

GABRIEL CHIANG GONZÁLEZ

ASSET LEAD/SUPERVISOR & CHARACTER/CREATURE ARTIST

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g.chiang.g@gmail.com // www.gabrielchiang.com (portfolio & demo reel)

www.gabrielchiang.com/wp-content/uploads/2022/10/GabrielChiangDemo_2022.mp4

DEMO REEL 2022 BREAKDOWN

THE SILENCE

Asset & Character/Creature Lead:

- Responsible of main creature, from Modeling/Sculpting, Texturing to final lookdev. Modeling included concept translation to production model, changes of the design during the production process and muscle system geometry (bones and muscle).
- Supervision and support for artist and other assets: vehicles, animals, props, crowd mdls, tracking/matchmove geo.

HALO

Asset & Character/Creature Lead:

- Responsible of the whole process behind the creation of Assets and Creatures for the TV Show. Leading and being part of the work done by the Asset/Character/Creature team in Toronto and Bangalore, from Modeling/Sculpting, Texturing to final Lookdev of Armors, Props, Weapons, small environments, Digi Doubles of Spartans, Sangheili, Prophets and Lekgolos.

SHAZAM!

Asset & Character/Creature Lead:

- Responsible of main creature statues: modeling, texturing to final lookdev. Modeling included reference based sculpting/rough scans, cleanup and increasing resolution of details.
- Modeling Digi Double of Dr. Crosby. Texturing and Lookdev of charred skin look (actual skin, burnt skin, charred skin).
- Modeling for FX and Texturing of Ancient Wizard Shazam.
- Responsible and support for artist and other assets: other statues (cleanup, retopo, texturing, lookdev), digi doubles.
- supervision and integration of MPC creatures mdl to Mr. X pipeline. Reposing/Retopo of 3D Creature concepts for Rigging and FX.

VIKINGS / S05

Asset & Character/Creature Artist:

- Modeling, texturing and lookdev of open smashed head/exposed brain.
- Replacement of drums and added syringes with hoses.

AMERICAN GODS / S02

Asset & Character/Creature Artist:

- Responsible of final texture/lookdev pass of eyes/eyelids of Argus and mdl supervision. Animated albedo and displacement shader setup.

STAR TREK: STRANGE NEW WORLDS

Lead Generalist CG Artist:

- Final Texturing/Lookdev and Lighting of Shuttle.
- Lighting and Supervision of model/texture/lookdev tasks.

AD ASTRA

Asset Artist:

- Modeling of parachute: Full CG replacement of everything above the slider; canopy, lines and pilot chute. Everything done in Marvelous Designer replicating measurements from practical for FX (Houdini - carbon). Full and ripped version.

THE STRAIN

Asset & Character/Creature Artist:

- Modeling, Texturing and Lookdev of Stinger (tongue).
- Texturing and Lookdev of snake.
- Modeling, texturing lookdev of Manhattan Bridge and destroyed version of Brooklyn Bridge.

SCARY STORIES TO TELL IN THE DARK

Asset & Character/Creature Artist:

- Texturing and Lookdev of Jangly man. Texturing involved photogrammetry cleanup to texturing of main passes.