

ELIAS GLASCH

Character & Environment Modeler / 3D Generalist
Los Angeles, CALIFORNIA

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www.eliasglasch.com

574 . 276 . 7049

Skills // Modeling organic and hard surface characters and environments / texturing
Software // ZBrush / Maya / Substance Painter / Photoshop

WORK EXPERIENCE

FEB 2016 - PRESENT Venice, CA	PSYOP Character Artist for VR / AR and commercial projects [ZBrush, Maya, Substance Painter]
SEPT 2015 - FEB 2016 Glendale, CA	NICKELODEON Character Artist on unannounced project [ZBrush, Maya]
DEC 2014 - SEPT 2015 Los Angeles, CA	LOGAN Modeled and textured organic characters [ZBrush, Maya]
FEB 2015 Santa Monica, CA	MPC Modeled and textured environments [ZBrush, Maya]
MAY 2014 - FEB 2015 Los Angeles, CA	JOSE ORTIZ DESIGN Modeled and textured organic characters and environments [ZBrush, Maya]
JULY 2014 Los Angeles, CA	LOGAN Modeled environments [Maya]
JUNE 2014 Los Angeles, CA	KING & COUNTRY Modeled environments [ZBrush]
JUNE 2014 Los Angeles, CA	LOGAN Modeled environments [Maya]
MAY 2014 Los Angeles, CA	SADDINGTON BAYNES Modeled characters [Maya]
MAY 2013 - FEB 2014 Dallas, TX	REEL FX Character Modeler "The Book of Life" - October 2014 Modeled organic characters, props and environments [ZBrush, Maya] Worked closely with departments down the pipeline to solve technical issues
MARCH 2013 - APRIL 2013 Culver City, CA	GENTLEMAN SCHOLAR Modeled and textured organic characters and environments [ZBrush, Maya]
NOV 2011 - JAN 2013 Los Angeles, CA	JOSE ORTIZ DESIGN Modeled and animated stylized organic human characters [Maya]
JAN 2011 - NOV 2011 Minneapolis, MN	AFTERGLOW STUDIOS 3D Generalist [Maya]
MAY 2010 - AUG 2010 Boulder, CO	MOXIE SOZO Lead 3D Artist "1,000 Pound Cake" - Eat Pastry All modeling, texturing, rigging, animation, lighting and compositing [Maya]