

Joseph S. Langmuir

3D Artist

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Summary

3D generalist with a specialty in surfacing and rendering. Currently working with commercials, films and high-def episodic television. Primary interest is in physically based rendering techniques, and knowledgeable in the science behind photorealism. Training extends beyond 3D art, and has years studying with film/TV production, graphic design and web design. Artistically known for creative ideas and has a steadfast love for the art of storytelling.

Skills

Maya 2008 - Modeling, Lighting, Shading, Dynamics and Animation

Mental Ray for Maya - Shading, Final Gather, Global Illumination

Renderman Pro Server for Maya - Rendering and shading language, Slim

Vue 7 XStream - Environment Creation

ZBrush 3.0 - Displacement/Normal Maps, Texture Painting

Photoshop CS3 - Texture painting

Bodypaint3D - Texture painting

After Effects CS3 - Compositing, Motion Graphics, Rotoscoping

Experience

CG Generalist at Baked Goods Productions

October 2008 - Present

VFX for commercials and film. Programs used: Maya 2008, Renderman Studio 1.0 and Artisan Tools, Nuke, ZBrush, Photoshop

3D Generalist at Crazybridge Studios

March 2007 - October 2008 (1 year 8 months)

* Primarily worked as a 3D generalist/jack of all trades on projects for high-def episodic television and documentaries. Programs used: Maya 2008, Photoshop CS3, ZBrush 3.0, After Effects CS3, Crazybump

Credits:

Modern Marvels, Battle 360, Cities of the Underworld, LA Forensics, Stalking Jihad, Tokyo: Living Small in the Big City, Machines of Malice, The Works

3D Animation Instructor at Montecito Fine Arts School

July 2007 - February 2008 (8 months)

* Teaching students in the 3D Arts.

Education

Emerson College

New Media, 3D Computer Graphics, 2003 - 2006

Interests

Mental Ray Lighting/Rendering, RenderMan Shading Language

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3D Generalist at Baked Goods Productions

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8 people have recommended Joseph S.

"Joseph was always great to work with. He helped keep the atmosphere at the studio fun, but was always on task with his work. Our deadlines at the studio could be tight at times, but I don't remember Joe ever missing one. I'm very happy I got the chance to work with him."

— **Mike Wallner**, *CG Effects Artist, Crazybridge Studios*, worked directly with Joseph S. at Crazybridge Studios

"Joseph is a dedicated individual who pays attention to detail. This quality is reflected in his work. Not only is he a hard worker but you definitely learn something from him. In my personal experiences, he taught me new rendering techniques and ways to bring my work to the next level. Anyone who works with Joseph will not only get the best but find him a joy to be around."

— **Serge Eustache**, *Animator/Composer, Crazybridge Studios*, worked directly with Joseph S. at Crazybridge Studios

"Joe is a talented 3D artist and an asset to any team he is on. He is detail oriented and consistent at meeting set deadlines. Joe has an excellent understanding of the programs he works in, but is always branching out to learn new techniques. He is very professional and brings a positive aura to the work place."

— **Dan Della-Penna**, *3D Generalist, CrazyBridge Studios*, worked with Joseph S. at Crazybridge Studios

"Joseph is a very smart and talentive 3D generalist, who has passion to create textures, shading networks and rendering. Also he always pays attention to his works with his fresh eyes and always opens to others to help. I enjoy his company because he is friendly and a good team player. I totally highly recommend him to anyone who wants to work with him."

— **Suk Choon Yoon**, *Modeler/Texture Artist (Freelancer), Crazybridge Studios*, worked directly with Joseph S. at Crazybridge Studios

"Joe was always a team player and exceptional artist. It was great working with him and I would recommend him without thinking about it twice."

— **Felix Jorge**, *Hard Surface Modeler / Texture Artist, Crazybridge Studios*, worked directly with Joseph S. at Crazybridge Studios

"Joseph is a very professional and knowledgeable person, he also have a great personality. It was my pleasure to work along side him. He is always on top of everything and never show any form of defeat upon any task that was given. I would highly recommend him to anyone in need of a 3D artist."

— **Steven Qi Jin**, *Environment Artist, Crazybridge Studios*, worked indirectly for Joseph S. at Crazybridge Studios

"Joseph is a highly disciplined and well trained 3D Artist that I am proud to say I had the privledge of working with at Montecito Fine Arts College of Design and I recommend him to anyone who is considering hiring him as a 3D Artist. Sincerely, John Inman"

— **John Inman**, *3D Instructor, Montecito Fine Arts School*, worked directly with Joseph S. at Montecito Fine Arts School

"Joseph is a hard working, responsible guy who will do what it takes to get the job done. This paired with his very keen eye for lighting and shading make Joe's work look great. Overall, he's a great person to have on a team."

— **Andrew Stovesand**, *Animator, Crazybridge Studios*, worked directly with Joseph S. at Crazybridge Studios

[Contact Joseph S. on LinkedIn](#)