

# LAURA SANS MARTÍ



## SUMMARY & SKILLS

Hi, I am Laura, a 3D Artist from Barcelona, Catalonia, willing to take further my modeling and texturing skills.

I find all the process, from reading the 2D concept to create the whole 3D character ready for production, very interesting. I am mainly determined in keeping the soul, which is intrinsic in a good illustrated character, when it gets converted into a 3D sculpture, reshaping the traits into stylized volumes.

In my current job I have learned how to design different kind of clothes and simulate their dynamics in Marvelous Designer. I really like being part of a motivated team and get to learn different ways of creating and working.

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## STUDIES & CURSES

### CHARACTER'S DIGITAL SCULPTING /

Escola Joso (Barcelona)  
2018

### DIGITAL SCULPTING IN ZBRUSH/

Digital Rebel School (Barcelona)  
2015

### INTRODUCTION TO TRADITIONAL ANIMATION COURSE /

9 Zeros (Barcelona)  
2013

### CHARACTER DESIGN FOR ANIMATION & EXPLORING ILLUSTRATION SHORT COURSES/

Central St Martins (London)  
2013

### MASTER OF ANIMATION /

IDEC Universitat Pompeu Fabra (Barcelona)  
2013 -2015

### INDUSTRIAL DESIGN ENGINEERING/

Elisava (Barcelona)  
2008-2012

## LANGUAGES

CATALAN ● ● ● ● ●

SPANISH ● ● ● ● ●

ENGLISH ● ● ● ● ●

FRENCH ● ● ● ● ●

## EXPERIENCE

### 3D GENERALIST/ INBENTA

Junior & Mid  
June 2016-Present (Barcelona)

My tasks are modifying the features of a character, the textures, adapting the rig, animating, creating the clothes in Marvelous Designer, doing the dynamics and afterwards, the rendering and composing of the final videos. We create virtual assistants for websites,

### LAYOUT & RENDER/ MAGO PRODUCTION

Staging & Junior  
February-July 2015 (Barcelona)

I worked on the Flying Squirrels TV Series, first doing prelayout and Layout during two months, and after, rendering and precomposing.

### MODELING & TEXTURING/ FYPOST

Collaboration  
August-December 2014 (Barcelona)

I worked on Barcelona 1714 film, modelling and texturing, mainly. My team and I recreated the Born Quarter and the Harbour Quarter of Barcelona.

### GRAPHIC DESIGN & 2D ANIMATION / GO&VENTURES

Staging  
February-October 2014 (St Cugat, Barcelona)

I created the iconography and logo for Go&Box website, afterwards, I designed and animated a video-explanation of the product in Photoshop and AfterEffects.

## SOFTWARE

