

Chris Covelli

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Summary

3D Artist specializing in Character Design, Modeling, and Animation. Strong skills in Organic and Hard Surface Modeling, Rigging, Texturing, Lighting, and Rendering.

My aim is to grow as a 3d artist, develop new skills and work on exciting projects.

Experience

Freelance 3D at Quietman

2010-2012

Modeling, Animation, Surfacing, Rendering

Clients: Newsday, Crayola, Febreze, Charles Shwab,

Freelance 3D at Scarlett

April - May 2011

Modeling, Animation, Surfacing, Rendering

Clients: Garnier

Freelance 3D at Pure

June - July 2010

Modeling, Animation, Surfacing, Rendering

Clients: Tide

Freelance 3D at Superfad

2007-2010

Modeling, Animation

Clients: Listerine, Nascar, LG

Freelance 3D at Janimation

2007-2009

Modeling, Animation

Clients: Gearbox Software, Barney the Purple Dinosaur

Freelance 3D at Speakeasy

2005-2008

Modeling, Animation, Surfacing, Rendering

Clients: American Express, Coca-Cola, Sesame Street,

Freelance 3D at Smoke and Mirrors

October 2007

Modeling

Clients: O2 Department Stores

Freelance 3D at Turbulence Effects

September - November 2006

Animation, Surfacing, Rendering

Medical Presentation

Freelance 3D at Creative Group

July - August 2006

Modeling

Environment Modeling for feature sci-fi film Sleep Dealer, directed by Alex Rivera

Freelance 3D at GlassEye Pix

2005-2006

Lead Creature Modeler, Lead Creature Animator for indie horror film The Last Winter, directed by Larry Fessenden and starring Ron Perlman

Projects

Exocortex Species

May 2011-Present

Collaborators: Chris Covelli, Eric Thivierge, Ben Houston

Role: Creative Director and owner of Species. Developed initial concepts and prototyping of "Proportional Character Rig" which is used to make large scale proportional changes to an existing template character. Created all of the

character models, and blendshapes provided with software package.

Publications

Species featured in 3D World Magazine

April 2012

Exocortex Species featured / reviewed in 3D World Magazine in April 2012

Quote: "We like Species. The characters are varied and detailed, and are ready to use straight away."

Skills

Autodesk Softimage	Expert	8 years experience
Autodesk Maya	Beginner	1 years experience
Pixologic Zbrush	Expert	5 years experience
Adobe Photoshop	Expert	8 years experience
Adobe After Effects	Intermediate	5 years experience
Adobe Premiere	Intermediate	5 years experience
Character Modeling	Expert	8 years experience
Hard-Surface Modeling	Expert	8 years experience
Digital Sculpting	Expert	5 years experience
Character Animation	Expert	6 years experience
3D Texturing	Intermediate	4 years experience
3D Lighting	Intermediate	3 years experience
3D Rendering	Intermediate	3 years experience

Education

State University of New York at Purchase College

1999 - 2003

BFA, Animation, Printmaking, Sculpture

References

From LinkedIn

Greg Punchatz

Sr. Creative Director at Janimation

"Chris is dedicated to not only making his work awesome but to making sure it is done on time. I would hire Chris again and he would be an asset to any team."

June 1, 2009

Ludovick M Michaud

CG Supervisor/Pipeline Supervisor at Reel FX

"Chris is someone we've always trusted when it came to animation. His skills have grown tremendously since the first time he worked for us as a freelance. One would even argue that he's good at more than just animation. And that person would be right. Chris demonstrate great quality as a modeler/sculptor and shading/lighting/rendering. From what I've seen so far in the past few years I've known him. I do believe that he's will be a great addition as a full time or freelance artist. We're looking forward to our next project with Chris. "

July 6, 2009

Jayel Draco

Free-lance Animating, Compositing, Special Effects

"Chris is a terrific 3d animation artist. His ability to bring a character to life within a 3d environment is uncanny. His character, prop and scenic modeling skills are well polished and exceptionally fast. His ability to add style to a project or work within a projects predefined style speaks well for his versatility as a free-lancer. I have worked with Chris many times over the course of the last decade and will continue to work with him. He is invaluable as a team member and also quite qualified to work alone. I strongly recommend Chris Covelli for 3d animation and modeling."

April 19, 2009

Eric Thivierge

Animation TD/AnimFX at Hybride

"It has been a pleasure working with Chris over the past few years on the Species character creation system. His vision and belief in the system provided constant enthusiasm that continued through to the release. Chris was open to suggestions and improvements in the system and also thought outside of the box to help direct development of new features that now make the system even more useful. Chris works tirelessly providing accurate and quality work continuously. I'm looking forward to continuing work with Chris."

October 10, 2012