

## Contact

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[www.nimegold.com/](http://www.nimegold.com/) (Portfolio)

## Top Skills

Texturing  
Modeling  
Grooming

## Languages

Hindi  
English  
Tamil

## Certifications

3D Content Creation for Virtual Reality

# Thangarasu s

Lead 3D Modeling/Texturing/Traditional artist  
Bengaluru

## Summary

I am experienced CG artist who is specialized in the creation of highly-detailed CG art work, I always enjoys using my imagination to envision new ideas, deep passion in Painting , photography, which is where most of my inspirations originate.

15 years of experience in 3d animation and VFX production, worked in 14 animated feature films & 5 VFX movies

### Skills:

Leadership  
Modeling  
Texture/Surfacing/lookdev shader  
Grooming

<https://www.nimegold.com/>

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## Experience

### Freelance 3D Modeling/Texturing

#### Lead

February 2019 - Present (3 years 2 months)

Coimbatore, Tamil Nadu, India

working as a vendor/Asset Development(Modeling/Texturing) for VFX and Animation studios, Handling Freelancer team and creative and technical development for Asset Development

based on project requirements

#### Clients

1. 88 Pictures

\* TrollHunters \_ Character Texturing/Shader look development

\* BUG THERAPY \_ Character Texturing/Shader look development

## 2. zebu animation studios

\* Lego Titans \_ Character Modeling/BlendShape/Texturing

\* Perfect gift \_ Character Modeling/Texturing/Shader look development \_  
UNREAL ENGINE Project

\* Diana \_ Character Texturing

## 3. viskefi studios

\* Baryonyx Walkeri looking around \_ Trees

## Mr. X

9 months

### Show Asset Lead

July 2018 - January 2019 (7 months)

bangalore

Responsible for Asset Texturing and Modeling photogrammetry scanning workflow, department activities, look and development shaders, solving technical issues in texturing workflow.

\*Scary Stories to Tell in the Dark \_Future film\_Vfx

\*goosebumps 2 \_Future film\_Vfx

\*Shazam \_Future film\_Vfx

\*Monster hunters \_Future film\_Vfx

\*Carnival Row \_Net series\_Vfx

### Senior Asset Artist

May 2018 - January 2019 (9 months)

India

## Base FX

### Senior Surfacing/Groom Artist

September 2017 - December 2017 (4 months)

Xiamen, Fujian, China

Responsible for Character Texturing , Grooming , look and development shaders

\*Wish Dragon\_Animated Future film

## DreamWorks Animation India Unit

### Senior Surfacing Artist

March 2016 - January 2017 (11 months)

Bangalore

Worked as an Senior Surfacing Artist. Creating Surfacing for organic and inorganic models as per the project requirements, also handling the responsibilities in look and development shaders, fur creation and solving technical issues in texturing workflow.

\* Boss baby\_Animated Future film

## KRU STUDIOS

Character Texturing Head of Department

January 2015 - February 2016 (1 year 2 months)

Malaysia

Responsible for Character Texturing pipeline and workflow, department activities, look and development shaders, Solving technical issues in texturing workflow

\* Wheely\_Animated Future film

DreamWorks Dedicated Unit, Bangalore

Senior Surfacing Artist

January 2011 - August 2014 (3 years 8 months)

Bangalore

Worked as an Senior Surfacing Artist. Creating Surfacing for organic and inorganic models as per the project requirements, also handling the responsibilities in look and development shaders, fur creation and solving technical issues in texturing workflow.

\* The Penguins of Madagascar \_Animated Future film

\* How To Train Your Dragon2 \_Animated Future film

\* Madagascar 3: Europe's Most Wanted \_Animated Future film

\* Madly Madagascar \_Animated Future film

\* Puss in Boots \_Animated Future film

\* Puss in Boots The Three Diablos \_DVD

\* The Pig Who Cried Wolf \_DVD

Crest Animation Studios

Senior Character Texturing Artist

September 2007 - January 2011 (3 years 5 months)

Mumbai Area, India

Worked as an Senior Character Texturing Artist. Creating UV unwrap and texturing

for organic and inorganic models as per the project requirements, also handling the responsibilities in look and development shaders and fur creation, and solving technical issues in texturing workflow.

- \* Norm of the North\_Animated Future film
- \* Alpha and Omega\_Animated Future film
- \* Barnyard \_Net series

#### Tata Elxsi Ltd

Environment Texturing Artist

November 2006 - August 2007 (10 months)

Mumbai Area, India

Worked as an Environment Texturing Artist for Feature Films. Created both Realistic and Semi Realistic Handmade Texture.

- \* Road side Romeo \_Animated Future film
- \* Himalaya (Masafi) Drinking Water \_Advertisement

#### Ocher Studios Ltd

Texturing/Modeling Artist

March 2005 - October 2006 (1 year 8 months)

Chennai Area, India

Worked as an Character Texturing Artist, also worked in Environment Modeling,Texturing, Lighting and Rendering.

- \* Sultan the Warrior \_Animated future film
- \* Om Ganesha \_ Animated future film
- \* Sivaji \_future film\_Vfx
- \* Sakkara Katti \_future film\_Vfx

#### Government College of Fine Arts

Professor Of Art

June 2005 - February 2006 (9 months)

Chennai, Tamil Nadu, India

Worked as an Professor Of Art for third year BFA students , responsible for live demo of portrait still life landscape with color theory

#### AC pillai

Associate Art Director,Production Designer

March 2001 - January 2005 (3 years 11 months)

Worked as an Visualizer and Production Designer.; Worked as an Assistant Art Director for Mr. A.C Pillai (Art Director) for Production Design, Set Creation, Interiors and Environment for Tamil Feature

\* Paruthiveran

\* Aachariya

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## Education

government college of fine arts\_ University of Madras  
Master of Fine Arts - MFA, Painting · (2003 - 2005)

government college of fine arts\_ University of Madras  
Bachelor of Fine Arts - BFA, Painting · (1999 - 2003)