

During 10+yrs I specialize on character, organic modeling and various objects creation from base mesh to final model/image including, hi-poly sculpting, hi-detail texturing, grooming, feather/hair/fur- styling, shading and rendering, dynamics simulation, VFX, PFX, compositing and I have the professional experience in creating advertising, film post-production, animation films, interactive, 3d mapping.

Yuriy Dulich

Groom TD / Character, Creature Artist

EDUCATION

Kiev National University of Taras Shevchenko, Ukraine (2003-2008):
Magister of Physics and Astrophysics

JOB EXPERIENCE

Groom TD \ Creature, Character Artist, Co-Founder: [Biotic Factory](#)
(06.2019-present)

Full process creation photorealistic or stylized of creatures, animals and characters from scratch to the final image. Grooming fur and plumage of feathers.

Groom TD Supervisor: [Image Pictures](#) Kiev, Ukraine (12.2015-06.2019)

Grooming hair, fur, feathers and organic elements using Yeti and Maya. Painting hair/fur attributes map colour and specular maps for hair and fur. Development of animation setup for character rig and preparation of technical documentation for the Rigger TD.

Preparation and creation of dynamics simulation hair, fur and feathers.

Look Dev\VFX\Groom TD, Technical Supervisor: [Dave and Ava](#) Lviv, Ukraine (09.2014-11.2015)

Creating light set-up and shading for all scenes and characters, creating fur and hair for characters, dynamic simulation. The development, optimization and improvement of the tasks pipeline for animated film, character modeling and sculpting, and Technical Research and implementation of a process for children animations movies (nursery rhymes)

CG \Technical Supervisor: [First Interactive](#) Kiev, Ukraine (09.2013 – 08.2014) The development, optimization and improvement of the tasks pipeline, technical Research and implementation of a process, creating CG content for interactive and 3d-mapping devices

CG\Technical Supervisor: [Animagrad](#) Kiev, Ukraine (04.2013 – 09.2013)

The development, optimization and improvement of the tasks pipeline serial animated film, character modeling and Technical Research and implementation of a process

3D Artist\Generalist: [Wizard Post](#) Kiev, Ukraine (04.2012 – 04.2013)

Creating of animated commercials for advertising, movies, clips, modeling

(characters- and object-creating, abstract-modeling), dynamics, texturing, shading, animation, rendering, researching.

SOFTWARE

3D modeling (full process): [Maya](#)

Shading, rendering: [Arnold](#)

3D digital sculpting: [Zbrush](#), [Mudbox](#)

Texturing: [Mari](#), [Mudbox](#), [Photoshop](#)

Grooming: [Yeti](#), [nHair](#),

Dynamics: [Maya](#), [Real Flow](#)

PFX: [Maya particle](#), [Kraktoa](#), [Real Flow](#)

Compositing: [Fusion](#), [After Effects](#)

Scripting: [MEL](#), [SeExpr](#)

Additional programs: [SpeedTree](#), [UVLayout](#), [HDR Light Studio](#), [TopoGun](#)



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SKILLS

PROFESSIONAL SKILLS

3D MODELING

DIGITAL SCULPTING

GROOMING

TEXTURING

LOOK DEV

DYNAMICS

LANGUAGES

UKRAINIAN

RUSSIAN

ENGLISH