

Karin Wolf

lighting | modeling | sculpting | look development

experience

March 2020 - March 2021

3D Junior Artist at PIXOMONDO | Frankfurt, Germany

lighting | modeling | texturing

worked on:

Star Trek: Discovery, Raised by Wolves

- partial lighting for hero characters and assets
- creating and stitching of HDRIs for realistic lighting
- modeling, texturing, shading of photorealistic props
- modelling of stylized assets and props

March 2019 - March 2020

3D Trainee at PIXOMONDO | Frankfurt, Germany

lighting | modeling | texturing | layout

worked on:

Star Wars: The Mandalorian, Ich war noch niemals in New York,
Carnival Row, Midway: Für die Freiheit

- modeling, texturing, shading of photorealistic props
- partial lighting for hero characters and assets
- retargeting and clean up mocap data
- helping out in animation and layout department

June 2019

Rookie Draft selection

Oktober 2017 - February 2019

PIXL VISN Media Arts Academy | Colonge, Germany

Diploma in Digital Arts & VFX

- trained by industry professionals like James Schauf, Frederic Durand and Jonathan Symmonds
- gained working experience of a complete pipeline
- creating projects under simulated production environment with weekly deadlines
- student supervisor: administrative tasks, discussing and implementing new ideas and concepts for the school in cooperation with school administrators, ensuring flawless communication with remote teachers
- created workshops and documents for a proper workflow between Maya, Zbrush and Mari for other students

September 2009 - June 2017 High School

St. Ursula Gymnasium Hohenburg | Lenggries, Germany

artistic & technical skills

- realistic lighting of props and hero assets
- ability to create and stitch HDRIs for a realistic light environment
- organic and hardsurface modeling with Zbrush and Maya
- modeling / texturing with multiple UDIMs in Mari, Maya and Zbrush for different PBR workflows
- solid understanding of anatomy and proportions
- solid time management
- strong troubleshooting & problem solving skills
- good understanding of high and low poly modeling
- ability to model in different styles
- work with accurate displacement maps
- creating photorealistic textures (organic and hardsurface)
- partner with riggers and animators to achieve believable deformations

Contact

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Personal Work

<https://www.karinwolf3d.com/personal-projects>

https://karin_wolf.artstation.com/

Profile

3D artist, specialized in lighting, modeling, sculpting, look development

Software

Maya, Zbrush
Substance Painter,
Mari, Nuke, Affinity,
Arnold