

douglas e. graves (aka deg)

digitally efx'd geometry™ - freelance human | model builder | painter

phone: 630.742.9579 • demo-reels/website: <http://deg3D.biz> • e-mail: deg@deg3D.biz

Objective

To provide friendly, dependable service while pursuing stimulating, unique, and enjoyable projects that can utilize my skills, strong attention to detail, creative vision, and artistic talents. All this while working with nice, fun, and creative people.

Work Experience

Model Builder | Texture Artist | CG Artist | Illustrator – freelance human

May 2017 – present

Providing models for *Top Gun 2* pre-vis development.

Model Builder | Texture Artist | CG artist – CoSA VFX, North Hollywood, CA

Jul 2017 – April 2018

VFX artist/modeler/painter on *The Orville* Season 1 for FOX. Senior hard-surface, conceptual development, construction and painting. Also for *MARVEL Agents of S.H.I.E.L.D.*, *Westworld*, *The Gifted*, *Gotham*, *Lethal Weapon*, *The Last Ship*, *Lucifer*.

Model Builder | Texture Artist | CG Artist | Illustrator – freelance human

Mar 2017 – July 2017

Model Builder | Texture Artist | CG artist – CBS Television Studios, Los Angeles Center Studios

Jun 2016 – Feb 2017

VFX artist/modeler/painter on *Star Trek: Discovery* Season 1 for CBS. Senior hard-surface, conceptual development, construction and painting.

3D Artist | Illustrator – freelance human

Dec 2016

Contracted to provide depictive illustration for the 2018 *Star Trek: Ships Of The Line* calendar, utilizing personally created 3D model assets.

Model Builder | Texture Artist | CG Artist | Illustrator – freelance human

Jan 2016 – Jun 2016

3D Artist | Illustrator – freelance human

Dec 2015

Contracted to provide depictive illustration for the 2017 *Star Trek: Ships Of The Line* calendar, utilizing personally created 3D model assets.

Model Builder | Texture Artist | CG artist – NBC/Universal Studios, CA

Jan 2015 - Sept 2015

VFX artist/lead modeler/painter on *Defiance* Season 3 for SyFy Channel. Hard-surface (type, you name it) conceptual development, construction and painting. VFX Supervisor, Gary Hutzel.

3D Artist | Illustrator – freelance human

Jun 2014 - Dec 2014

Contracted to provide depictive 3D model and tech/spec illustrations for *Star Trek: The Official Starships Collection* of Romulan Charon-Class Shuttlecraft; *Imperator*.

Model Builder | Texture Artist | CG artist – NBC/Universal Studios, CA

Aug 2013 - May 2014

VFX artist/lead modeler/painter on *Defiance* Season 2 for SyFy Channel. Hard-surface (type, you name it), Organic (human and creature) conceptual development, construction and painting. VFX Supervisor, Gary Hutzel.

3D Artist | Illustrator – freelance human

Feb 2014

Contracted to provide depictive tech/spec illustrations of *Star Wars* ship *Slave I* for ACME Archives Direct in Burbank, CA, utilizing personally created 3D model assets.

3D Artist | Illustrator – freelance human

Jan 2014

Contracted to provide depictive illustration for the 2015 *Star Trek: Ships Of The Line* calendar, utilizing personally created 3D model assets.

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3D Artist | Illustrator – freelance human

Mar 2013

Contracted to provide hero model of *neo-DS9* to be used in the creation of cover art for new *Star Trek* novel series from Pocket Books.

3D Artist | Illustrator – freelance human

Feb 2013

Contracted to provide depictive illustration (used as cover) for the 2014 *Star Trek: Ships Of The Line* calendar, utilizing personally created 3D model assets.

Model Builder | Texture Artist | CG artist – NBC/Universal Studios, CA

Feb 2012 - Mar 2013

VFX artist/lead modeler/painter on *Defiance* Season 1 for SyFy Channel. Hard-surface (type, you name it), Organic (human and creature) conceptual development, construction and painting. VFX Supervisor, Gary Hutzel.

Model Builder | Texture Artist | CG artist – Illuminate 3D – Hollywood, CA

Dec 2011 - Feb 2012

VFX artist/lead modeler/painter on *Star Trek: The Next Generation* remastering (TNG-R) Season 2 for Paramount Studios. VFX Supervisor(s), Dan Curry, Mike & Denise Okuda.

3D Artist | Illustrator – freelance human

Nov - Dec 2011

Contracted to provide two depictive illustrations (one being considered for the cover) for the 2013 *Star Trek: Ships Of The Line* calendar, utilizing personally created 3D model assets.

Model Builder | Texture Artist | CG artist – NBC/Universal Studios, CA

Jan - Sept 2011

VFX artist/lead modeler/painter on *Battlestar Galactica: Blood & Chrome* pilot for SyFy Channel. Hard-surface, conceptual development, construction and painting. VFX Supervisor, Gary Hutzel.

3D Artist/Illustrator – freelance human

Nov - Dec 2010

Contracted to provide depictive illustration for the 2012 *Star Trek: Ships Of The Line* calendar, utilizing personally created 3D model assets.

Model Builder | Texture Artist | CG artist – Millennium Films

Sept - Nov 2010

VFX artist/lead modeler/painter on *Drive Angry*. VFX Supervisor, Gary Hutzel.

Model Builder | Texture Artist | Illustrator – freelance human

Mar - Sept 2010

Contracted to build, UV, paint, light-rig, compose & light scenes, and render needed models for various national ads, working for agencies and CGI ad studios out of Chicago. Various sub-contract model work completed as well.

3D Artist/Illustrator – freelance human

Jan - Feb 2010

Contracted to provide depictive illustration for the 2011 *Star Trek: Ships Of The Line* calendar, utilizing personally created 3D model assets.

Model Builder | Texture Artist – freelance human

Jul - Dec 2009

Various sub-contract modeling and painting work for media outlets.

Model Builder | Texture Artist | Illustrator – freelance human

May - Jun 2009

Contracted to build, UV, paint, light-rig, compose & light scenes, and render various beauty shots of six John Eaves spacecraft designs for William Shatner's myouterspace.com website. Also provided art direction and sound design for spacecraft promo animations. In addition, designed and built the "Shatner Pod" for site introduction clip.

Graphic Designer | Photographer – freelance human

2002 - 2006

Contracted to provide graphic design/construction, product shot photography, and pre-press setup for catalogs and other promotional items for clients distributing Todd McFarlane collectible items, Sega video arcade, and prize games.

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Art Director | Shop Manager | Graphic Designer – DigitalBridge

2000 - 2002

In charge of fine-art giclée reproduction, as well as general shop manager, art director, and graphic designer for such clients as; Walt Disney, 20th Century Fox, Paramount Studios, The Coke~Cola Company, and the WWE.

Lead Retoucher | Color Analyst – MLS/Screaming Color/World Color

1985 - 2000

In charge of digital retouching, color analysis and correction, and project management for magazine and catalog publications for such clients as; Playboy Enterprises, Inc., Cartier Jewelry, Coach Leather, Spiegel Catalog, Tupperware Brands Corp., The Art Institute of Chicago, Marvel Comics, DC Comics, McDonald's, Sony, The Bradford Exchange, Paramount Studios, 20th Century Fox, and NBC.

Stock Boy | Cashier – Jewel Food Stores

1982 - 1985

Stock boy, later promoted to cashier for major Chicagoland grocery store. Fastest (by 33%) cashier in regional chain history, thus always assigned to store's first express checkout lane. Awarded multiple merit awards for excellent performance, and above-and-beyond customer relations and service.

Store Manager – Variety Bookstore

1978 - 1982

Managed and ran (the longest standing to date) comic-book store in Chicago. Responsibilities included; customer service, sales, purchasing, inventory management (ordering/stocking), graphic design and paste-up (store newsletter/promotional flyers), general store management and upkeep.

Artistic Education

100% Self-educated

Childhood - Present

I have been an artist my whole life, pursuing artistic expression in a wide variety of mediums, including practical model building and painting, which ultimately led to landing in the realm of 3D art in 2004, beginning with modeling and painting, and continuing on into the practice of creating 3D rendered art as a whole.

Skills

First and foremost; 3D modeling, UVing, and painting, and the ability to get along well with, and thus work well with others. Strong and intuitive artistic, graphic, and industrial design sense. Excellent verbal and written communication skills with the ability to provide clear and concise feedback and guidance, and present ideas with clarity and conviction. Stalwart and adaptive computer and software skills, as well as solid 3D lighting and compositional strengths. Eternally curious, and pretty quick study.

Software and Hardware

The Foundry: Modo (advanced modeler), Mari (beginner), NewTek: LightWave 3D, Adobe: Photoshop and Illustrator, Allegorithmic: Substance Painter & Designer, Autodesk: Maya (PBR shading, lighting kits), RedShift Renderer, V-Ray Renderer.

Work done on Mac Pro (OS X El Capitan 10.11.6) I2-Core 3.46 GHz, 128 GB RAM, NVIDIA GTX Titan X 12GB VRAM w/ 3072 CUDA Cores with a Dell UltraSharp 34" U3415W PXF79 Curved LED-Lit Monitor and a 30" Apple Cinema Display. Well-versed with Windows-based PCs as well.

Industry Friends and/or Character References

Available upon request.