

## Objective

A CG creature/character artist position at a company which requires advanced Knowledge of Anatomy, Form, and Technical understanding of Topology. With a focus on expressive, highly detailed faces, and photo-realism. Pushing Digital Sculpture to the next level.

## Experience

**Lead Character Artist/Digital Sculptor at HIVE-FX**  
(September 2011 - Current)

**“ NBC’s GRIMM ” (Seasons 1 & 2)**

- **Facial Modeling**

Responsible for sculpting over 45 creature/character morphs for NBC’s GRIMM. With 2 final Morph Targets per character.

- Specializing in the creation of Digital Doubles based on Prosthetic VFX Makeup. Utilizing reference of real world actors to create a Human Base for each morph.

- Created a Morphing Work-flow/UI within ZBrush.

- Worked 1 on 1 with our Technical Director to help establish a Production Pipeline that’s Efficient, Fast, and Flexible for the whole team.

- **Texture Painting** (ZBrush, Mudbox)

Generating high resolution skin textures for Look Development/Final Look.

- **Concepting**

3D Freestyle Design in ZBrush. Creating multiple iterations for client approvals. As well as generating variations of previously approved concept designs.

- **Rendering**

For Client approvals.

**“Colorado Lotto Spot”**

- Modeled both Sasquatches.
- Base Textures

**“DeMarini Voodoo Baseball Bat Spot”**

- Concepted Voodoo Batter from rough sketch.
- Sculpted Voodoo Batter, Human base and Voodoo Morph in ZBrush.
- Created a Damaged Batters Helmet.
- Painted Base Textures.

# Education

## **BFA Media Arts & Animation (in Progress)**

- Art Institute of Seattle (2008 - 2011)
- Art Institute of Portland (June - September 2011)

# Honors

- ZBrushCentral Top Row

# Technical Skills

- Expressive Facial Modeling (ZBrush, Maya)
- Organic and Hard Surface Modeling (ZBrush, Mudbox, Maya)
- High Resolution Texture Painting (ZBrush, MudBox, Mari, PhotoShop)
- Character Concept & Design
- Anatomy Expertise - Human & Creature
- Blendshape Facial Expressions
- Resurfacing (ZBrush, TopoGun)
- UV Layout
- Insatiable Learner

# Recommendations

"When I first met Jerod, it was clear he was talented.

What I underestimated was the ability for that talent to evolve and turn a young artist into a professional character artist. Jerod is a person who lives and breathes his craft. Every day starts with a modeling warm up before anyone else even arrives at the office. After a full 10 or 12 hour day, Jerod goes home and works on personal projects, reads zbrush books, and draws! Constantly striving to improve his abilities and learn additional parts of the pipeline, Jerod became a fundamental asset to the Hive team.

To call him passionate is an understatement - he falls in love with every model he creates.

No matter how impossible the timeline, or how complicated the character, he will succeed and impress.

It was a pleasure working with someone so motivated and inspiring, and I hope our paths cross again."

**Jessica Smith - Grimm Producer at Hive-FX**

**Production Supervisor at Stereo D**

"Over the last year, I have watched Jerod keep pace with the seemingly exponential leaps in quality and detail that have accompanied each new episode of Grimm. Constantly striving to hone his technique, Jerod is continuously experimenting with new tools and exploring new avenues that might expedite the production of our in-show assets. Watching Jerod's workflow organically evolve to match the ever increasing demand for quality has been impressive. Without ever cutting a corner, or releasing a sculpt that was, "good enough..." Jerod has maintained a tight schedule and developed an impressively efficient workflow for the creation of digital doubles and their counter-part monsters. I am continuously impressed with his ability to make the two sculpts feel like the same character, regardless of their physical differences. Jerod voraciously seeks out new tutorials and seminars, it is this thirst for knowledge and continual improvement that will propel Jerod into the highest tiers of this industry, along with his razor-focus and incredible work-ethic. If you are looking for an adaptable, efficient sculptor with an incredible eye for detail, Jerod is the one for you. His technical talents will be an asset to your project, and his personality will be a great asset to your team."

**Matt Estes**

**Lead Animator - Grimm - at Hive-FX**

**Jerod Bogh**

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