



# ALVARO CLAVER

## TEXTURE PAINTER & LOOK DEV ARTIST

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[Artstation](#)

### SKILLS

Creating photoreal textures (hand painted and from set photography) to a level of detail necessary for hero CG assets. Detail oriented both creatively and technically. Poly modeling from photo reference and concepts. Work independently and in collaboration with artists and supervisors in modeling, shading and lighting during the lookdev process. Eager to learn and adapt to new workflows and methods. Open and responsive to guidance and review notes from supervisors. Strong classical art foundation.

### SOFTWARE KNOWLEDGE

Mari, Maya, V-ray, Redshift, Nuke, Photoshop, Zbrush, UVLayout, Mudbox, Substance Painter.

### RELATED WORK EXPERIENCE

#### Texture Painter and Lookdev Artist at Digital Domain 3.0

Vancouver, Canada — 2017-present

Painted textures and created lookdev for characters, weapons, costumes, props and environments on *Thor Ragnarok*, *A Wrinkle in Time* and *Avengers: Infinity War*

#### Freelance Photographer

Madrid, Spain & Hannover, Germany — 2009-2015

Editorial photographer. Live concerts. Press events. Making of. Product studio photo.

#### Director of Photography, Kines Productions

Madrid, Spain — 2009-2012

In feature movies and short films.

#### Layout Designer & Art Director, Copernal Publishing

Madrid, Spain — 2008-2009

Designed and directed GAMERS KLAN Magazine and Club Joven Team.

#### Cameraman, Kines Productions

Various Locations — 2007

Documentary filming in Peru, Central America, Dominican Republic and Morocco.

#### International Photographer's Assistant, PhotoSpain Festival

Aranjuez, Spain — Summers 2004-2005-2006

Assisted Duane Michals, Christopher Makos, Leonard Freed and other photographers..

### EDUCATION

#### Think Tank Training Centre

Computer Animation, VFX and Game Design. Vancouver, Canada — 2016-2017  
Specialized in Texturing and Modeling for Film.

#### Complutense University of Madrid

Bachelor in Fine Arts. Madrid, Spain — 2000-2006

Specialization in Photography and Video Production.

## LANGUAGES

English  
Spanish  
German

## PUBLICATIONS AND AWARDS

### 2017

**Creative Bloq** - Featured in *30 inspiring examples of 3D art* - [link](#)

**The Rookies 2017** - Rookie of the Year Finalist - [link](#)

**3D World magazine #222** - Showcase - page 10

**Vray Masters** - Tutorial - [link](#)

**Artstation Magazine** - Tutorial - [link](#)

**3D Artist magazine #106** - Article - page 32

**The Rookies 2017** - 3D Texturing guide tutorial - [link](#)

**Winner of 3DTotal Gallery Award February 2017** - [link](#)

**3DTotal** - Tutorial - [link](#)

**3DTotal Excellence Award** - [link](#)

**3DTotal** - Featured - [link](#)

**Artstation** - Pick - [artwork](#)

**CG Villa** - Interview - [link](#)

**Zbrush Tuts** - Interview - [link](#)

**Zbrush Tuts** - Featured - [link](#)

### 2016

**Winner of The Foundry Student Championship** - [link](#)

## REFERENCES

**Justin Holt** - Texture Supervisor, Method - [justinholt@gmail.com](mailto:justinholt@gmail.com)

**Chris Nichols** - Texture Lead at Digital Domain - [porkpiesamurai@gmail.com](mailto:porkpiesamurai@gmail.com)

**Paul H. Paulino** - Texture Painter at Method - [paulhpaulino@gmail.com](mailto:paulhpaulino@gmail.com)

**Tristan Rettich** - 3d artist, Method - [rettich55@gmail.com](mailto:rettich55@gmail.com)

**Scott Thompson** - Owner, Think Tank Training Centre - [scott@tttc.ca](mailto:scott@tttc.ca)