

# VICTOR GULLY

SCULPTOR / CREATURE DESIGNER / CHARACTER ARTIST

02108521111

www.victorgully.com

victor.gully@gmail.com

Address: 6 Waiwera Crescent

Maupuia 6022 WELLINGTON

French Citizen

## / WORK EXPERIENCE

- 2016-            Mold-shop 2IC at "**Weta Workshop**". Since April 2016.
- 2015-2016    Mold-maker, workshop technician at "**Weta Workshop**". Since December 2015.
- 2015-            Lifecasting/molding/and casting on a project of "**La cellule (Becquemin & Sagot)**" during a residence at "Arteline ha". Lifecasting of four legs, and urethane casting. Using Smooth on products.
- 2015-            Freelance maquette fabricator for "**Paris Image Digital Summit**". Fabrication of 10 golden urethane trophies. (re-sculpting of the previous year /mouldmaking/casting and airbrush painting). Using Smooth-On products
- Original concept/modeling/printing by ISOTROPE.
- 2015-            Freelance model fabricator for "**ISOTROPE**". Fabrication of an antique boat vestige model, sculpture of a rocky environment. Urethane. (cg print cleaning/ Environment sculpting/mouldmaking/casting and painting). Using Smooth-On products: Smooth-cast series and Rebound series.
- Cg modeling/printing, using photogrammetry, by ISOTROPE.
- 2014-            Freelance maquette fabricator for "**Paris Image Digital Summit**". Fabrication of 6 "fake" golden urethane trophies. (cg model supervision: cutting lines and molding keys/cg print cleaning and final retakes/mouldmaking/casting and airbrush painting). Using Smooth-On products: Smooth-cast series and Mold Max series.
- Concept/modeling/printing by ISOTROPE.
- 2014-            Freelance Maquette Sculptor/Model Maker/Props Maker/Concept Artist for "**SEM SEGEL Seaquarium Le Grau Du Roi**".
- Public contract / "Marche Public 2013-10-MT-00013 LOT 2 Maquettes"  
From conception to delivery. cg modeling preview/architectural design/design sculpture/molding/casting/painting

- 5 underwater model 60x50x50h cm. Aquarium safe, fish and Invertebrates.  
In pre-tinted/hand-painted urethane resin (one solid piece).  
On extinguished and apocalyptic civilisation (Atlantide, Héraclion, SF, etc...).

- A fake underwater/futuristic Helmet for display, sculpted on a half-globe in Pmma, plus a slimy underwater creature crawling on it. Non transparent parts of the helmet are in urethane resin, Smooth Cast 300 series, and Rotocast 65 D. Underwater creature in urethane resin, pre-tinted, hand-painted/airbrushed with acrylics and semi transparent resin.

- One big cartoon underwater fish, sculpted in Chavant on a polystyrene core, molding in rebound 25 and Plasti-Paste. RotoCast in Smooth cast 65d, filled with PU Foam. Pre tinted with So strong pigment. Final paint job with airbrushed acrylics. In addition, a fake underwater environment (rocks, sand...). And a glass environment, including a half globe, and a fake fish-tank.

Additional creature design by: Lucie Gardes, aka, Leamlu.

Chief Scenographer: Nicolas Béquart, Les Crayons SARL

Contracting authority: Virginie Cayetano

Glass-work provided by: BFP Cindar

2013- Freelance maquette sculptor for the short film "**Dip N' Dance**", directed by Hugo Cierzniak. Sculpture and Fabrication. 20 copies. (sculpture/mouldmaking/prototype casting and refining/final mould-making/casting and painting) Using Smooth-cast 300 series and Mold Max 30, with vacuum degassing.

Art direction and Character design by Hugo Cierzniak.

Based on a character modeling by Mathieu Navarro.

2013- Freelance sculptor and Mold-maker for "**Paint Cakes**". Food safe silicone molds, two parts molds, flat molds. Using Smooth-on products.

2013- Freelance CG generalist for "**Reverb'Air**", Layout, Maya modeling, Animation, Rigging, Texturing, Shading, Lighting.

2012- Character-artist freelance for "**K1 Cultmedia**", Character design, Sculpture, Maya modeling, Zbrush modeling, Rigging.

2012- Character modeling and rigging for the video-game "**C'est vachement bien**" for "**Reverb'Air**".

2012- Pre-production of the short film "**Mun**" in collaboration with Leamlu, character design, sculptures, script...

2012- Makeup-fx for the short movie "**LOU**" sculpting, molding, silicone-casting in dragon skin-fx pro, appliance and painting of a cheekbone injurie. Blood effects.

2012- Art-toy project "**C'est vachement bien**" in collaboration with NESS, sculpting In Chavant, molding in silicone, detailing, polishing, final molding. Urethane Resin-casting, small run 8 to 25 pcs. Polishing/sanding, painting.

2010-2011 Working as a model in the sculptor workshop: "**Atelier Terre de Sienne**".

2009-2010 "Mau", graduation short film project at ESMA with three other students.  
Set design, set modeling; clay character concepts, character modeling, rigging,  
skinning, muscle, dynamics, cloth, Fur, Fx, lighting, shading, rendering, compositing.

Summer 2008 Set modeling, texturing, for the short film *Mon Ami Charly*.

## / EDUCATION

2012- Currently studying : Dick Smith's Basic make-up course on my free time.  
2007-2010 CG cinema and VFX school – ESMA (IPAX certified), Montpellier, France.  
2006-2007 Special preparatory year in Applied Arts at ESMA, space-design, architecture  
and visual communication classes.  
2005-2006 French scientific baccalaureate, speciality biology, with an art option, at Lycée  
Charles de Gaulle in Apt FRANCE.

## / AWARDS

2nd place award. Monster rider challenge 2012, created by the Shiflett Brothers.  
Jury: Jarrod Shiflett, Brandon Shiflett, Mark Newman, Tim Bruckner, Joe Menna.

Two months sculpting challenge.

## / SKILLS

Traditional:

Sculpting	(creature and character design/maquette/collectible/and others)
Model Making	(models/props)
Life-casting	(alginate/silicone body-double/strips-plastered)
Molding	(silicone/plaster/plasti-paste/resin/fiberglass/Ultracal 30)
Casting	(urethane-resins/epoxy-resins/silicone/latex/faux-bronze/fiberglass)
Painting	(acrylics/alcohol based make-up/silicone /hand painting & airbrush)

Look development, set design.

Digital:

Modeling, set modeling, texturing, lighting, shading, rendering, editing, compositing.  
Character modeling, rigging, skinning, muscle, dynamics, cloth, fx, hair, Fur.

## / SOFTWARES

Autodesk Maya	PIXAR Renderman	Adobe Photoshop	Eyeon Fusion
Autodesk Mudbox	Pixologic Zbrush	Adobe Premiere	

## / EXTRAS

- .Languages            French : Native speaker.  
                         Spanish : Basic School level  
                         English : Good skills, both written and spoken. IELTS Band score: 8.  
                         Travels in England, Scotland, New Zealand and Europe.
- .Activities            Drawing, Arts Exhibitions, Cinema  
                         Music (I am a blues guitar player, since I was ten.)  
                         Photography  
                         Coding, html, css, java  
                         Sports (Hiking, Tramping, Bicycling, Archery from 1996 to 2003.)
- .Driving license      International driving licence. Based on the European model - 2008.

## / PORTFOLIO

You can see a few samples of my work online at:

[www.victorgully.com](http://www.victorgully.com) and [victorgully.tumblr.com](http://victorgully.tumblr.com)

or

[http://www.victorgully.com/VICTOR\\_GULLY\\_Portfolio\\_2014\\_WEB.pdf](http://www.victorgully.com/VICTOR_GULLY_Portfolio_2014_WEB.pdf)

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