

NATALIE VILLARREAL

3D GENERALIST | LIGHTING | COMPOSITING

profile

- Los Angeles-based 3D Generalist & 2D Compositor with an eye for quality and detail. I prioritize capturing the mood of a sequence and use story to drive my decision-making. I draw on my background in oil painting and experience using a variety of VFX softwares & techniques to bring images to life.

experience

- **AGBO** - Los Angeles, CA
3D & Unreal Generalist
May 2024 - Nov 2024
 - **Love, Death & Robots** | Single Episode Series Anthology | Netflix
Layout, Lighting, Rendering
 - **The First Berserker: Khazan** | Cinematic Trailer | Nexon Co., Ltd
Layout, Lighting, Rendering, FX
- **Salve, Anima** - Independent/Student Short Film
VFX Supervisor & Artist
2024
- **Outpost VFX** - Los Angeles, CA
3D Generalist & Compositor
Nov 2022 - July 2023
 - **1923** | TV Series | Paramount+
Modeling, Texturing, Animation, Lighting, Rendering & Compositing
 - **The Creator** | Film | 20th Century Studios
Lighting and Rendering
 - **The Hunger Games: The Ballad of Songbirds and Snakes** | Film | Lionsgate
Lighting, Rendering and Compositing
- **Blue Bayou** - Short Film (student)
Director, Cinematographer, Editor & CG Artist
2022

skills summary

- **3D Generalist**
 - Solid understanding of industry-standard softwares and rendering engines, including Unreal 5, Maya, Arnold, Vray, Nuke, Substance Painter, Mari, Photoshop, and PF Track.
 - Working knowledge of Houdini and Substance Designer.
 - Produce a variety of high-quality shots, from photo-real & integrated CG to fully 3D scenes.
 - Generate assets, including hard-surface, organic, environment, character, FX, and grooms.
 - Track, match-move and integrate CG assets with live-action footage.
 - Understanding of animation principles and experience with keyframe animation and rigging.
 - Create procedural and hand-painted textures, and build complex shader networks.
 - Light and render in Maya, Houdini and Unreal using fundamental lighting principles.
 - Familiarity with lighting and rendering practices, including render layers, AOVs, and render optimization.
- **Compositing**
 - Strong grasp of compositing workflows, including reassembling render layers, breaking out and reconstructing AOVs, deep compositing, and lens effects.
 - Thorough knowledge of 2D compositing techniques in Nuke, including color correction & grading, the importance of black-level matching, using alpha channels, tracking and the various uses of z-depth passes.
 - Use passes to create camera effects like motion blur, depth of field, film grain, lens distortion, and lens flares.
 - Ensure the director's vision and overall style of film are consistent across shots.
 - Skilled in maintaining clean and legible Nuke scripts.
- **Additional Skills**
 - Take direction from supervisors and leads to execute the vision of the directors.
 - Utilize color theory and lighting principles to convey a particular mood and create a sense of atmosphere and drama.
 - Appreciation for cinematography and fundamental photographic and cinematic principles.
 - Highly organized with a keen eye for detail.
 - Responsive to feedback and motivated to learn and grow with the team.
 - Affinity for troubleshooting and finding creative solutions for problems.
 - Penchant for tool-building and optimization with Python and Mel.



contact

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education

Gnomon School of Visual Effects
Los Angeles, CA
Focus: 3D Generalist
2020 - 2022

The University of Texas
Austin, TX
Bachelor of Fine Arts | Studio Art
2010 - 2013

awards

Best of Term | Grand Prize
Short Film — "Blue Bayou"
Gnomon School of Visual Effects
Spring 2022

softwares

general

Maya
Houdini
Zbrush
Marvelous Designer
Speedtree
Illustrator
Yeti / Xgen
Gaea

texturing

Mari
Substance Painter
Substance Designer

rendering

Vray
Redshift
Arnold

compositing

Nuke
After Effects
Photoshop
PF Track

editing

Premier Pro

game engine

Unreal Engine 5
Quixel Mixer
Quixel Megascans