



ETHAN PACE

HARD SURFACE DESIGN

Contact

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WEBSITE

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SOCIAL

ig @Tricontagon,
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Profile

I am a modeler specializing in hardsurface, who is dedicated to creating accurate and realistic models through use of extensive reference and personal experience.

Education

Associates Degree, Sierra
College, Rocklin CA.
BFA, Gnomon, Hollywood CA.

Summary of Skills

PROJECT DEVELOPMENT

- Exhaustive in collection of reference
- Intergration of scans and other material into workflow
- Interest in creating logical, true to life models

MODELING

- Strong Understanding of the 3D art pipeline
- High poly and low poly hard surface modeling experience
- Exacting use of reference to create the most accurate model

COMMUNICATION

- Receptive of and capable of critical analysis of work
- Willing to learn new programs and workflows to solve problems
- Desire to grow in my art and continually do better work

Professional Experience

Conventional machinist/Tig Welder
Harris & Bruno International
2017-2019

Digital Skills

3D

Maya
Substance Designer/Painter
Zbrush
Mari
Fusion 360
Unreal Engine

RENDERING & COMPOSITING

Premiere Pro
Photoshop
After Effects
Nuke
Vray, Arnold, Redshift

DESIGN SKILLS

SLA, DLP & FDM 3D Printing
Metalworking/Manufacturing
Mold Making and Resin
Casting
Painting & Post-Processing
Miniature Design