

MARTIN HOURA / Résumé

CONTACT

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PERSONAL

I am a 3d graphic artist born in Czech Republic, currently living in Christchurch, New Zealand with more than 4 years of experience in architectural visualisations and commercials/broadcast visual effects production.

EXPERIENCE

3D Modeler

VIZE s.r.o. / Prague, Czech Republic / 2008-2009

3d modelling for various architectural visualizations, preparing assets for final renderings.

Nuke Compositor

Studio Mirage / Prague, Czech Republic / 2009 - 2011

Compositing live action plates with CG elements for various commercials.

3D Generalist

Studio Mirage / Prague, Czech Republic / 2009 - 2011

General responsibilities included R&D, scene setups, modelling, texturing, camera tracking, lighting and rendering.

Responsibilities also included pipeline management of shots and rendering unique passes for compositors.

Freelance 3D Graphic Artist

Self-Employed / 2007 - Present

Delivering highend 3d renders for various international clients, both static images and animations.

3D Modeller / Multimedia Designer

Truescape Limited / Christchurch, New Zealand / 2011 - Present

Developing full 3D digital environments with accurate structures, terrain, buildings and trees based on drawings, technical documentation and survey plans and DTM's for energy and infrastructure projects.

SPECIALTIES

Highly accurate modelling of various assets.
Rendering unique render passes for compositors.
Ability to create realistic images.
Good eye for colour and composition.

SOFTWARE SKILLS

Autodesk 3ds Max, Autodesk Maya
Chaos Group Vray, Mental Ray
Pixologic ZBrush, Luxology Modo, Nextlimit Realflow
The Foundry Nuke , Adobe After Effects
Adobe Photoshop, Illustrator, InDesign

EDUCATION

Grammar School Trutnov / 2000 - 2008

Study successfully completed with A-level exam.