

CHRIS DIPAOLA

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ART DIRECTOR • CONCEPT ARTIST • VISUAL DEVELOPMENT • SENIOR MODELER

**SUMMARY**

Hybrid creative with 15+ years of experience as an Art Director, Concept Artist, and Senior VFX production Modeler, crafting visually driven worlds for film and episodic content. Specializes in creature and hard-surface design, cinematic storytelling, and aligning visual language across multi-disciplinary teams and production phases. Notable credits include major franchises for Marvel, Disney, and Warner Bros.

**EXPERIENCE**

**CONCEPT ARTIST**

MAR 2020 - PRESENT

◦ **Freelance - Los Angeles, CA**

Concept art and art direction for various features & episodics.

- Art direction, concept art, visual development, and keyframe art
- Creature and hard surface
- Design and ideation
- 3D modeling / digital sculpting
- Mood boards, pitch decks, and consulting
- Paintovers and look direction

*Clients: Thunder Road, eOne, Sony, Disney Pictures, Megerin Films INC.*

**ART DIRECTOR**

AUG 2022 – DEC 2024

◦ **Monsters Aliens Robots Zombies - Los Angeles, CA**

Art direction, concept art, and visual development for various features and episodics

- Translate ideas from the director and key creatives into compelling concept art and 3D designs

- Design creatures, robots, and key visuals for directors, VFX supervisors, and production designers
- Provide conceptual paintovers and look direction for VFX sequences and key shots
- Develop and refine visual styles, ensuring consistency across production
- Deliver creative direction, mentorship, and feedback to concept artists
- Collaborate with art department management and production teams on bidding and crew planning, with a focus on growth and talent development
- Act as a key liaison between the studio and clients, ensuring creative alignment and seamless communication
- Guide internal artistic decisions while incorporating external feedback to maintain project vision
- Research and compile reference materials, expanding on creative briefs to build ref/mood boards
- Offer diverse creative approaches and rough designs tailored to project needs
- Utilize 2D/3D techniques to create artwork that establishes or follows the visual identity of a show
- Solve design challenges by balancing function and form
- Collaborate directly with clients to develop pitch decks and blue-sky concepts
- Expand upon existing ideas to align with franchise direction and creative goals

*The Creator, Goosebumps, The Sandman, Fallout, Dust Bunny, Percy Jackson and the Olympians, Gen V, The Umbrella Academy, Ant-Man and the Wasp: Quantumania, Mrs. Davis*

- SENIOR MODELER**  
OCT 2021 - MAY 2022

  - **Wētā FX - Los Angeles, CA**  
Formerly Weta Digital. (NZ)  
Primary responsibilities: production modeling hero assets, creature work, 3d concept sculpts, UDIM layouts  
  
***Guardians of the Galaxy 3, Cocaine Bear, Shazam 2, Black Adam***
- SENIOR MODELER**  
JAN 2019 - MAR 2020

  - **Digital Domain - Vancouver, BC, Canada**  
Primary responsibilities: production modeling hero assets, shot modeling, blendshape keyframing, adjusting muscle deformations, concept, digi doubles, UDIM layouts  
  
***Morbius, Free Guy, Terminator: Dark Fate, Avengers: Endgame, Shazam!***
- MODELER**  
APR 2016 - MAY 2018

  - **Industrial Light & Magic - Vancouver, BC, Canada**  
Primary responsibilities: production modeling hero assets, concept design, shotsculpt(MCOR), blendshape keyframing, adjusting muscle deformations  
  
***Aladdin, Solo: A Star Wars Story, Thor: Ragnarok, Valerian and the City of a Thousand Planets, Transformers: The Last Knight***
- SENIOR MODELER**  
SEP 2015 - APR 2016

  - **Method Studios - Vancouver, BC, Canada**  
Primary responsibilities: modeling and texturing hero assets, set extensions, digital sets, characters, and vehicles. Laying out proper UDIM sets and creating all required maps. Fast paced 3D concept turnarounds for pitch. Working with scan/lidar data as well as retopoing geo for the requirements of production.  
  
***Captain America: Civil War, Doctor Strange***
- SENIOR MODELER**  
JAN 2015 - SEP 2015

  - **Cinesite - Montreal, Québec, Canada**  
Primary responsibilities: modeling and texturing hero assets, set extensions, digital sets, characters, and vehicles. Laying out proper UDIM sets and creating all required maps. Fast paced 3D concept turnarounds for pitch. Working with scan/lidar data as well as retopoing geo for the requirements of production.  
  
***The Last Witch Hunter, Now You See Me: The Second Act, The Revenant***
- GENERALIST**  
JAN 2014 - JUN 2014

  - **Pixomondo - Santa Monica, CA**  
Primary responsibilities: modeling, texturing, node based initial shader setup, look development, and rendering  
  
***Hubei in the Air – Wanda Wuhan Project (Showride)***
- ENVIRONMENT ARTIST**  
MAR 2011 - JUL 2013  
JUL 2010 - NOV 2010

  - **Trion Worlds, Inc. - San Diego, CA**  
Primary responsibilities: modeling, texturing, bakes, 3D concepts, UV layouts, shaders  
  
***Defiance***
- MODELER**  
NOV 2010 - MAR 2011

  - **Walt Disney Animation Studios - Burbank, CA**  
Primary responsibilities: modeling characters and hard surface assets  
  
***Talent Development***

## CONCEPT ARTIST

AUG 2008 - APR 2009

### Almost Human, Inc. - Los Angeles, CA

Primary responsibilities: concept art and design for film and tv productions

*The Crazies, Terminator: The Sarah Connor Chronicles*

## PROFICIENCIES

- Art Direction
- Concept Art
- Keyframe
- Concept Design
- Creatures & Hard Surface
- Digital Sculpting
- Ideation
- Mood Boards
- Pitch Decks
- Visual Development
- 3D Modeling
- Texturing
- Rendering
- Consulting
- Paintovers & Look Direction

## SOFTWARE

- ZBrush
- Maya
- Photoshop
- Keyshot
- Unreal Engine
- Substance Painter
- Octane
- Marvelous Designer
- Pure Ref

## PUBLICATIONS & AWARDS

- Voyage LA Magazine, Rising Stars (07 2024)
- 3D Concept Art presents a Q & A (06 2022)
- 3DWorld, Issue 190, Showcase Gallery, Pages 8-9 (2015)
- 3DTotal Excellence Award for "Battle March" (2014)
- 3DArtist, Issue 72 | "Quickly Block Out 3D Scenes", Pages 92-93 (2014)
- 3DWorld, Issue 187, "Create A Complex 3D Scene with Ease" Pages 80-84 (2014)
- 3DCreative, Issue 108, Featured Art: "Battle March", Page 42 (2014)
- Fusion Award for Best 3D Traditional Art: "Science Experiment" (2006)
- Fusion Award for Best 3D Traditional Art: "Octopus" (2005)

## WORKSHOPS

NOV 2022

### MDP School

Masterclass: Unreal Engine 5 (UE5) for Visual Development by Jama Jurabaev

JUN 2022

### Brainstorm

Brainstorm | Concept Art for Movies

APR 2021

### Learn Squared

Concept Art in Unreal Engine 5

## EDUCATION

2003 - 2007

### University of Silicon Valley

B.A., Digital Arts and Animation

2001 - 2002

### Institute of Technology

A.A., Multimedia and Graphic Design