: 14/07/1981

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Hires Portfolio: http://www.federicoscarbini.com/federicoscarbini_portfolio.zip

Reel: http://www.federicoscarbini.com/wp/fscarbini_reel2011.zip

Work experiences

10/2011-now

Modeler/Texture Artist at MPC London

- “*Dark Shadows*” - Texture Artist: Texturing Creatures and Digi Doubles, sculpting displacement maps and blendshapes.
- “*Dark Shadows*” - Character finishing artist: corrective blendshapes for anatomy fixes, features tracking.

11/2008-09/2011

Freelance as Character Artist

04/2004-10/2008

Modeling, Shading e Texturing for various projects at [Bluemotion S.r.l.](#) (PD).

04/2006-05/2006

Fx Artist for the commercial “Peugeot 307 Australian” at [RebelThink S.r.l.](#) (Roma)

07/2003

Website development (Flash) for Mindesign (VI)

Education

02/2011

“High-end Fantasy Game Art Creation” course by [Katon Callaway](#) (Senior Character Artist at “Sony Santa Monica”) at CGSociety.

04/2010

“Anatomy for artist” course by [Scott Eaton](#) (Senior Character Artist at “Framestore”)

02/2008-05/2008

Photography course at Z.I.P. (Padova)

2000-2005

Beachelor degree in East Asian Culture and Languages (Japanese) at “Ca' Foscari” University (Venice).

1995-2000

Scientific college "A.Cornaro" (PD).

Publications

2012

"Zbrush Character Sculpting: v1" - 3DTotal Publishing

2011

"Digital Art Masters Vol.6" - 3D Total Publishing

"3D Artist Magazine, issue #26 March 2011" - Imagine Publishing

2010

"Exotique 6" - Ballistic Publishing

"3D Creative Magazine, issue #63 November 2010" - 3DTotal Publishing

"3D Artist Magazine, issue #20 September 2010" - Imagine Publishing

"3D Creative Magazine, issue #58 June 2010" - 3DTotal Publishing

"D'artiste - Character Modeling 3" - Ballistic Publishing

2009

"3D Creative Magazine, issue #50 October 2009" - 3DTotal Publishing

"Cg Arena Magazine Vol.4, Issue 3"

"3D Creative Magazine, issue #45 May 2009" - 3DTotal Publishing

Skills

High poly and low poly modeling for organic or hard edge models, both realistic and stylized sculpting, high knowledge level of human and creature anatomy.

Uv unwrap optimized for minimal stretching and for optimal texture space usage (mirroring, reusing textures etc...).

Baking of normal maps, displacement maps, AO maps.

Both hand painted and photo based texture maps creation.

Digital double sculpting and high accuracy sculpting based on maquette or drawing.

Preparation of digital sculptures for 3d printing.

Software knowledge

Maya

Zbrush

Mari

UVLayout

3dStudio Max

Vray

Mental Ray

Adobe Photoshop

OS: Windows, Linux

Programming languages

HTML, CSS

Perl, Python, Actionscript (base)

Languages

Italian

English

Japanese