

Vanni Brighella

3D Artist

Los Angeles
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Objective

Create fun, unforgettable, and narrative-focused characters and 3D assets while leveraging 2+ years of the game industry and VFX experience.

Skills

Level Editors

- Unreal Engine 4
- Unity

Software

- Adobe Photoshop & Illustrator
- Maya
- Marmoset Toolbag
- Marvelous Designer
- Mari
- Substance Painter & Designer
- ZBrush

Areas of Expertise

- Level design & blockout
- Visually focused on assets optimization
- Intuitive baking passes
- Creating rigging friendly topologies and retopologizing
- Unwrapping clean UV's, texturing and texture painting
- Real-time shading, lighting and rendering

Experience

CG ARTIST (Aug 2019- Current)
Ingenuity Studios | Los Angeles, CA

Creating both 2D and 3D digital art for real-time projects, TV series, music videos and commercials. Focus on one or more subsets of content creation such as hard surface modeling, organic modeling, 2D and 3D texturing, concept art painting, rendering, and animation.

CG ARTIST (Aug 2018 - Aug 2019)
Method Studios | Santa Monica, CA

Designed organic and hard surface models including baked maps, shaded and textured 3D assets for VR/AR projects with Method Studios EXP Division.

DUTIES INCLUDE:

Location-Based VR experiences- Dreamscape Immersive
Real-Time CG
Various AR projects
Virtual Human Prototype

CG ARTIST (Nov 2018 - Jan 2019)
Frame Machine | Santa Monica, CA

Modeled, textured and shaded characters and props for AAA games and internal projects.

CG ARTIST (Jan 2018 - Aug 2018)
TNG Visual Effects | Torrance, CA

Responsible for creating 3D models that artistically meet the brief but also technically meet the needs of other departments. In particular, responsible for supervising low and high mesh models, topology, UV, poly density, and cleaned 3d scan data (photogrammetry).

DUTIES INCLUDE:

Stuber (2019); modeled and textured Dave Bautista digital double
Shaft (2019); modeled and textured Samuel Lee Jackson digital double
The Predator (2018); cleaned scan props for 3d printing
The hate U give (2018); modeled and textured KJ Apa digital double
Legacies TV series (2018); modeled and textured Gargoyle character for pilot episode
With Drawn Arms; modeled Tommie Smith black power salute statue based on a concept by Glenn Kaino
Bayer TV Commercial, Nature's Medley; modeled and textured veggies and fruits
ThunderCats Toys collectible; cleaned and retopologized Panthro character scan for 3d printing
Jungle Cruise (2020); cleaned stuntman scan character
Black Lighting; cleaned Cress Williams and Sonja Sohn scans for 3d printing

CG ARTIST (Aug 2017- Dec 2017)
Ingenuity Studios | Los Angeles, CA

Created both 2D and 3D digital art, and specialized in one or more subsets of content creation such as hard surface modeling, organic modeling, 2D and 3D texturing, concept art painting, rendering, animation, and visual effects.

DUTIES INCLUDE:

Gran Marnier TV commercial, Watercolor; modeled and textured male and female clothes
Ready for It; modeled and textured Taylor Swift digital double
What the lovers do; modeled and textured SZA digital double
Look at what you made me do; modeled and textured Taylor Swift's clothes

CG ARTIST (Mar 2017- Jul 2017)
Epoch Games | Greensboro/Winston-Salem, NC

Modeled and textured characters and creatures for The Lays of Althas: Sundered Order RPG game.
Epoch Games is an international group of artists, with members from the Americas, Europe, and Asia, all working together online.

Education

Master in Animation and Visual effects

- Academy of Art university, San Francisco, CA

Specialized course work in 3D Digital Arts

- Nemo Academy, Florence, IT

Bachelor of Arts in Industrial Design

- Architecture University of Florence, Florence, IT

Exhibitions & Press

Vanni Brighella Making of Samuel Lee Jackson (October 2019)
<https://texturing.xyz/pages/vanni-brighella-making-of-samuel-lee-jackson>

The article is an in-depth description of my workflow on the making of Samuel Lee Jackson with tips and tricks to achieve photorealism. Through modeling pass to the final output with particular attention on how to use GPU rendering with Arnold in Autodesk Maya.

With Drawn Arms: Glenn Kaino & Tommie Smith (Sep 2018 - Feb 2019)
High Museum of Art, Atlanta, GA
Collaboration with artist Glenn Kaino and Tommie Smith.
<https://high.org/exhibition/with-drawn-arms-glenn-kaino-tommie-smith/>

The exhibition, which will introduce several new works, is the culmination of a multiyear collaboration between Los Angeles-based conceptual artist Glenn Kaino and Smith and will feature sculptural installations and drawings by Kaino and Smith, objects from the Tommie Smith archives, and a series of pictures contributed by students from across the United States. By bridging the past and present, With Drawn Arms powerfully resonates in the current moment of reckoning with racial injustice in America.

Hard Work Pays Off (October 2018)
<https://artunews.com/2018/10/02/hard-work-pays-off/>

Since earning his M.F.A. at Academy of Art University, Vanni Brighella has made a name for himself designing imaginative 3-D renderings for acclaimed Hollywood studios.
By Kyle Roe

Honor & Award

Visual Effects - Lost Boys Scholarship finalist (July 2018)
<https://www.therookies.co/>

Portrait of a chimpanzee. Modeled, textured, groomed and shaded a chimpanzee head. Software used: Maya, Mari, and Arnold.
In 2018, the Rookie Awards received 9,971 digital projects created by 2,914 students from more than 87 countries worldwide.