THE ART OF
CHRIS DiPAOLA
CONCEPT | VISUAL DEVELOPMENT | ART DIRECTION

Los Angeles, CA

www.chrisdipaola.com

chris@chrisdipaola.com

EXPERIENCE

CONCEPT ARTIST
MAR 2020 - PRESENT

◦ **Art of Chris DiPaola · Freelance - Los Angeles, CA**
Concept art and art direction for various Features & Episodics.
• Art Direction, Concept Art, Visual Development / Keyframe art
• Creature and Hardsurface
• Design
• Hires 3D Model / Digital Sculpt
• Consulting
• Ideation
• Mood Boards & Pitch Decks
• Paintovers & Look Direction

Clients: Warner Brothers, Sony Pictures, Marvel Studios, Walt Disney Pictures, Megerin Films INC.

ART DIRECTOR
AUG 2022 – DEC 2024

◦ **Monsters Aliens Robots Zombies - Los Angeles, CA**
Art direction and concept art for various features and episodics
Key Responsibilities:
Visual Development & Design
 • Translate ideas from the Director and Key Creatives into compelling concept art and 3D designs.
 • Design creatures, robots, and key visuals for Directors, VFX Supervisors, and Production Designers.
 • Provide conceptual paintovers and look direction for VFX sequences and key shots.
 • Develop and refine visual styles, ensuring consistency across production.
Art Direction & Leadership
 • Deliver creative direction, mentorship, and feedback to concept artists.
 • Collaborate with Art Department Management and Production teams on bidding and crew planning, with a focus on growth and talent development.
 • Act as a key liaison between the studio and clients, ensuring creative alignment and seamless communication.
 • Guide internal artistic decisions while incorporating external feedback to maintain project vision.
Concept Art & Ideation
 • Research and compile reference materials, expanding on creative briefs to build Ref/Mood boards.
 • Offer diverse creative approaches and rough design concepts tailored to project needs.
 • Utilize 2D and 3D techniques to create artwork that establishes or follows the visual identity of a show.
 • Solve design challenges by balancing function and form.
Pitch & Franchise Development
 • Collaborate directly with clients to develop pitch decks and blue-sky concepts.
 • Expand upon existing ideas to align with franchise direction and creative goals.

The Creator, Goosebumps, The Sandman, Fallout, Dust Bunny, Percy Jackson and the Olympians, Gen V, The Umbrella Academy, Ant-Man and the Wasp: Quantumania, Mrs. Davis

SENIOR MODELER
OCT 2021 - MAY 2022

◦ **Wētā FX - Los Angeles, CA**
Formerly Weta Digital. (NZ)
Primary responsibilities: production modeling hero assets, creature work, 3d concept sculpts, UDIM layouts

Guardians of the Galaxy 3, Cocaine Bear, Shazam 2, Black Adam

SENIOR MODELER
JAN 2019 - MAR 2020

◦ **Digital Domain - Vancouver, BC, Canada**
Primary responsibilities: production modeling hero assets, shot modeling, blendshape keyframing, adjusting muscle deformations, concept, digi doubles, UDIM layouts

Morbius, Free Guy, Terminator: Dark Fate, Avengers: Endgame, Shazam!

MODELER
APR 2016 - MAY 2018

○ **Industrial Light & Magic - Vancouver, BC, Canada**

Primary responsibilities: production modeling hero assets, concept design, shotsculpt(MCOR), blendshape keyframing, adjusting muscle deformations

Aladdin, Solo: A Star Wars Story, Thor: Ragnarok, Valerian and the City of a Thousand Planets, Transformers: The Last Knight

SENIOR MODELER
SEP 2015 - APR 2016

○ **Method Studios - Vancouver, BC, Canada**

Responsible for modeling and texturing hero assets, set extensions, digital sets, characters, and vehicles. Laying out proper UDIM sets and creating all required maps. Fast paced 3D concept turnarounds for pitch. Working with scan/lidar data as well as retopoing geo for the requirements of production.

Captain America: Civil War, Doctor Strange

SENIOR MODELER
JAN 2015 - SEP 2015

○ **Cinesite - Montreal, Québec, Canada**

Responsible for modeling and texturing hero assets, set extensions, digital sets, characters, and vehicles. Laying out proper UDIM sets and creating all required maps. Fast paced 3D concept turnarounds for pitch. Working with scan/lidar data as well as retopoing geo for the requirements of production.

The Last Witch Hunter, Now You See Me: The Second Act, The Revenant

GENERALIST
JAN 2015 - SEP 2015

○ **Pixomondo - Santa Monica, CA**

Responsible for modeling, texturing, node based initial shader setup, look development, and rendering

Hubei in the Air – Wanda Wuhan Project (Showride)

ENVIRONMENT ARTIST
MAR 2011 - JUL 2013
JUL 2010 - NOV 2010

○ **Trion Worlds, Inc. - San Diego, CA**

Responsible for modeling, texturing, bakes, 3D concepts, UV layouts, shaders

Defiance

MODELER
NOV 2010 - MAR 2011

○ **Walt Disney Animation Studios - Burbank, CA**

Responsible for modeling characters and hard surface assets

Talent Development

CONCEPT ARTIST
AUG 2008 - APR 2009

○ **Almost Human, Inc. - Los Angeles, CA**

Concept art and design for film and tv productions

The Crazies, Terminator: The Sarah Connor Chronicles

PROFICIENCIES ───────────────────────────────────

- Art Direction
- Concept Art
- Keyframe
- Concept Design
- Creatures & Hard Surface

- Digital Sculpting
- Ideation
- Mood Boards
- Pitch Decks
- Visual Development

- Paintovers & Look Direction
- Consulting
- 3D Modeling
- Texturing
- Rendering

SOFTWARE ───────────────────────────────────

- ZBrush
- Maya
- Photoshop

- Keyshot
- Unreal Engine
- Substance Painter

- Octane
- Marvelous Designer
- Pure Ref

PUBLICATIONS & AWARDS

- Voyage LA Magazine, Rising Stars (07 2024)
- 3D Concept Art presents a Q & A (06 2022)
- 3DWorld, Issue 190, Showcase Gallery, Pages 8-9 (2015)
- 3DTotal Excellence Award for "Battle March" (2014)
- 3DArtist, Issue 72 | "Quickly Block Out 3D Scenes", Pages 92-93 (2014)
- 3DWorld, Issue 187, "Create A Complex 3D Scene With Ease" Pages 80-84 (2014)
- 3DCreative, Issue 108, Featured Art: "Battle March", Page 42 (2014)
- Fusion Award for Best 3D Traditional Art: "Science Experiment" (2006)
- Fusion Award for Best 3D Traditional Art: "Octopus" (2005)

WORKSHOPS

NOV 2022

MDP School
Masterclass: Unreal Engine 5 (UE5) for Visual Development by Jama Jurabaev

JUN 2022
APR 2021

Brainstorm
Brainstorm | Concept Art for Movies
Learn Squared
Concept Art in Unreal Engine 5

EDUCATION

2003 - 2007

University of Silicon Valley
B.A., Digital Arts and Animation

2001 - 2002

Institute of Technology
A.A., Multimedia and Graphic Design