

GILAD OSTROVER

CONTACT

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I am a highly knowledgeable 3D Animator & Modeler. I have in-depth knowledge and understanding of animation laws and universal movement on the axis of time. I have excellent capability in creating emotional, facial expressions and acting of animated characters.

KNOWLEDGE AND COMPETENCE

- Building high-quality assets & characters:
 - Very high ability in building models and characters.
 - In-depth knowledge of low-poly optimization,
 - Optimal materials and texture maps shared between assets.
 - creating high quality texture maps.
- Extensive knowledge and experience in set-up for cameras and lighting. Highly professional capability, knowledge and experience in rigging and setup for characters in 3D animation.
- Highly professional capability, knowledge and experience in lipsync for 3D animation.
- Expertise in post production.
- Deep knowledge of 2D classical animation.

EXPERIENCE

- 2022-2024 Engaged in freelance work for 3d modeling awarded contractor, specializing in commercials and training films. I created various characters under ongoing non-disclosure agreement. Notable example includes the character "**Louie**". I modeled, textured, built blendshapes and rigging for each project.
 - 2020-2022 Chief designer of WhoToGoWith app.
 - 2014-2020 Animation work as a freelancer.
 - 2008-2013 Private Tutor for Maya, Lightwave 3D, and post production applications.
 - 2005-2007 Private tutor for Adobe applications.
 - 2005 Animation intro for the youth magazine "Orange Time" – Local TV Channel.
 - 2003-2004 PitchiPoy Studio: 8-minute animated film for 'Tnuva' – the largest food conglomerate in Israel. The film was presented at their visitors center. My responsibilities were building objects, textures and animation, quality control of scenes, network rendering management.
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TOOLS

- Maya – modeling at a very advanced level:
 - Full control of Maya's modeling tools and ability to create and submit organic and mechanical models at high professional standards.
 - Animation, rigging and character animation, particles and dynamics simulation.
- Familiarity with Unity from the point of view of a 3D artist and animator:
 - A completely independent ability to design and build a build for a demo game.
 - Command of creation of procedural VFX systems within Unity (Particle System and Visual Effects Graph).
- ZBrush – 3d sculpting, further-detailing models and generating displacement maps suitable for 3D models of cross-software pipelines.
- V-Ray – textures, materials, cameras, lighting and multi-pass rendering at very advanced level.
- High professionalism and full control over Adobe's range of graphics tools.
- Fairly good knowledge and experience in working with Nuke in complex projects.
- Adobe Premier, video editing.
- Adobe After Effects – effects, compositing.

EDUCATION

- 2012-2013 (18 months) Jason Osipa facial animation course: "STOP STARING - Facial Modeling and Animation Done Right". Osipa is the most professional source of knowledge available for facial animation. His methods are fully implemented in my animation work.
- Tiltan College, Haifa
 - 2011 Classical Animation, led by the great animator Dudu Shalita.
 - 2008-2010 Maya.
- 2002 – Proelium College, Tel Aviv – Animation LightWave – 3D animation project.
- 2001-2002 Computer Art College, Tel Aviv – Animation, LightWave, hand drawing, sculpture, product design, comics, art history, anatomy for drawing and sculpture, video editing.

