

Martin Pietras

3 D Materials Artist

ABOUT ME

Martin is a 3D Materials Artist residing in San Diego, CA.

Currently he is utilizing procedural programs such as Substance Designer and Houdini, to enhance his design process.

Martin takes inspiration from the world around him for his design process by using Photogrammetry and analyzing the work of Masters such as Hayao Miyazaki.

EDUCATION

3D Digital Design B.F.A May 2017
Rochester Institute of Technology

Talks & Papers

GTC 2019 Presenter with Allegorithmic
"Multi Platform Photoreal Rendering"

SIGGRAPH 2017 Presenter
"Interdisciplinary Study of Reflectance Transformation Imaging from High-Resolution Scan Data"

SKILLS

Substance Designer	████████████████████
Substance Painter	████████████████████
Maya	████████████████████
Agisoft	████████████████████
Houdini	██████████████████
Unreal Engine 4	██████████████████
Zbrush	██████████████████

CONTACT

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EXPERIENCE

Playstation Material Artist

Dec 2019 - Current

Working with a variety of 1st party Playstation studios to create AAA Game Materials.

Creating realistic game-ready physically based materials to project specifications.

Building and maintaining internal PBR material library. Assisting with maintaining technical and quality standards.

Collaborating with production artists on creating materials for in-game use.

Creating organized material workflows in Substance Designer and Painter.

Documenting production workflows and mentor production artists.

Researching new tools and pipelines to improve visual fidelity and production time.

Amazon Lead Material Artist

Sept 2017- Dec 2019

Standardized global 3D material quality, standards, and procedures for multi-disciplinary teams and projects ranging from Realtime, VR, AR, and Photoreal Product Design.

Documented, taught, and created new workflows and tools to expedite material creation, alongside maintaining and implementing a photorealistic 3D material library used across all teams.

Worked alongside the global Art director to develop the future of materials, including tools, quality and implementation.

Architected and Automated texturing workflows by working alongside software developers and Tech Artists.

Created photorealistic 3D Materials and texturing generators, tools and documentation.

Digital Imaging and Remote Sensing Lab (DIRS) 3D Material Artist / 3D Environment Artist

May 2016- Dec 2017

Responsible for creating and adapting video game workflows and the Substance pipeline into DIRSIG used for satellite simulations.

Researched and developed more accurate and realistic methods for creating and editing satellite imagery using Houdini and Substance.

Developed a pipeline for capturing 3D materials and Models using Photogrammetry and automating the cleanup.

Collaborated with a diverse group of experts ranging in disciplines. 3D modeled and textured accurate environments and objects utilized in photorealistic simulation and research.

PhotoTech Lab 3D Material Artist

Aug 2016- May 2017

Worked with researchers utilizing RTI (Reflectance Transformation Imaging) and Photogrammetry. Managed cross-disciplinary work between departments and specialists.

Collaborated in Paper published and presented at SIGGRAPH 2017. Developed capture-methodology and usability of real-world data with Photo realistic 3D Computer Graphics.