DIANA ACIÉN - RENDER.HILL@GMAIL.COM - 0034600255961

Diana Acién Manzorro

3D Artist - 2024

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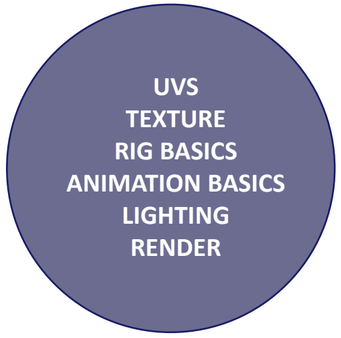
EDUCATION

-Master: 3D Animation, Polytechnic University of Valencia, 2019.
-Bachelor's degree: Fine Arts with a specialty in sculpture, the University of Seville, 2013.

OTHER ATTITUDES

-Advanced English.
-Great ability to work with the team and solve problems.
-Communicated effectively with the lead to complete assets and address briefs.

Experienced 3D modeller and texture artist with a strong background in animation and advertising industry. Skilled in Zbrush, Maya, Adobe Photoshop and Substance Painter. Solid arts professional with a degree in Fine Arts from the University of Seville and a master's degree in 3D animation from the Polytechnic University of Valencia.



3D model commissioned by the artist Coté Escrivá based on his original design. It was created using ZBrush and Blender, and is optimized for 3D printing.
2024

(More renders and a turnaround on my ArtStation, link on the last page)

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Modelled characters, clothes and props for Lunar NFT project and other unannounced projects during 2022 and 2023.

Communicated efficiently with the lead Zigor Samaniego to complete assets and address notes.
Leaded a team of four modellers to complete the project.

ZBRUSH

AUTODESK MAYA

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Modelled characters and props included in different commercials for Nickelodeon USA's Halloween special 2020.

Design: El Chivo Peludo
3D: Diana Acién
Animation and Postproduction: Nickelodeon team

Link to bumpers:
https://drive.google.com/file/d/13OswRptRotll07NClf5_tc-FA-eAaVleB/view?usp=sharing

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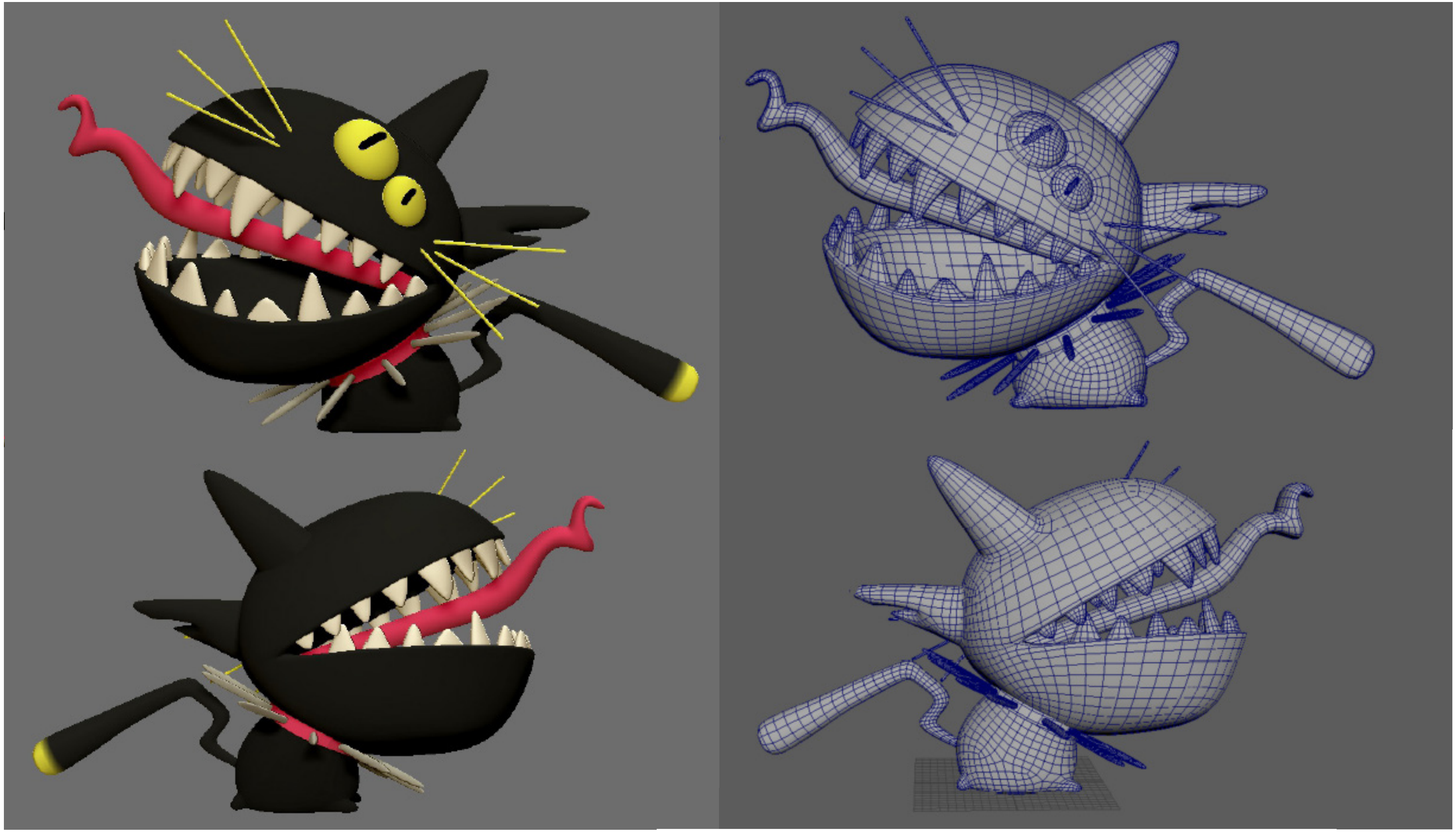

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Modelled the whole asset, including the character

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Modelled the whole asset, the city Benares in India

Worked with Arcade Studio modelling characters and different assets for two advertaising for the brand Thosiba in 2021.

My main task was to translate the 2D concept to 3D, design props and unwrap UVs.

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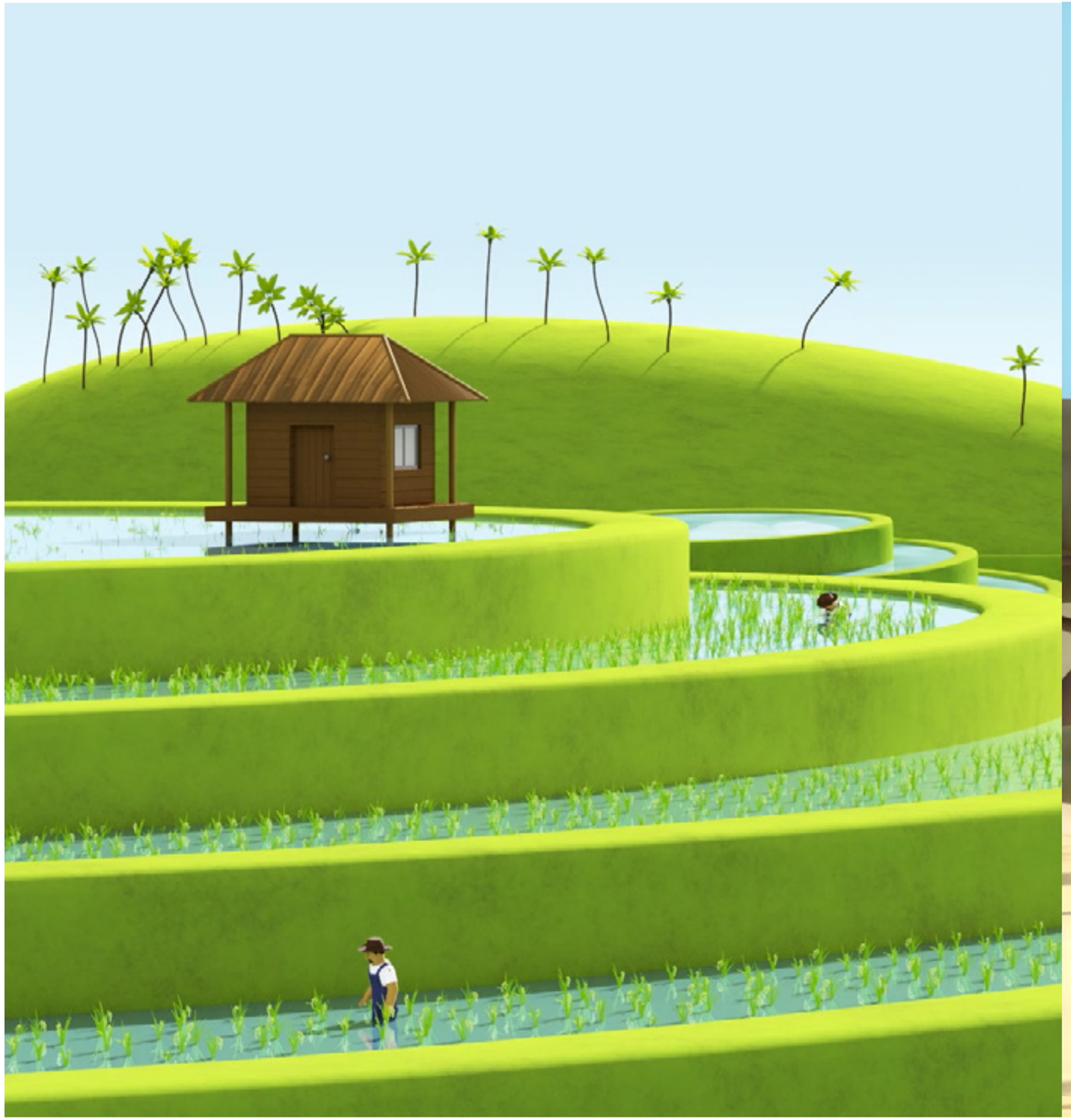

Modelled assets, props and animals.

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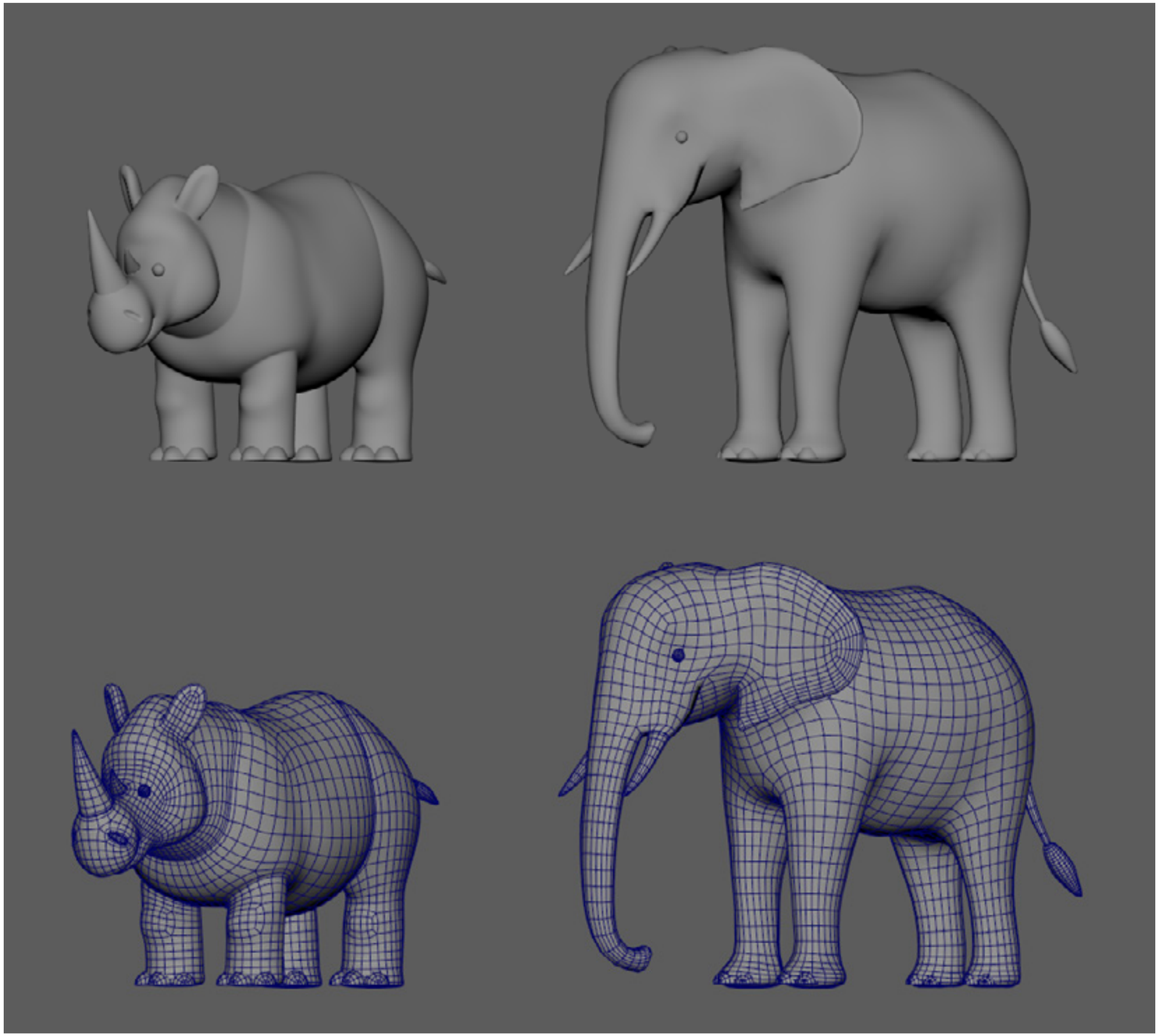

"You don't have to be perfect to protect the climate." This is the message WWF addresses the population with in its current 360-degree campaign. The creative concept was developed by Wirz Switzerland, the design and animation was made by Arcade Studio in 2021.

My main task was to translate the 2D concepts to 3D.

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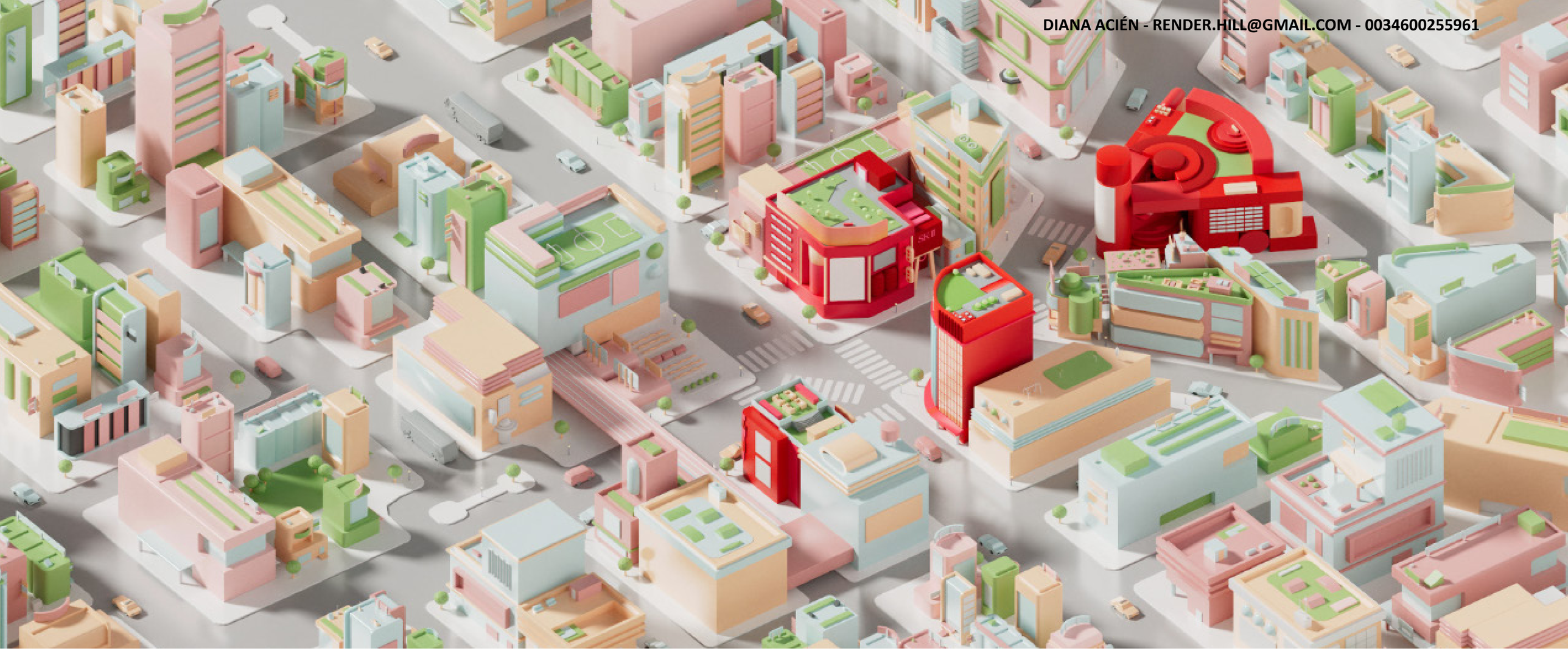

Worked with Arcade Studio along with Yambo Studio to help craft this interactive 3D experience for Japanese cosmetics brand SK-II for the Tokyo Olympics. Arcade Studio were tasked with designing the city of Tokyo and mainly Shibuya crossing in a beautifully simplistic style. x2021.

Modeled different assets with buildings and roofs always keeping it simple and low count of polys.

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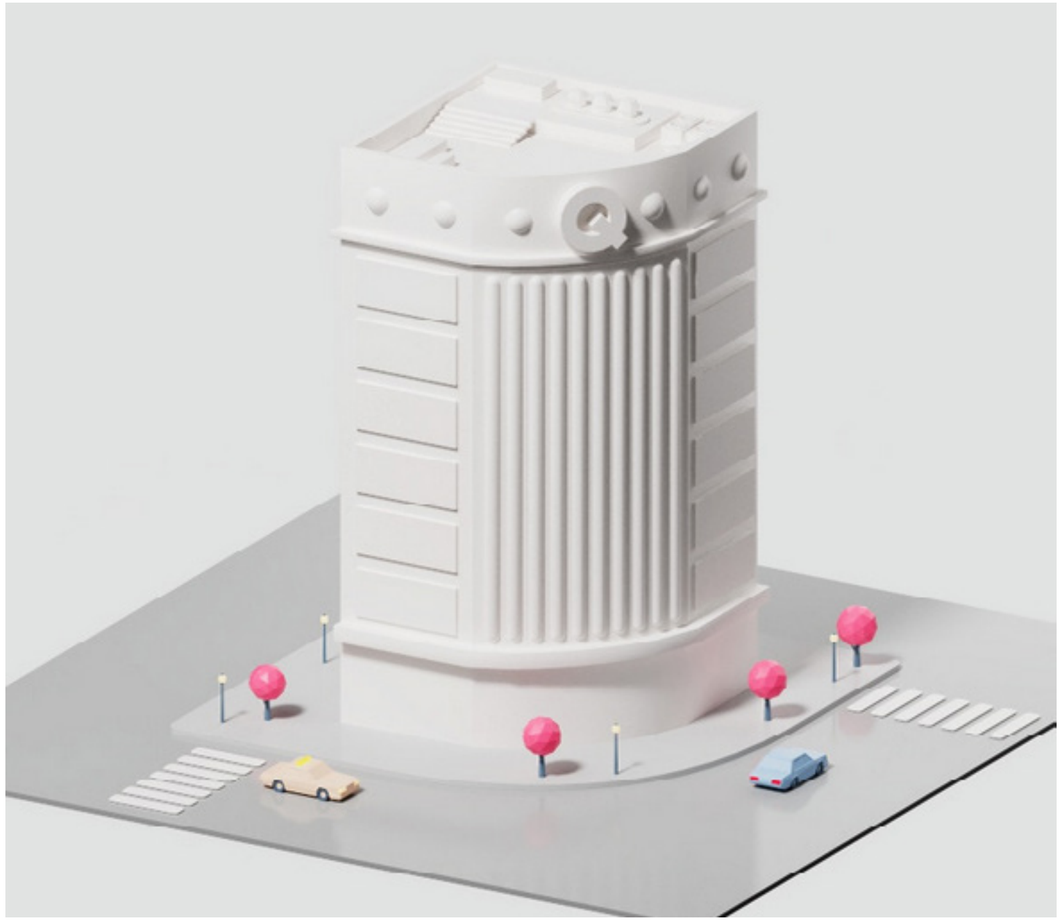
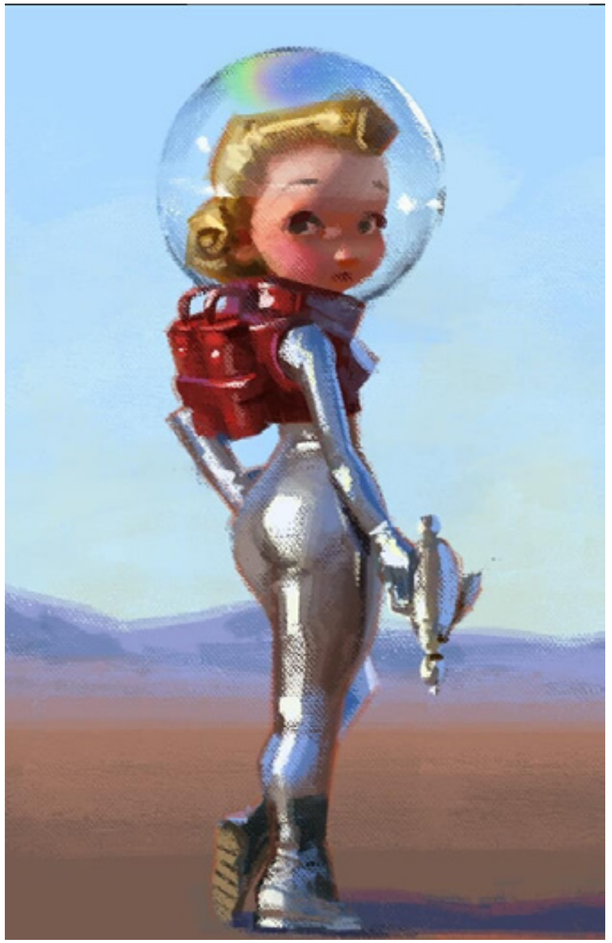
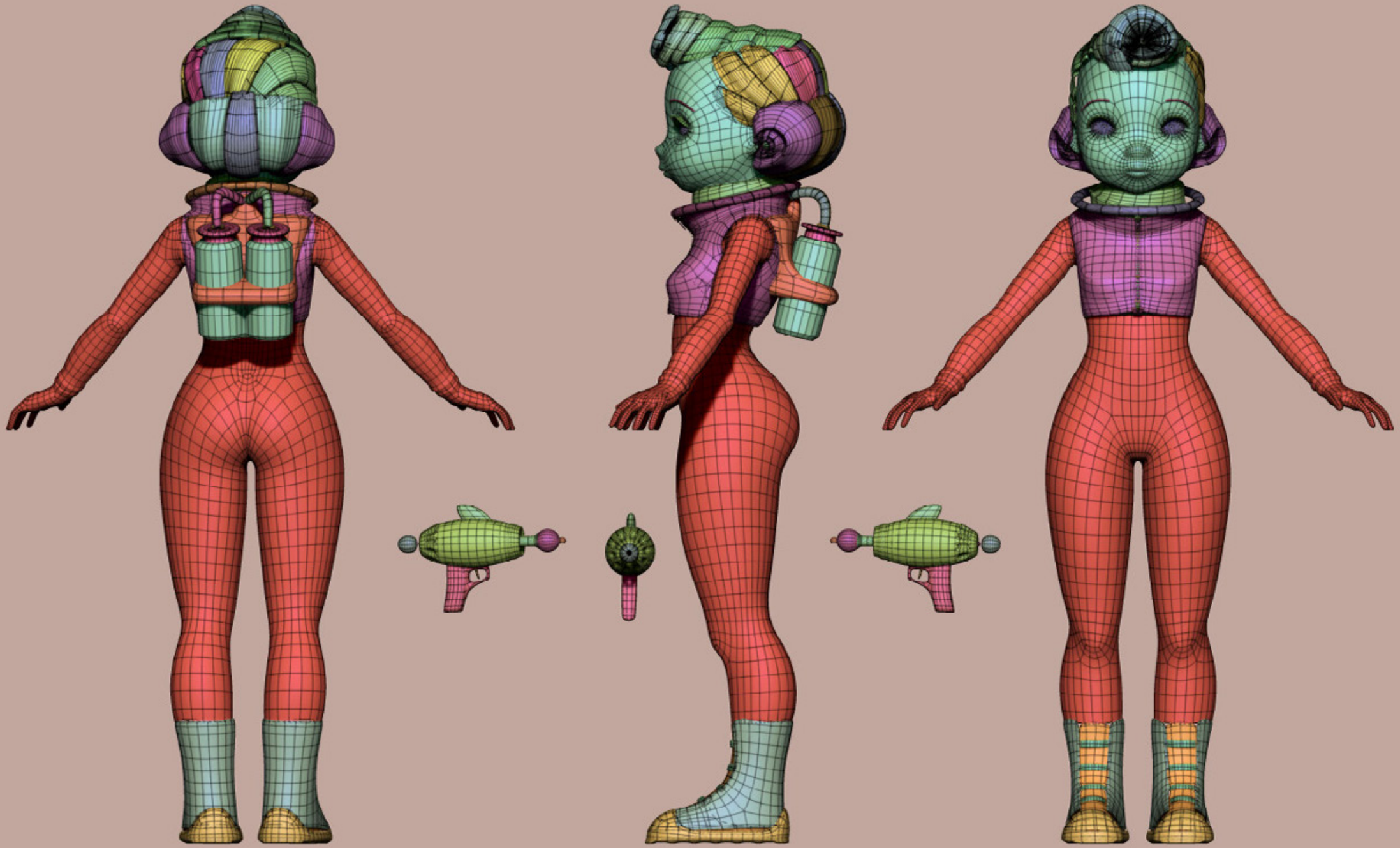




Personal project. Modelled a character based on a concept from the artist Gabriel Soares.



Thanks for watching :)

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visit my artstation

And if you want to have a look at my personal projects
you can visit my website