

ENVIRONMENTS

ALESSANDRO **KRON** MASCIARI
3D GENERALIST
ENVIRONMENTS PORTFOLIO

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WWW.KRON.IT



3D Generalist/Illustrator

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

CONTACTS

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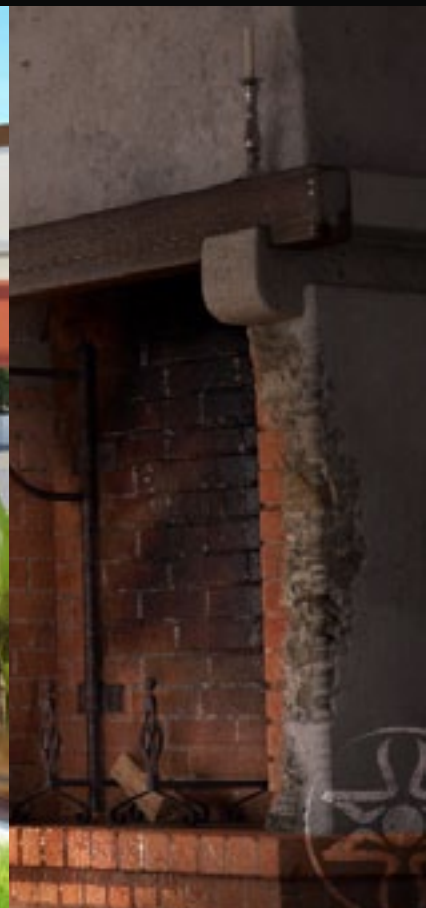
PHONE +39 349 3120083

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 >>

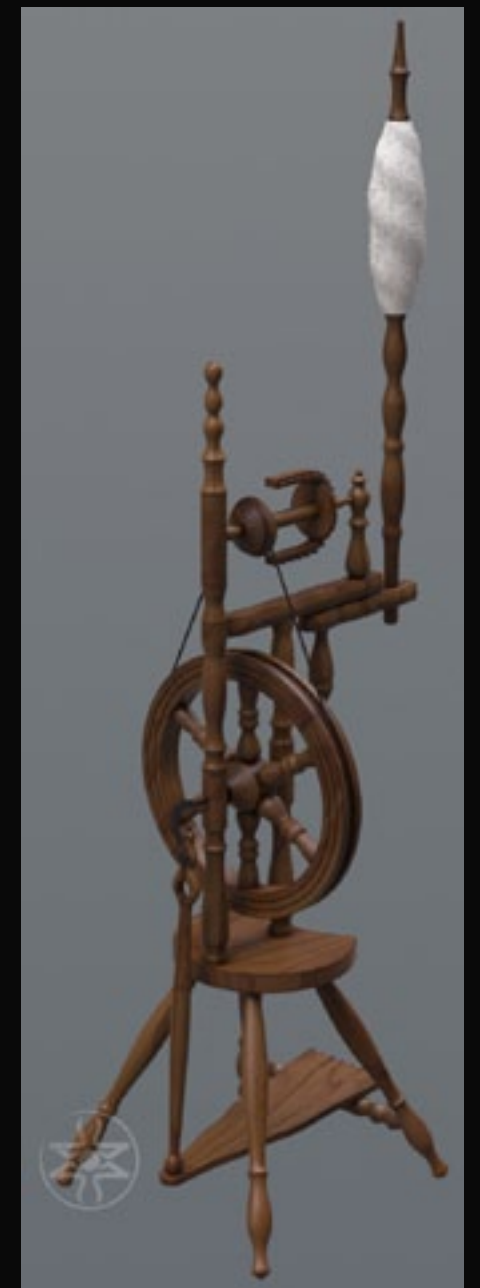
If you need more info about me and my works, please visit my blogsite:
www.kron.it

TOOLS KNOWLEDGE





Hangars
[hypergates - 2011]
Mado + Photoshop



❶ **Farnetella**
[2010]
Modo + Photoshop

❷ **Details - Chest**

❸ **Details - Spinning Wheel**



❶ **Rustic Kitchen**
[THR3aD CS2 - 2009]
Lead Artist, Modeling, UV Unwrapping,
Texturing, Shading, Rendering

In collaboration with:
Laura "LauraNonCe" Ballardini
Modeling, UV Unwrapping, Texturing

Guglielmo "Larsen" Rovere
Modeling
Lorenzo "Tetsu" Pentassuglia
Modeling

Francesco "Kvision" Quaglietta
Modeling
Davide "Yerathel" Corsi
Modeling





❶ Living Room
[2009]
Modo



Fountain
[2009]
Modo + Zbrush + Photoshop



Villas
[2008]
Maya + Mental Ray + Photoshop



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

❷ **Oblivio**
[Matte Paint - 2007]
Maya + Photoshop