

Erick Schiele

CG ARTIST / CREATIVE DIRECTION / LOOK DEVELOPMENT

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Generalist, 3D/2D Artist - Using Maya, Max, Nuke, After Effects, Substance Tools, Unreal, 3D-Coat,

3D GENERALIST, 3D LIGHTER & 2D COMPOSITOR

Blue Blood Films Jan 2019 – August 2020

3D look development and Concept Artist for Television Pilot using 3ds Max, substance, Vray, After Effects and 3d Coat.

SteelHead Nov 2018– Dec 2018

Senior 3D/2D Artist: Substance, Nuke, Maya, Vray.

→ *Nintendo Spot* : Shading / Lighting / Compositing, Modeling - 3D Coat.

Blue Blood Films Sept 2018– Oct 2018

3D/2D, 3d Coat, Substance, Max, Vray, Knauld

→ *Manor Graphic Novel*: Scene design / Assemble / Lighting, Modeling - 3D Coat.

Zoic Studios Feb 2017–Jan 2018

3D/2D, Generalist (Maya Vray/Nuke/Substance, Mari)

- *Reverie* 3D: Scene design / Assemble / Lighting.
- Facebook 360 VR: Scene design / Lighting.
- *Final Fantasy* 360 VR: Lighting / Generalist.
- *The Orville*: Lighting.

Midnight Sherpa Nov 2016

→ *League of Legends* - TV commercial: 3D/ Compositing, Animation (Maya/Nuke)

Gentleman Scholar Oct 2016

→ Cisco VR Mobile 3D Experience: VR, 3D/Compositing

Independence Day 2 2015–2016

→ Shots Lighting as well as Internal look development for Directors Production Office (Nuke/3ds Max/V-Ray)

Gentleman Scholar 2015

→ *San Manuel Casino* Promo Spots Senior Lighter/2D Compositing (V-Ray/Maya/Nuke)

WildLife 2013, 2016

- *Jay's Garage*: VR Compositing
- *Cedar Fair* Website 3D / Supervisor / Generalist.
- *Willson Tennis* WebGL experience 3D Graphics
- *KIA* online branding campaign: on-set supervision, 2D and 3D Graphics
- *PromaxBDA* 2013 Videophonic panel music video

Prologue Films 2013–2014

→ GMC Canyon Spots CG Supervisor

→ *Bungie:Destiny* Video Game Opening Promo: Lighting Lead developing lighting/shading look and render strategies (Maya/Vray/Nuke)

Oblivion - Pixomondo 2012–2013

Lighting Lead for Pixomondo USA, 85+ Shots

Sway Studios 2010

Pixomondo *Iron Man 2* 2010

Café EFX *Alice in Wonderland* 2010

Uncharted Territory 2012 the film 2009

Luma Pictures *The Nutcracker* 2008

SpeedShape 2007 - Max and Vray

Digital Domain *i, Robot, Stealth, Super Ex-Girlfriend* 2004–2007

Sony *Ghost Rider* 2006

Sassoon Film Design *Magnificent Destination* Imax.

World of Tomorrow, WOT inc. 2002 – 2004

→ 3D Lighter, Texture artist, Set Design. Worked with the Director on the look development team integrating textured city elements, completing the set design for two sequences. (Renderman/Maya)

Title House 2000–2002

→ Title Design and Compositing.

SUPERVISION

Cabin Fever the film 2016

→ VFX Supervisor working with Producing team

Motomo Studio 2016

→ *GMC ESPN* Summer Campaign shows: CG Supervisor, Look Development, Lighting/ Compositing, overall scope of show, on-set supervision (Nuke/Vray/Maya)

WildLife 2015

→ *Walking Dead* :30 Spot: CG Supervisor of Look Development, Lighting/ Compositing (Maya/Nuke), overall scope of show

We Are Royale Jan 2012–Jun 2013

→ *Hyundai, Huffy, Nike, Madden Sports* CG Supervisor, Lighting TD, 3D Generalist, Tracking (Maya/Vray/Nuke)

RTT - USA Jan 2011–Jan 2012

→ GMC VFX Supervisor of 3D and 2D, overseeing 25 artists for the production of all configurable and non-configurable elements for print, broadcast and web, the bidding and execution of various cars and products, delivering 3D and 2D assets

***Playback the film* 2011**

→ VFX Supervisor in charge of design and development of 100+ shots, budget and hiring.

TOOL SUMMARY

Maya, 3ds Max, Substance Painter, 3D Coat, Mari, After Effects, Nuke, Natron, SynthEYES, Premiere, Photoshop, Illustrator, Vray, Reality Capture, 3D Zephyr, Mocha Pro, Unreal, Indesign.

EDUCATION

New York University *TISCH, MFA Film & Stage Design* 1995

Washington & Jefferson College *BFA* 1990

Richmond College (*Florence, Italy*) *Art History Studies* 1988–1989

Co-Host of the Film Podcast Martini Giant (MartiniGiant.com)