

Ching Yu Lau

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EDUCATION:

University of Maryland
Baltimore County, May 2002
B.A. Imaging and Digital Arts
(Emphasis on 3D
Animation & Modeling)

COMPUTER SKILLS:

3D Studio Max
Adobe After Effects
Adobe Pagemaker
Adobe Photoshop CS
Adobe Premiere
Macromedia Director
Macromedia Flash
Form Z
ZBrush
Lightwave
Maya

HARDWARE:

Desktop Computer
Macintosh
Silicon Graphics Machine
Visioneer Flat Bed Scanner



"King Crab"
modeled and textured in ZBrush. Rendered in Maya



"Carnivean with Shredders"
modeled and textured in ZBrush. Rendered in Maya
Based off of Hordes: Legion of Everblight by Privateer Press.



"Ultralisk Attack"
modeled and textured in ZBrush. Rendered in Maya

RELATED EXPERIENCE (CONTINUE):

Spring 2007-present

Staff Artist:

BreakAway Games

- model and textured 3D buildings, furnishings, environments, and characters for in game and promotional materials. .

Spring 2006-Spring 2007

3D Artist and Modeler:

Nemesis Studios

- model 3D buildings, furnishings, environments, and characters
- designed NPC characters.

Spring 2004-Spring 2007

3D Artist and Modeler:

InterFace MultiMedia

- model 3D buildings, furnishings, environments, site works.
- cataloging of completed models and images.
- created scenes and rendering with Electronic Image.
- composite images and renders using Adobe PhotoShop CS and Illustrator.

Summer 2002- Spring 2004

- Confidential Level Security Clearance for DOJ (Dept of Justice) Project.
- provide litigation support & code legal documents / state evidence.
- provide quality control and data verification by reviewing TIFF formatted images.
- document legal materials using various imaging software for DOJ
- assist in creating and restoring images.

Interface modeled and rendered in Maya



"Carlyle Interior"
modeled in FormZ and rendered in LightWave



"Kraken Killer"
modeled and rendered in Maya



"Mr. Hyde"
modeled and textured in ZBrush. Rendered in Maya

RELATED EXPERIENCE:

Spring 2002

3D Artist and Modeler:

Lightstruck Animation Festival

- create animated short which was presented at the Light Struck Animation Festival. The modeling was created in Maya and the post-production work was done in Adobe After Effects.

Spring 2002

3D Artist:

Interactive Digital Arts:

ConcreteSTREAM

- produce UMBC Time Forms Program.
- create ready made interfaces.
- edit live and recorded video.

Fall 1998-Spring 2000

Cartoonist:

The Retriever Weekly Newspaper:

- create and maintain original comic strip.



"Space Marines"

modeled and rendered in Maya. GamesWorkshop Property



"Carlyle Square"

modeled in FormZ and rendered in Lightwave



"Cthinian Devil- conceptual design"

illustrated by hand and composited in Photoshop

Career Goals:

To work on a team of like minded artists and a company that I can grow with.

Interests:

While my primary skill is in modeling and textureing characters, lately I have discovered the beauty in Architecture. I am very flexible in changing between character work and environment.

I would also like to be more involved with animation. While I know how to rig and animate a model, I still want to learn all the ins and outs of animation.



"Koi"
modeled in ZBrush and rendered in Maya.



"Seige Knight- conceptual design"
illustrated by hand and composited in Photoshop .



"Hydra"
modeled in ZBrush and rendered in Lightwave.

Here is my "Sky Shark" that I took third prize for the Big Huge Games Create a Colossus contest. You can view bigger pictures of my model on my website at www.lauch3d.com



"Sky Shark- beauty shot"
modeled and rendered in Maya.

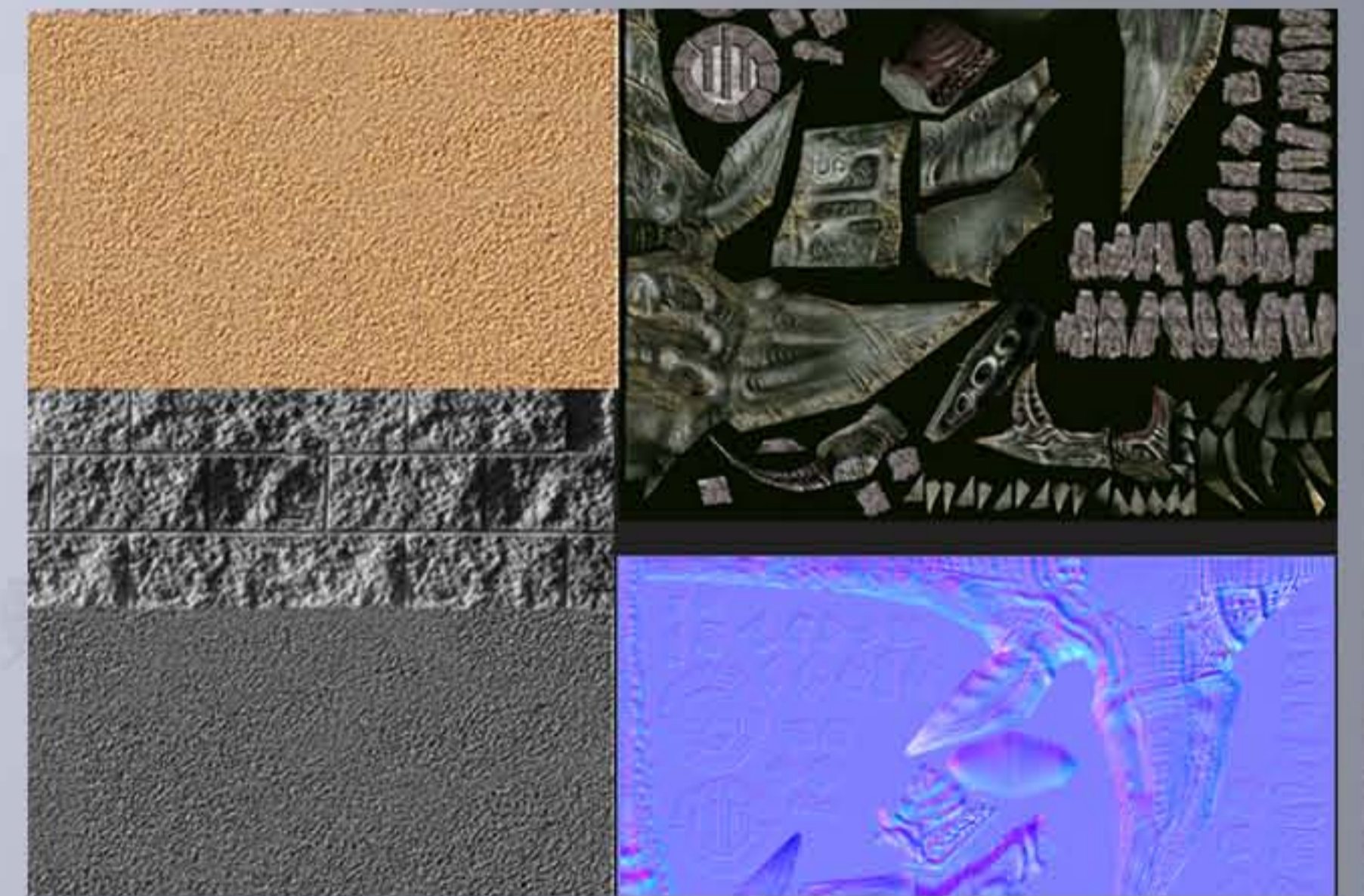


"Sky Shark- winning shot"
modeled and rendered in Maya.

Interface modeled and rendered in Maya

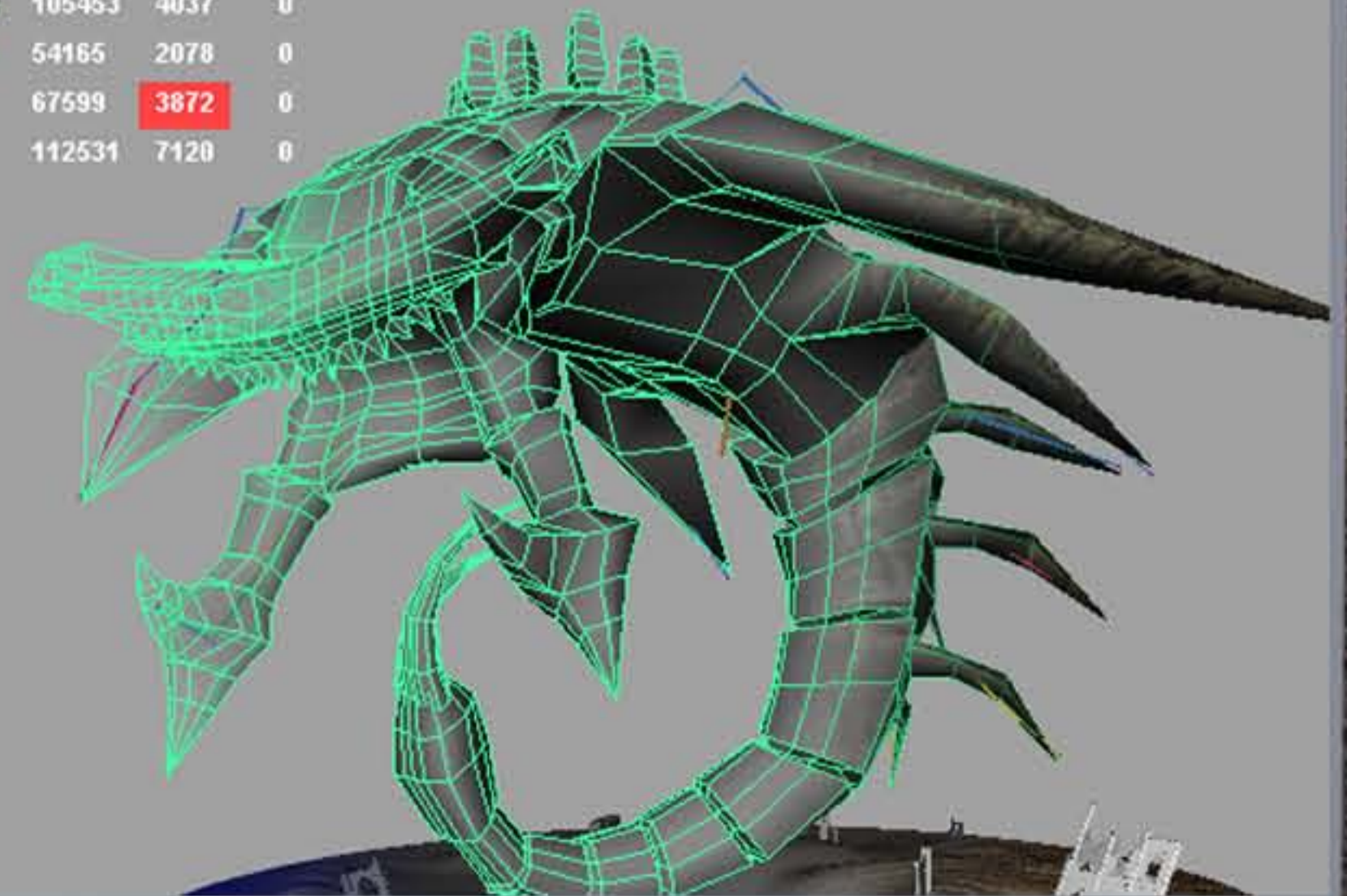


"Sky Shark- conceptual design"
illustrated by hand and composited in Photoshop .



"Sky Shark- texture maps"
painted in Photoshop .

Verts:	55716	1985	0
Edges:	105453	4037	0
Faces:	54165	2078	0
Tris:	67599	3872	0
UVs:	112531	7120	0



"Sky Shark- gray model"
modeled in Maya.

ARTIST STATEMENT:

The first time I was in the arcade; the experience simply blew me away. I remember I was in the 5th grade and I could see these flashing lights with this huge crowd gathered around it. It was Capcom's "Street Fighter" and the experience was a total sensory overload. The action was brutal and fast; the characters were literally breathing and sweating with a life of their own. It was at that moment I knew the video game industry was where I wanted to be. Everything about the industry fascinated me: the character designing process, the animations involved, the environments, the cg modeling, the stories that were being told, the marketing campaigns, it all spoke volumes of how much love and commitment there was for the completion of a game. Up till then I thought that type of world only existed in my little sketchbook. I never thought there would be whole companies of people with that same passion for the fantastic let alone a whole industry. I think to be someone involved in games you have to be a bit of a dreamer, someone that can live and see things in another world. Anywhere there is a place for the fantastic is where I want to be.

-Ching Yu Lau



"Sand Stalker"

modeled and textured in ZBrush. Rendered in Maya
Interface modeled and rendered in Maya



"Montrose Crossing"
modeled in FormZ and rendered in Lightwave



"Hell's Surgeon - conceptual design"
illustrated by hand and composited in Photoshop.



"Jenkins Row"
modeled in FormZ and rendered in Lightwave