

PACO CASARES

MODELLER / TEXTURE ARTIST / ENVIRONMENT ARTIST

[✉ PACOCASARES.COM](mailto:info@pacocasares.com) +61 415 209 197 info@pacocasares.com

[🔗 CLICK HERE FOR PORTFOLIO WEBSITE](#)

ABOUT

3D digital artist with strong background in AR, VR, prop making, environments and texturing. A decade of experience in a variety of projects, and media including games, arch viz, urban design, virtual reality, augmented reality and film.

SOFTWARE PROFICIENCY



3ds Max



Maya



Blender



Substance Painter



Substance Designer



Rizom UV



Zbrush



Unity



Unreal



Topogun



Marmoset Toolbag



Photoshop

TECHNICAL SKILLS

Environment, prop artist, Generalist

Unity, Unreal, 3D Max, Maya, Zbrush, Blender

Optimizing game environments.

Low/high modelling including: sub-d modelling and sculpting.

Physical based rendering and stylized methods shader styles.

Able to work within a project scope and adhere to an art direction.

Mapping UVW coordinates.

Creating spaces for VR, AR, Arch Viz and Games.

Texturing

Substance Painter, Substance Designer, Zbrush

Hand painted textures that show material qualities.

Creating details from bakes from high poly objects.

Sculpting and Painting on 3D objects directly with Zbrush and S- Painter.

Procedural methods to propagate on multiple assets.

TECHNICAL SKILLS

2D Digital Artist

Photoshop, Illustrator, Indesigner

Creating using pixel data and vector graphics with design and function in mind.

Experience at graphic and web design.

Skill at using photography and photo manipulation to merge 3D architectural elements with masking.

Concept artist for generating ideas and designs to stimulate conversation and art direction.

WORK EXPERIENCE

Projects and work environments

🔗 [Neuromersiv](#) · 2020

3D modelling optimized for VR Oculus Quest

Virtual reality project: a realistic modern home to help patients with recovery of movement and fine motor skills. My main remit is making home props and highly detailed architecture models and optimising them for Quest.

🔗 [Virtual Method](#) · 2019

3D modelling optimized for VR Oculus Quest

Virtual reality presentation for Konica Minolta presenting a high volume of scenes in an ambitious time frame including animation and visual effects elements with low triangulation.

🔗 [Platar](#) · 2018-9

3D modelling in unity and platar engine

Multiple augmented reality projects for clients such as Murray River Tourism, Tasmania Tourism, CUB and more. Many of the projects presented multiple scenes with high volume of objects with a low polygon count.

🔗 [Phoria](#) · 2018-9

3D modelling unity for Augmented Reality

Multiple environments for Melbourne city: SmallBall Little Land, Abbotsford Convent. Mainly to encourage user's discovery of city landmarks.

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WORK EXPERIENCE (CONT)

✉ [Zero One Animations](#) · 2018

3D modelling for VR in unreal with 3D Max

Optimising a virtual reality sport wear shop in Paris for Adidas. I created assets in 3ds Max 2010.

✉ [Urban Circus](#) · 2016-2019

3D modelling and 2d architecture viz. 3ds Max and PS

A vast collection of projects for urban landscaping for government projects: VR Unity project for Melbourne Metro, Victoria Library 2020 Vision, Metro Tunnel, Vic Roads, North East Link, Yarra Trams. I focused on creating 3D environments based on CAD and satellite data. I also composited 2D images in Photoshop combined with 3D Designs to create Arch Viz concepts.

✉ [Inn Between Worlds](#) · 2016

3D modelling using 3ds Max, Zbrush, Substance, Unity

A RPG game: I was an environment artist for Odd Gods game. It was my responsibility to create a majority of the objects in the game's universe using a 90s horror aesthetic in preparation for the demo.

✉ [TAB Corp](#) · 2016

3D modelling for unreal with Maya and S- Painter

An Environment and buildings project for a betting game. I was in charge of creating background props.

✉ [Tantalus](#) · 2014 - 2015

2D Hand painted textures and 3D modelling Maya

Environment and character re-texture artist for the game: The Legend of Zelda: Twilight Princess HD (Nintendo Wii U) I mainly used Photoshop to create high definition artistic touches to match the already existing textures of the original game.

✉ [GOATi Outsourcing](#) · 2014

3D modelling and texturing for real time

Worked on a Car Racing 22, Car Training VR, Marvel.

Nissan GTR Racing game · 2014

3D Environment texturer and modeller. Photoshop

I created a birdseye texture for the track and terrain with some road racing props. Most of the work was created using Maya, Zbrush for a Unity Project.

✉ [Zero One Studios](#) · 2013-5

Retopology in Topogun and 3d max 2010

I converted CAD industrial shoes for making interactive friendly Shoes for Adidas with the aid of Topogun and Max

WORK EXPERIENCE (CONT)

JCG Hart · 2013-2014

3D modelling for unity in 3ds max

I created various 3D architectural environments and furniture assets for interactive devices and augmented reality.

Freelance ✉ pacocasares.com · 2012~present

3D Digital artist for clients

I worked on a number of different projects including making assets for digital games and collateral for: The Nun VR, Snobal, HM Group, A Thin Black Line, Dejatu, Valis AR, Minecraft Little Melbourne City, Real Response, Natural Pools.

Myka · 2011

Graphic design, web design, product photography

Jewelry company focused on selling fashion items.

EDUCATION

RMIT University

Bachelor of Design (Games)

GPA: 3.9 with High Distinction

Digital Art course focused on Game Design and Graphics based for games. Mainly learned Maya, Photoshop, Unity and Zbrush with strong emphasis on Game Design.

La Trobe College

Diploma of Media and Communication

Learned Graphic Design, Web Design, Video Editing and fundamentals of Illustrator and Photoshop.

REFERENCES

Oberon Bradford

3D Lead Digital Artist Zero One

PH. 04 2339 9275 · oberon.bradford@gmail.com

Phil Taylor

3D Lead Digital Artist Urban Circus

PH. 0404438434 · mgphiltaylor@gmail.com

ART DEMONSTRATION

If your project requires a style that is not demonstrated in the attached portfolio, please contact me to arrange a demo piece.