

# **Ricardo** Díaz

Character Artist / Digital Sculptor

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# siemprecreativo@yahoo.es



Spain / 03, November, 1973

EDUCATION
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- 2010 present: Digital Sculpting Zbrush | http://www.scott-eaton.com/digital-figure-sculpture 2006 - 2010: Clay Sculpting / FANTASY SCULPTING | https://thegnomonworkshop.com/tutorials/fantasy-sculpting 2002 - 2003: Software Operador Maya (autodesk) with Silicon Graphics Stations. 3D generalist | http://www.idep.es IDEP, school of visual arts of Barcelona 2001 - 2002: Master in Alias Wavefront, 3d modeller, 2002 - 2002 | www.idep.es 1995 - 1998: BA (Bachelor of Arts) School of art of Las Palmas de GC, Canary Islands / Spain 1995 - 1998 | http://www.eagrancanaria.org/ **EXPERIENCE PRODUCTION SKILLS** 2015 - 2016 Ο Organic and hard surface modeling
  - 2001 2016 2015 2015 2008 - 2016
- Magic Reality Character and concept artist Sculpting Magic | Character / Prop Sculptor Character development Arsenal Models | Character Sculptor Anatomical understanding Miniatures Minairons | Character Sculptor 3D printing Clay sculpting Ó Freelance Sculptor | Character / Prop / Vehicle Sculptor

- https://es.linkedin.com/in/ricardo-díaz-884b4841 C http://www.sculptingmagic.com
- https://sketchfab.com/sculptingmagic
- https://www.artstation.com/artist/sculpting\_magic

### LANGUAGES:

O Spanish, English, Catalan

# WORKFLOW SKILLS

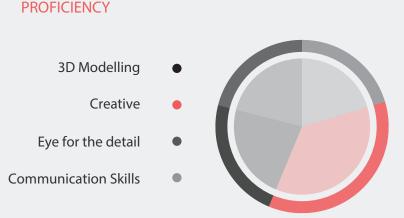
**Digital sculpting** 

Follow design reference accurately Work in a range of styles Attention to Detail Integrity - Job requires being honest and ethical. **Critical Thinking** Good problem-solving & communication Good team-working capacity Respect for the procedures and requirements

Characters, environments, props, transportation

Miniature and Toy Collectibles development

PORTFOLIO LINKS



### **TECHNIC SKILLS**

Zbrush

Illustrator 3D Studio Max

**KEYSHOT** 

Cinema 4D Maya

> Poser Bryce

Adobe Photoshop

