

# Álex Aznar Samperi

3D Modeler & Rigger



## Summary

19 years-old 3D artist born in Barcelona, living in Valencia, and playing with 3D since 14 years-old.

## Specialities

3D Chars modeling as well as sets & props and rigging Skills

## Primary softwares

- ZBrush
- 3ds MAX
- Photoshop

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## Brief History

I started into 3D when I first saw my big brother using Cryengine, It amazed me, so I started to play with it. Later on trying UDK, I realized that besides Cryengine there were not to many props inside the engine. That took me to start making them with Blender, then I moved to max, and Zbrush, where i also started making Characters and some rigging.

When I finished Highschool I studied 3D two years in PrimerFrame, finishing it with a shortfilm for BandaiNamco. After that I've been working in two diferent productions, one in Trivision and the other one in FrameOver.

## Skills

3D Chars modeling	Zbrush	=====
	3dsMax	=====
Sets & Props	3dsMax	=====
	Blender	=====
	Maya	=====
Texturing	Zbrush	=====
	Photoshop	=====
	Substance	=====
	3Dcoat	=====
Rigging	3DsMax	=====
	Maya	=====
Hair & fur	3DsMax	=====
Cloth	Marvelous	=====
	Zbrush	=====

