

SVEN RABE

Senior Modeler – CG Artist
Modeling | Texturing | LookDev

www.3dbasemesh.com
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Munich, Germany

Experience

2022- Present | RISE FX

Senior Modeler – CG Artist

2019- 2022 | SEHSUCHT

Lead Modeler – Senior 3D Artist

2013- 2018 | LIGA 01

Lead Modeler – Senior 3D Artist

2009- 2012 | LIGA 01

Senior Modeler – 3D Artist

2007- 2009 | LIGA 01

CG Modeler – 3D Artist

2007- 2007 | Parasol Island

CG Modeler – 3D Artist

2003- 2007 | STUMM-FILM

3D Artist – Generalist

Education

2001- 2003 | JGS Stuttgart

Audiovisual Media-Designer

1995- 1996 | Mediaschool Hamburg

Management Assistant in Audiovisual Media

Languages

German (native)

English (fluent)

Skills

Core skills | Modeler

- Organic & hard surface modeling
- Strong production topology knowledge
- Digital sculpting & displacement extraction
- Character & creature development
- Props, transportations, environments

Additional skills | Generalist

- Texturing
- Look dev
- fur/grooming
- lighting
- rendering
- pre composting

Software

Main packages

- Maya
- Arnold
- ZBrush
- Mari

Additional packages

- Houdini
- Renderman
- Karma
- Nuke
- Substance Painter