

CHARACTERS

ALESSANDRO **KRON** MASCIARI

3D GENERALIST

CHARACTERS PORTFOLIO

© 2002-2012

all rights reserved



WWW.KRON.IT



3D Generalist/Illustrator

outsourcing/insourcing freelancer [part-time/full-time]

CONTACTS

E-MAIL amasciari@kron.it

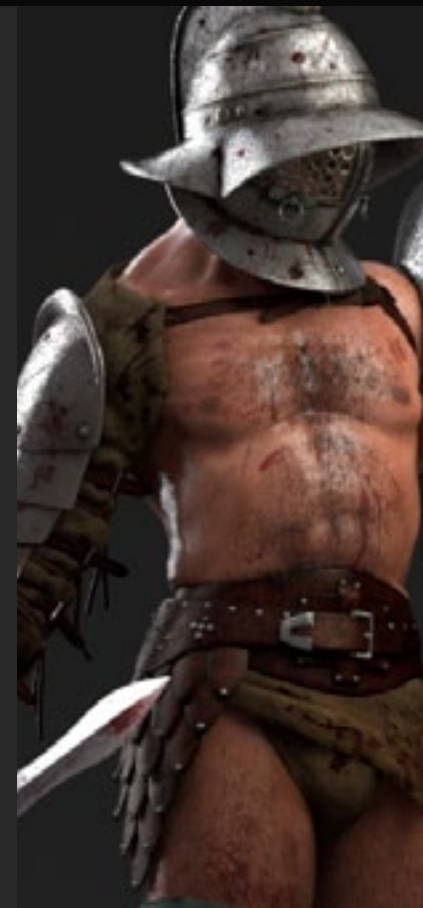
PHONE +39 349 3120083

PERSONAL INFO

Nationality: Italian

Actual location: Milan [Italy]

Date of birth: Gennuary, 11th 1977



CAREER PROFILE

Graphic designer and illustrator since 1998, I started a first approach with CG using 3D Studio Max and Corel Dream 3D 8.

In 2000 I have been hired as art director in an advertising studio till 2004, when I started my career as freelancer.

I used to use Maya and Photoshop in my works changing month by month my core business from graphic design to CG as 3D generalist and illustrator.

From 2007 to 2011 I created and leaded "THR3aD", a community project to learn and share experience among artists.

Since 2011 I create indie games for idevices into the artist group "Lux et Umbra", publishing "Hypergates" and "Dotard's Escape".

I'm still working as a freelancer, so feel free to contact me for any work inquires.

SPECIALIZATION

I love everything about CG and I'm always trying to get the best from every section as much as possible. However I have little preferences that led me to be more specialized in certain fields:

- Environments
- Props/assets modeling
- Hard Surface modeling
- Characters modeling
- Surfaces [texturing - Modo/Mental Ray shading]
- Lighting
- Compositing [After Effects/Photoshop]

PORTFOLIOS

- Minifolio >>
- Characters >>
- Environments >>
- Hard Surfaces >>

If you need more info about me and my works, please visit my blogsite:
www.kron.it

TOOLS KNOWLEDGE





Murmillo [W.i.P.]

[AR3NA - 2012]

Modeling, Posing, Texturing, Rendering
Modo + Zbrush + Photoshop

In collaboration with:

Guglielmo "Larsen" Rovere
Hard surface + environment modeling

Francesco "XATMO" Sternativo
Rigging

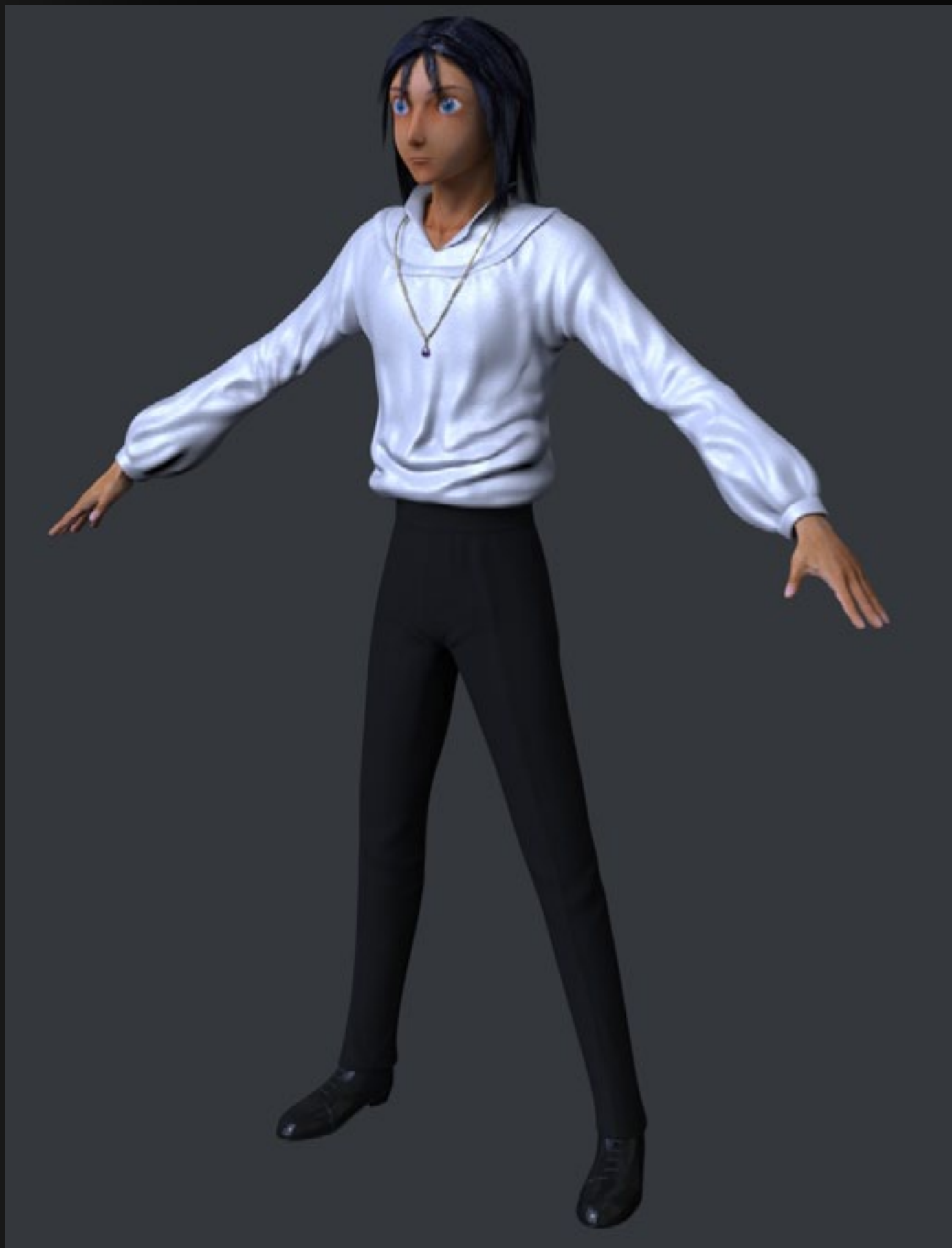


Dotard's Escape
[Lux et Umbra - 2012]
from concept to final images
Modo + Maya + Zbrush + Photoshop

❶ **Splash Screen**

❷ **Zbrush Refining**

❷ **Countdown Icons**

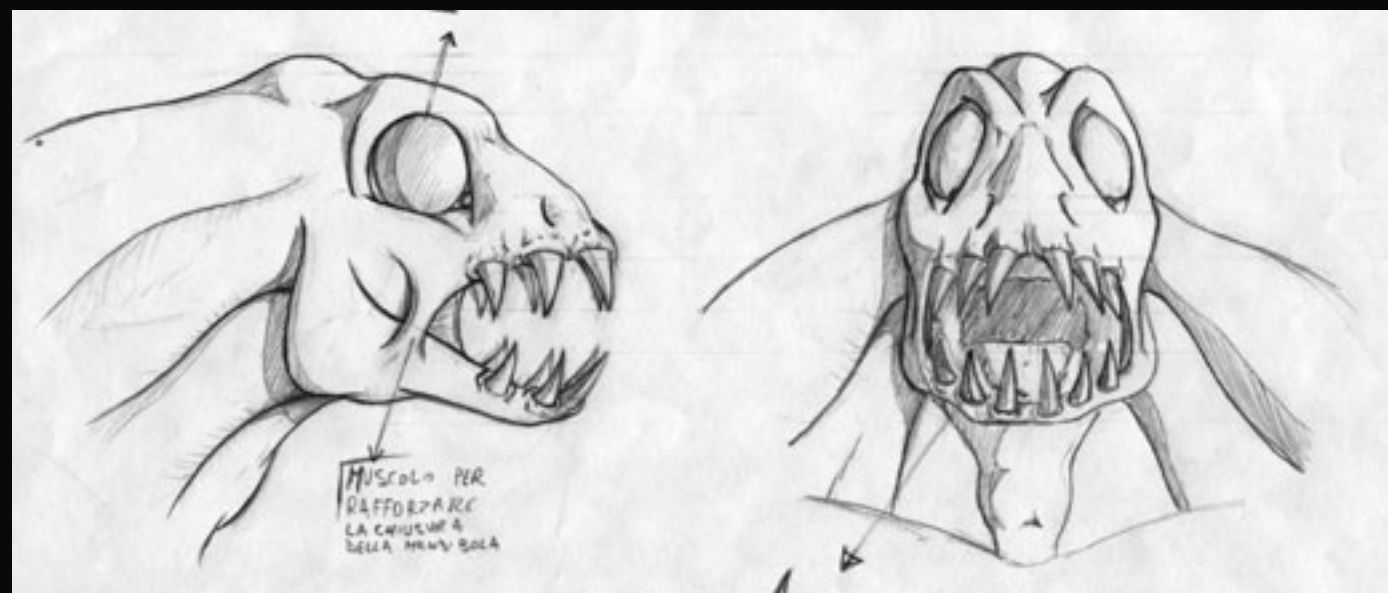


❶ **Howl's Moving Castle**
[Creative Share 3 - 2009/2010]
Lead Artist, Modeling, Expressions,
Texturing, Shading, Rendering

In collaboration with:
Raffaele "AlvinG" Grande
Character Supervisor, Refining

Matteo "Ratman" Gamberoni
Blocking Out, Modeling
Andrea "Randolpho" Pinto
Modeling

❷ **Howl Expression**



❶ **Grusnik**
[2007]
Maya + Zbrush + Mental Ray

❷ **Concepts**



❶ **Androcino**
[THR3aD - 2007]
Silo + Maya + Zbrush
+ Mental Ray + Photoshop

❷ **Demon**
[2002]
Maya

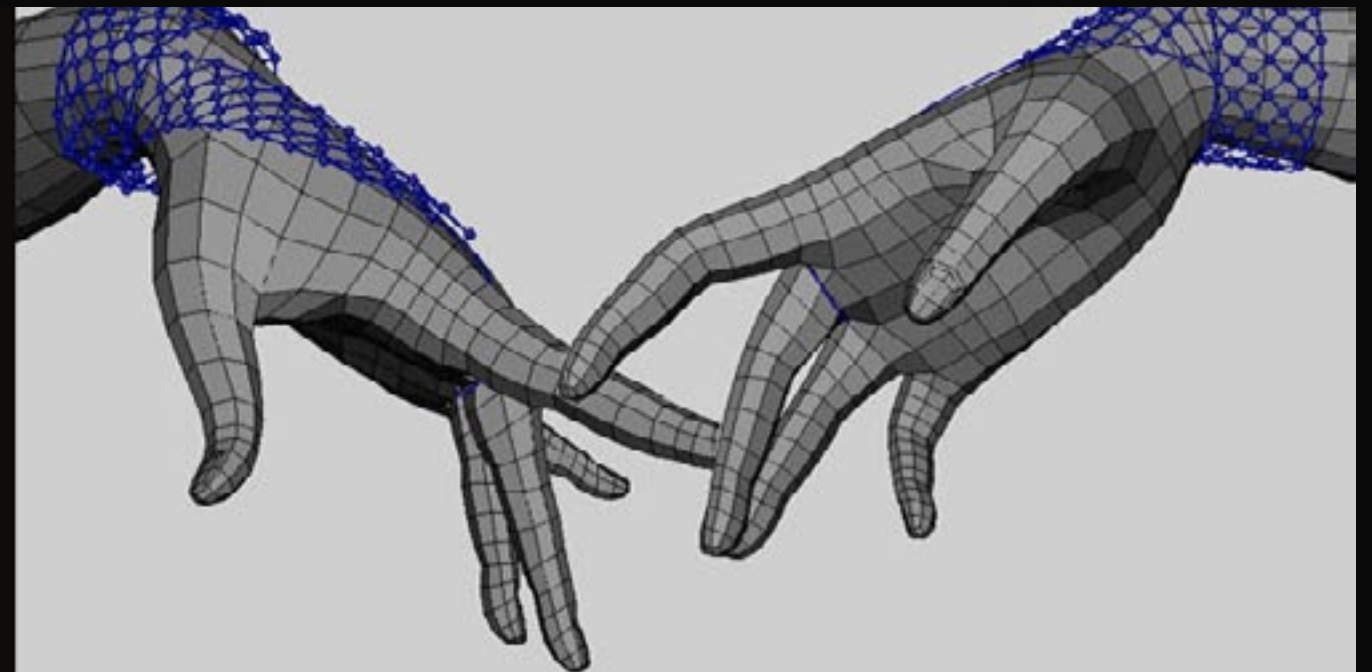
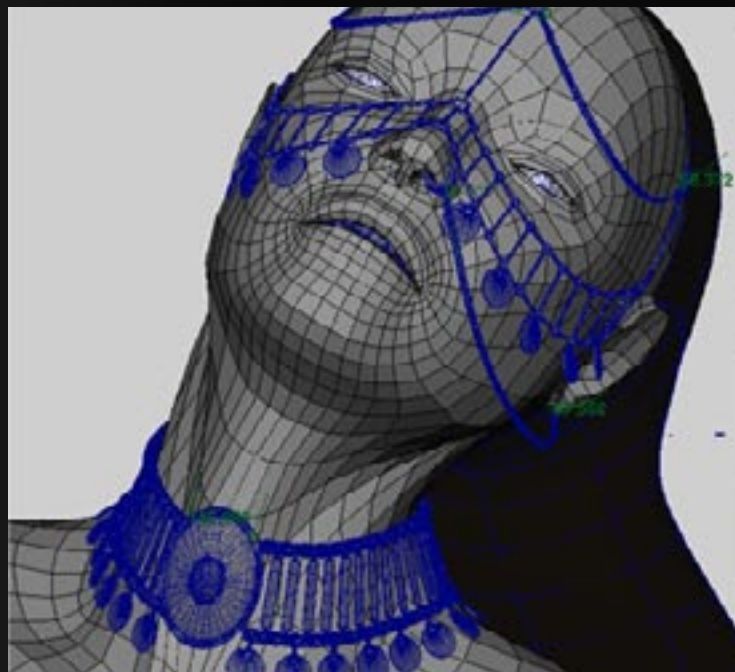




❶ Explorers - Model Sheet
[Pilot project - 2007]
Maya + Zbrush + Mental Ray
+ Photoshop

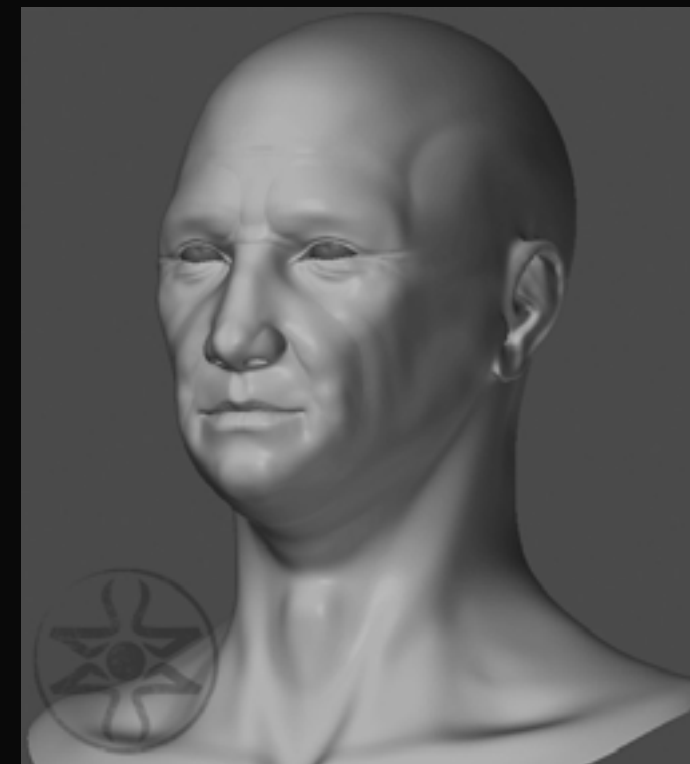
❷ Explorers - THR3aD Cover
[THR3aD - 2007]
Maya + Zbrush + Mental Ray
+ Photoshop

❸ Explorers - Skin Test



❶ **Persia**
[2007]
Maya + Zbrush + Mental Ray
+ Photoshop

❷ **Details**



❶ **Athena**
[THR3aD - 2007]
Maya + Zbrush + Mental Ray
+ Photoshop

❷ **Topology Tests**
[2009]
Modo + Zbrush



❶ **Peluches - Pelican
and the fish** [2007]
Maya + Mental Ray + Photoshop

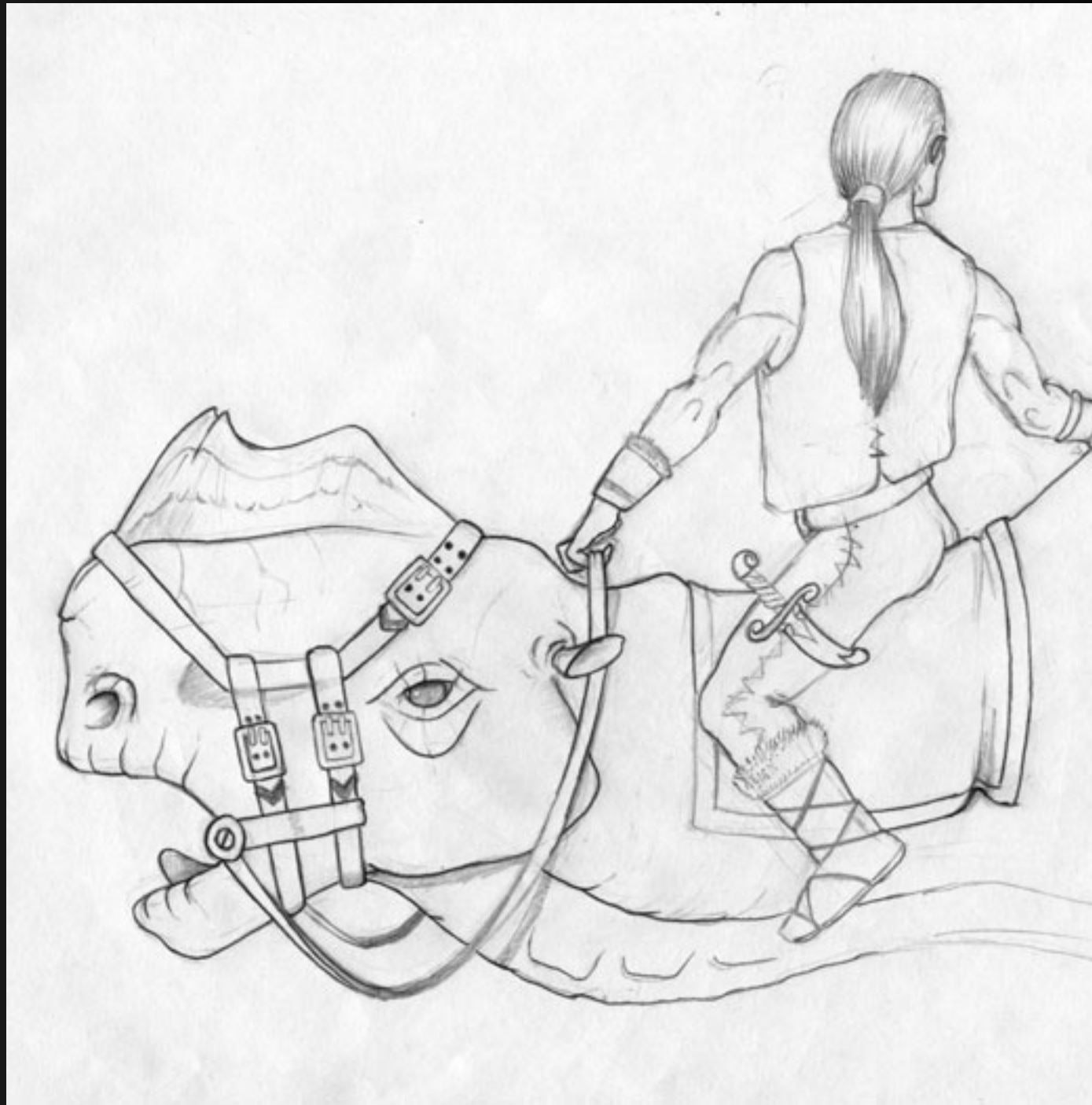
❶ **Crib**
[Chocolate Molds - 2007]
Maya + Zbrush



Various Sketches
[2000 - 2007]



Various Sketches
[2000 - 2007]



Various Sketches
[2000 - 2007]

