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Robert Mastny

3D Artist

Introduction:

Like many of my 3D artist colleagues I was quite fascinated with the whole "3D thing" very early on.

There is this sense of excitement that builds up through all the stages of a new project. I pour energy and satisfaction out of every segment of a project and not only at the end when it is finished. Before I move on to the next part of a task it has to feel right and ideally only then I continue and ultimately finish it.

I think this describes just something one likes very much, but I'm happy and grateful I found the job I love the most:

Working in 3D.

Programs:

Regularly:

- Autodesk Maya
- Adobe Photoshop
- Headus UV Layout
- Autodesk Mudbox
- Adobe After Effects
- xNormal
- Crazybump
- Mental Ray in Maya
- Topogun

New programs I try at the moment:

- Knald
- dDo

From time to time:

- Unity Engine
- Unreal Development Kit
- eon-Software's Vue
- Sony Vegas
- zBrush (but I'm more efficient in Mudbox)
- Realflow
- Joe Alter's Shave and a Haircut

Work experience:

March 2011 - May 2012: "Junior 3D Artist" at "SUNFOX Games"

Environment and character creation based on concepts for a pre-rendered online game.

- I worked closely with the technical and art directors to achieve the desired result.
- Besides the online game itself, I created high quality assets and environments for the projects trailer.

My contribution to the projects:

- Hard surface and organic environments
- Characters
- Lighting
- Rendering
- Hair setup and simulation loop-able (Joe Alter's "Shave and a Haircut")
- Compositing
- Particle effects
- Small animation tasks

November 2010 - December 2010: "Rendering Artist" at "Qollective Cartoons"

TV film project "The BeBuzz and Christmas Hulabaloo" - credit as Rendering Artist

- I worked closely with technical and art directors and reviewed finished renderings for errors
- Basic rendering troubleshooting
- Managed the rendering of missing shots on the render-farm
- Kept track of shot progression in the final phase of the project in the administration software "Jira"

Relevant Education:

- **SAE Institute Vienna**
Bachelor of Arts (BA)
2009 – 2012
- **Qantm College / SAE Institute Vienna**
Diploma, Game Design
2009 – 2010

Languages:

- German (native)
- English (fluent)