

Robert E Barnes

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EXPERTISE Facial Blendshape Sculpting
High poly, Low-poly Organic Modeling
Texturing, Materials
Character & Creature Concept Design, Modeling and Sculpture
Project Management – Budgeting, Scheduling, Tracking, Client Relations, Crew Management
Traditional & Digital Illustration & Storyboarding

SOFTWARE Maya, Mudbox, Zbrush, Photoshop, Substance Painter, Marvelous Designer

WORK EXPERIENCE

2015 –present 2K Games / Hangar 13 – Facial Blendshape Sculptor & Character Artist

Mafia III ; Sculpted facial blendshape sets and wrinkle maps, matched to actor likeness, to be used in-game and in cinematic scenes. Worked with animation team to refine use of animation rig controls to achieve accurate actor expressions. Reviewed and revised blendshape sets built by outsourcing studio.

Joined character asset-creation team to finish costume assets and create texture maps for character bodies and costumes and wounded or distressed texture variants.

Used game editor to create and manage character spawn profiles for appropriate looks and to allow varied randomization of results in-engine.

Worked extensively on bug-fixing character related assets; Spawn profiles, Geometry penetration, LOD performance, and skinning.

Unannounced project ; Generated character concepts. Applied new character body and face topology to body and face scans of actors for project. Adapted topology and skin weights to minimize texture stretching and volume loss for animation and rigging. Tested new hair workflow. Tested new material and texturing workflow.

Headed animal modeling – Assembled library of in-house and purchased models and initiated modifications for accuracy and compatibility with inhouse character pipeline.

1998 –present As – **Robert E Barnes Design – Freelance Design, Sculpting, Illustration ;**

Armand Baltazar Studios – Character Design, Sculpture & Modeling

Timeless – Feature Film & Illustrated Book Series

Vesalius Creations – Facial Blendshape Sculpting (unannounced project)

Pigmental Studios – Character Design & Modeling

Kong - Feature Animation

Lightstream Animation – Character Design & Sculpture

The King's Daughter, Animated Ad Campaign

Skywalker Properties – Sculpture Design & Bronze Casting Management/Art Direction

Funsockets Inc – Character Design - Animation Art-Direction & Illustration

Catan Anytime – Mobile Game

Armless Productions – Character Design & Sculpture

Crickets Would Sing – Short Stop-Motion animated film

Fonco Creative Services/ Fon Davis – Character Design, Model , Prop & Set Fabrication

Usagi Yojimbo the Last Request, Symantec 'Life in the Cloud', Lipton 'Brisk'

Matteworld Digital – Sculpture Concept Design & Fabrication for Miniature Photography

Captain America – The First Avenger

Innovative Verve/Tirsh Hunter – Character Design, Puppet Sculpting/Fabrication, Paint

Lipton 'Brisk' Stop-Motion Ad Campaign

White Room Artifacts/ Don Bies – Museum Exhibit Model Fabrication
Nasa – A Human Experience

Roku Toys/ Roel Robles – Collectibles Design, Sculpting, Paint Samples
Usagi Yojimbo

Sideshow Collectibles - Collectibles Design, Sculpting, Prototyping
Star Wars – Padme & Nexu Diorama

Ice Blink Studios/Doug Chiang – Feature Film Creature Design & Sculpting
Robota, Beowulf

Paramount Pictures – Feature Film Character Design & Sculpting
Spiderwick

Ninth Ray Studios/ Iain McCaig – Feature Film Character/Creature Concept Design/Sculpture
Outlander, Spiderwick

Dark Horse Comics- 12-page Graphic Novel story & artwork
Star Wars Visionaries; Prototypes

Dorling Kindersley-
Star Wars Complete Locations – Illustrations
Star Wars Episode III Visual Dictionary – Sculpture and Composite Illustration
Star Wars Episode II Visual Dictionary – Creature Design & Sculptures

Playmates Toys/Anaglyph Sculpture- Prototype and Toy Concept Sculpting
 Ban Dai – Illustration – Power Rangers StyleGuide

2012 – 2013 Fonco Creative Services – Art Director
 Created Design and Artwork, Provided Art Direction, Client Management and fabrication design, scheduling, budgeting and implementation of multiple, simultaneous projects, managing crews of 1 to 20 people.

2011 Kerner Optical – Practical Model Fabrication
Eliseum, Transformers 3

2007 – 2010 Image Movers Digital – Feature Film Character/Creature Concept Design/Sculpture
 Digital Modeling & Character Animation Testing,
 Set and Environmental Concept Modeling
The Walk, Yellow Submarine, Mars Needs Moms, Christmas Carol

2005 Paramount Pictures – Feature Film Character & Creature Concept Design/Sculpture
Charlotte's Web, John Carter of Mars

1995-2003 Lucasfilm – Concept Sculptor; (Creature & Character Concept Design)
Star Wars Episode III Revenge of the Sith
Star Wars Episode II Attack of the Clones
Star Wars Episode I The Phantom Menace

Lucasfilm – Art Direction/Concept/Set/Lighting Design:
THX 1138 – George Lucas Director's Cut – Ammended Sequences
Star Wars Episode II DVD Release – Deleted Scenes

Lucas Licensing – Illustration & Design Development
Star Wars Episodes I, II, III StyleGuides

1995 Industrial Light and Magic – Art Department Assistant
 1994 Industrial Light and Magic – Art Department Intern & Art Department Assistant

EDUCATION

B.S. Industrial Design – California State University, Long Beach, 1995
 California State University, Sonoma; Art Center College of Design 1990-1991
 A.A. Fine Art – Los Angeles Harbor college 1990