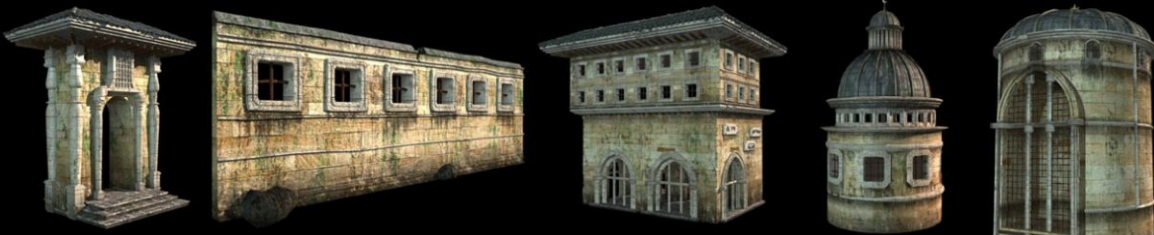


JUAN J. GONZALEZ DIAZ  
2007 FICTION PORTFOLIO



Some examples of textured individual elements



HAGIA sophia

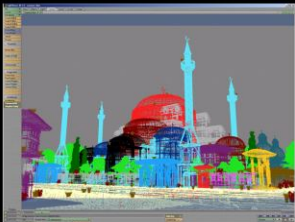
Base render pass

Final volumetric effect compositing process

Volumetric Lighting pass

Polygonal base model render (810 K polygons)

Complete wireframe render in Lightwave (1,700 K polygons)







ReSURRECTION





Sanctuary



Some scene details: full wireframe (about 2.8 MPolys), solid models, lighting tests and some textured elements.



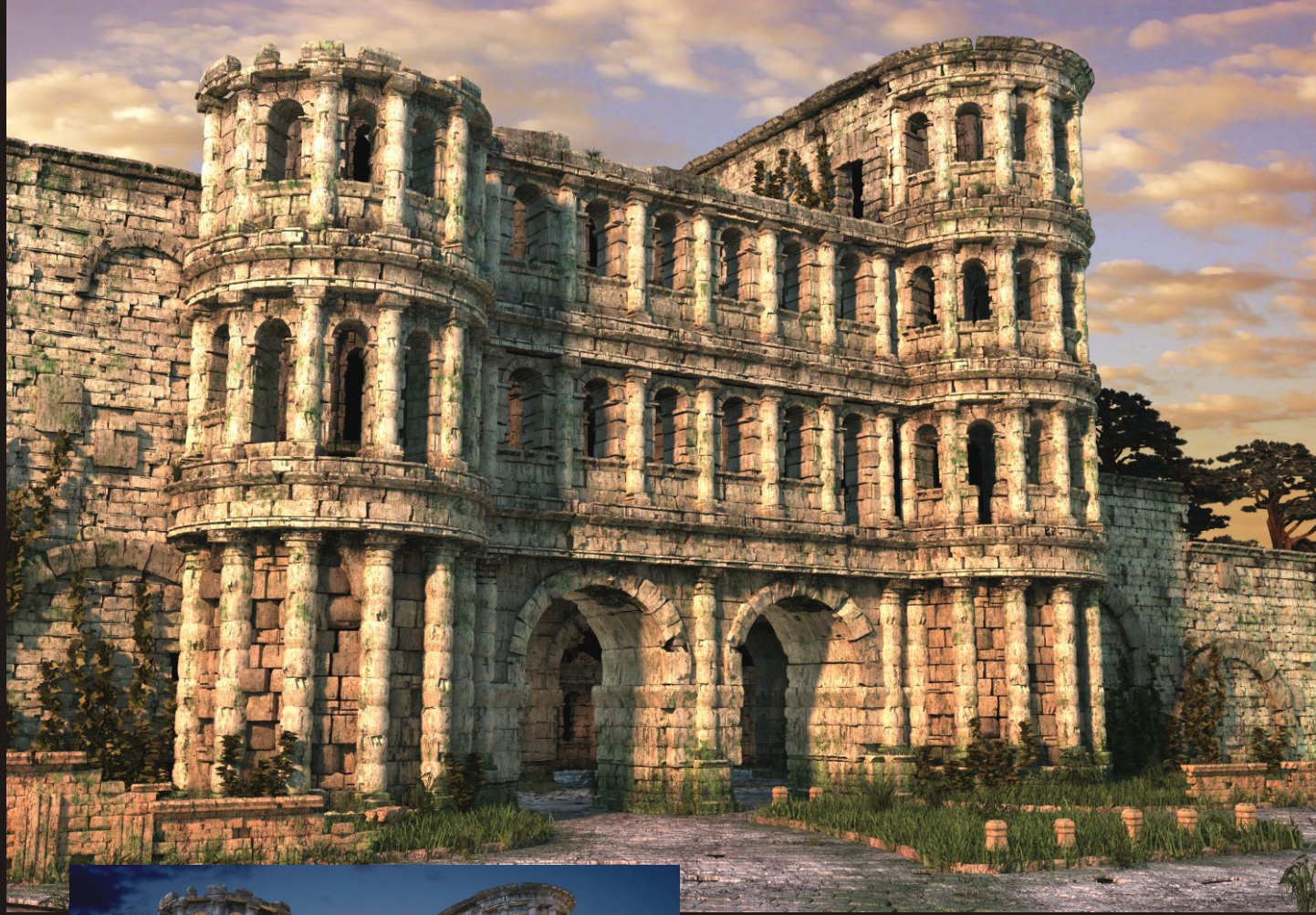




LOST robots



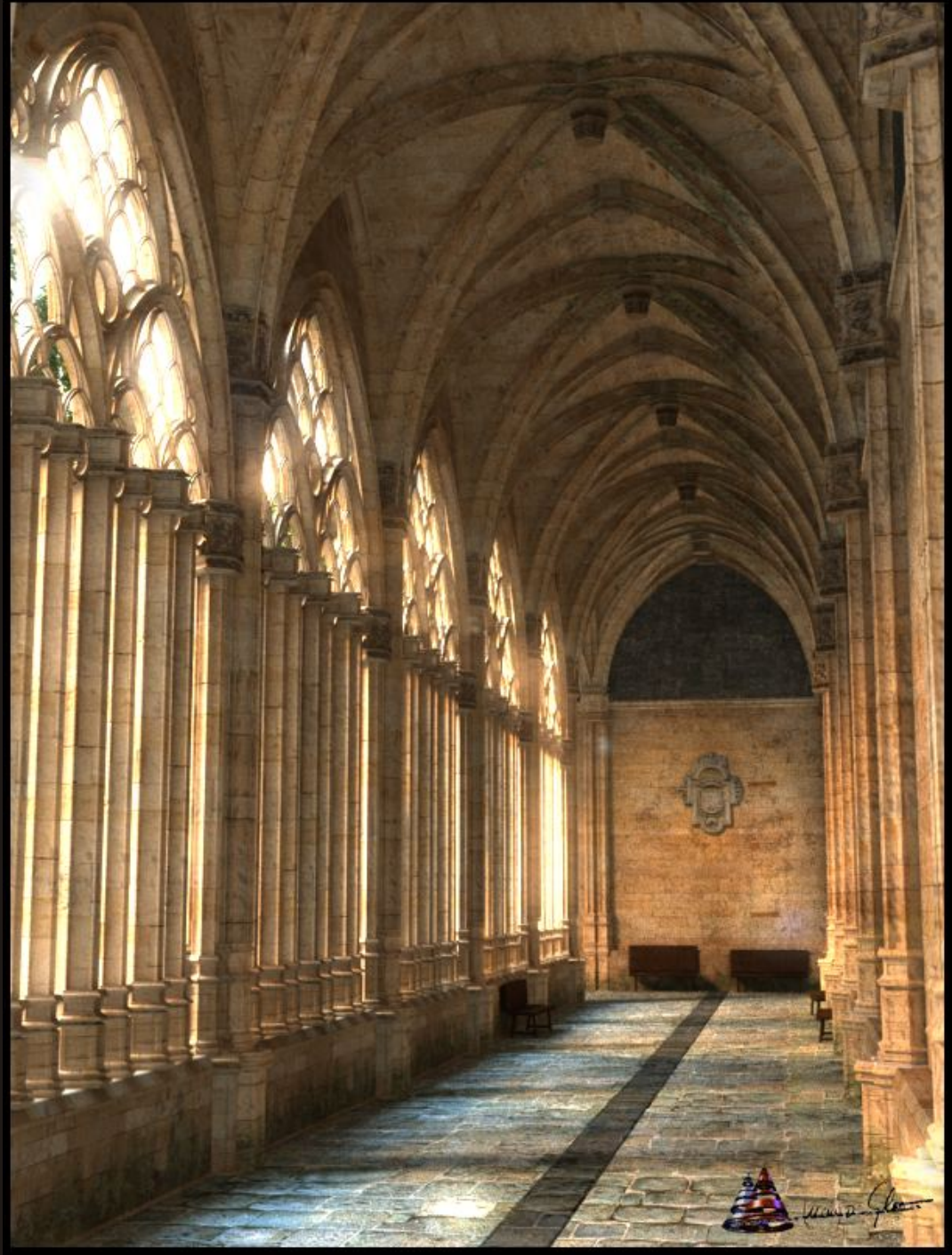




Porta Nigra



CLAUSTRUM







Night Building





SOME things

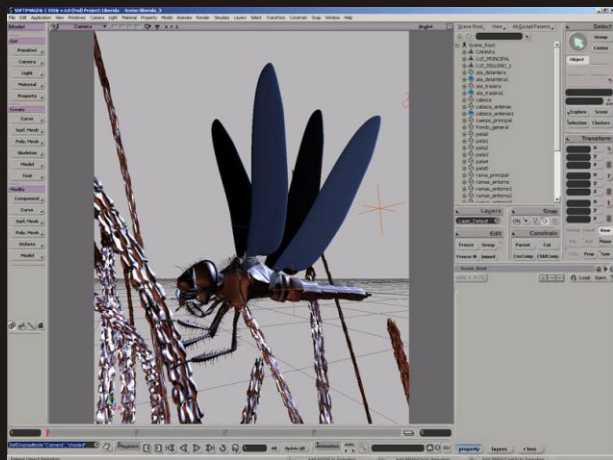




XSibase contest  
PTERODACTYLUS  
lighting and background test #1  
28/9/04 - juanjgon



The Organic ONES





Software:

## Hardware:

Seeking a position as enviromental, set designer, lighting or texture artist.

Proven talent in 3D with 15+ years experience in all aspects of computer graphics, from artist to software developer. Highly proficient using Lightwave, Modo and XSI as 3D software, and Photoshop as 2D application. No problem to fast go into new software applications, always selftaught. Specialist in polygonal and architectural modeling, texturing, lighting and rendering. Other areas of interest are simulations, compositing and 3D tracking. Hi level of technical knowledge about computer graphics, real time and raytracing render engines. C and C++ programming, plugin and script development. Windows, Unix and OSX experience. Huge hardware background, networks, servers and render farms.

2001 2007  
Freelance technical and environmental artist. More than 200 projects about architecture and technical visualization, including modeling, texturing, rendering, compositing and animation for print and video output.

A lot of personal fiction projects, some of them nominated in hi end forums like CGTalk, or published in magazines and books like all editions of Expose  
Background plugin, scripts and shader programing, like scene editors and special projection rendering engine for Lightwave, architectural tools scripts  
for Modo or custom real units texturing shaders for Mental Ray in XSI.

1997 2001

Architecture visualization artist in a huge architect studio.  
Custom software development in AutoCAD and Lightwave to optimize workflow.  
Systems support, servers and render farm.

1993 1997

3D software developer in international software company.

Main developer of full 3D application to architecture and engineer visualization, including a polygonal modeler, scene layout, basic compositing and two render engines one Zbuffer and one Raytracer, working in C and C++ over Unix workstations from HP, Sun and SGI.

Main developer of real time visualization system for industry defense, using SGI hardware and OpenGL / Iris Performer libraries. This include visuals for a ground operations and flight simulation packages.

1990 1993  
Digital artist in video production company  
Modeling, rendering and animation of all production needs, using really old Amiga computers and software, like Deluxe Paint, Sculpt 3D or Imagine ...

Computer Science in Oviedo University from 1989 to 1991

Juan J. Gonzalez Diaz / [juanjo@genesisvisual.com](mailto:juanjo@genesisvisual.com) / +34 985228635 / Oviedo . Spain



ALL PROJECTS  
(C) Juan J. Gonzalez Diaz . 2007

Technical architecture visualization portfolio available. Please request it if you want.