

Modeler

Required Skills

Level 1

- Demonstrates a good understanding of form and how forms in 3D space can be affected by the environment it is placed in.
- Reproduces basic reference objects using hard surface modeling techniques.
- Recognizes the basics of working in an XYZ 3D space.
- Predicts how lighting, texture, rigging, and animation will impact models.
- Subdivides multi-part models into hierarchies of organized components.

Level 2

- Models organic surfaces with clean topology.
- Constructs models that will provide for efficient shading.
- Demonstrates an understanding of how normals function and affect the appearance of geometry.
- Uses tools to build models more efficiently.
- Demonstrates a working knowledge of ZBrush, MudBox, and other 3D sculpting programs.

Level 3

- Employs 3D sculpting techniques in ZBrush, MudBox, and other modeling programs.
- Constructs models that are efficient in their topology and design.
- Generates clear and concise critiques of teammates' work.

Level 4

- Writes scripts to optimize models and create levels of detail for scenes.
- Prepares models for rigging by collaborating with riggers to create efficient topology and structure for the model.
- Employs advanced polygon modeling and editing techniques.
- Employs NURBs modeling techniques for organic surfaces.
- Organizes and delegates tasks and provides motivation from a position of leadership.

What courses should I take?

- ARTS 111 - ARTS 308 - VIST 284
- ARTS 112 - VIST 170 - VIST 370
- ARTS 115 - VIST 270 - VIST 372
- ARTS 212 - VIST 271

Vizzers in the Industry

Christine Li

Modeler,

Industrial Lights & Magic

Christine joined the Viz Lab in 2011 after receiving her BA in Architecture from the University of California, Berkley. While at A&M, she developed her thesis as an exploration of the power of absence as it relates to unrequited devotion and nostalgia for lost experiences and ideals, creating a series of digital prints and looping time-based sequences from 3D scenes. In 2012, she worked as a modeling intern at Blue Sky, where she worked on props, sets, and background characters for their animated feature *Rio 2*. After graduating with her MFA in 2014, she worked as a freelance artist at yU+co, creating assets for commercials and title sequences in film and television. A few months later, she joined Industrial Light and Magic as a Junior Modeler and Texture Artist, working in Maya, ZBrush, MARI, Photoshop, and Zeno to build and texture various props, set pieces, and digital doubles, including the double for Leonardo DiCaprio's character "Glass" in *The Revenant*. Additionally, she worked on films such as *Avengers: Age of Ultron* and *Captain America: Civil War* and some Disney theme park rides. Currently, Christine is doing modeling and texturing work on the upcoming film *Doctor Strange*.

