

michael assous

*Character Artist,
Look Development,
Generalist.*

WEBSITE

www.LikeTheMilkyWay.com

CONTACT

(646) 331-0341

Likethemilkyway@gmail.com

SOCIAL

IG: @likethemilkyway

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Linkedin: @michaelassous

PROFILE

I have a background in Digital Production, photography and film, and analog drawing and sculpture. My primary passions are hyper-realism, digital humans/animals, and character art. My specialties are modeling, texturing, and look development, but I am a skilled generalist and am open to conducting all facets of work in VFX.

PROFESSIONAL EXPERIENCE

- 3D Artist, PreyMaker Studios | 2024
- 3D Artist, Subset Studios | 2024
- Organic Modeler & Texture Artist, Zoic Studios 2022-2024
- Camera Operator | 2012-2020

PROFESSIONAL SKILLS

Modeling/ Sculpting

Creation of production-ready organic 3D including digital humans and creatures. Mastery of various industry-standard 3D software packages.

Texturing and Shading

Creation of photorealistic PBR textures and materials; leveraging established procedural workflows as well as hand-painted organic textures for various characters and props.

Character Look development

Establishing photorealistic look, combining various elements such as skin, hair/fur, and clothing.

Lighting and rendering

Proficient understanding of the traditional approach of building a story through light, by utilizing compositional techniques and offline render engines.

Grooming

Experienced with workflow involving guides and modifiers techniques utilizing tools such as Xgen, Yeti, Groom Bear and the feather pipeline in Houdini.

EDUCATION

Digital Production Certificate in Modeling and Texturing, 2022

Gnomon, Los Angeles, CA

University of Paris X, License in Political Science, 2005

Paris, France

SOFTWARE

ZBrush

Autodesk's Maya

Mari

XGEN

Marvelous designer

Substance Painter

Nuke

Autodesk's Mudbox

Unreal Engine

V-Ray

Keyshot

Marmoset

Adobe Photoshop

Adobe Illustrator

Yeti & Groom Bear

Feather's Houdini

AWARDS/RECOGNITION

Grand Prize Winner, Character Realism

Gnomon, Spring 2022

Best of Term, Character Realism

Gnomon, Winter 2021

Best of Term, Lighting and

Rendering - Abstract

Gnomon, Winter 2021

LANGUAGES

French Native, Fluent in English



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WORK SAMPLES

SelfPortrait titled Temet Nosce

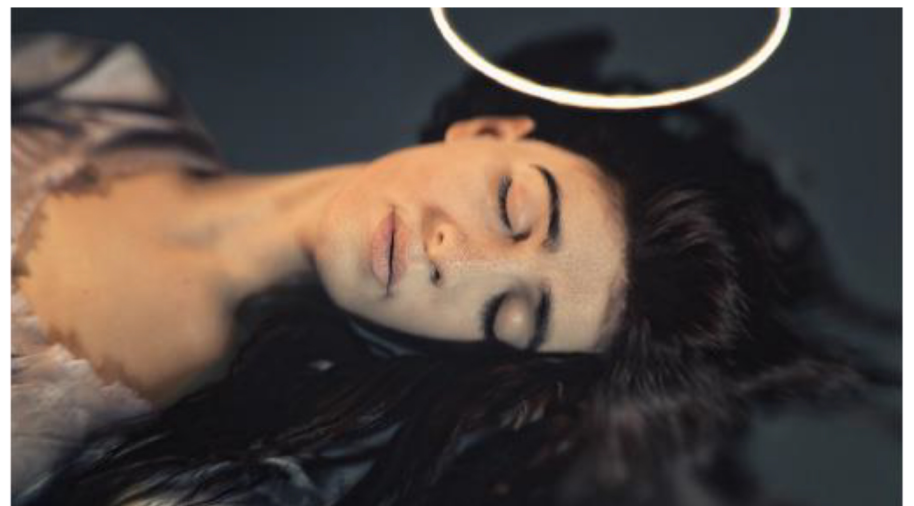


Concept by myself
Responsible for all
aspects



Study on the theme of Ophelia

<https://www.likethemilkyway.com/ophelia-project>



Concept by myself Responsible for all aspects



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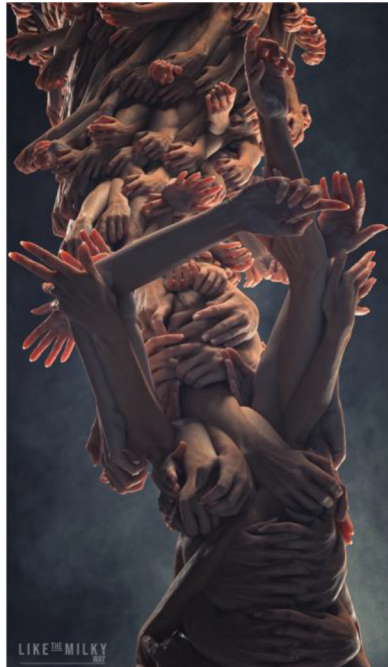
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WORK SAMPLES

SINISTER HANDS

<https://www.likethemilkyway.com/project-sinister-hands>

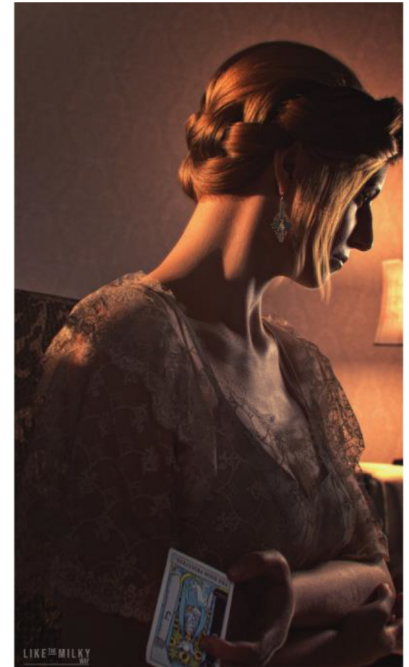


Concept by myself
Responsible for all
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THE HIGH PRIESTESS

<https://www.likethemilkyway.com/project-the-high-priestess>

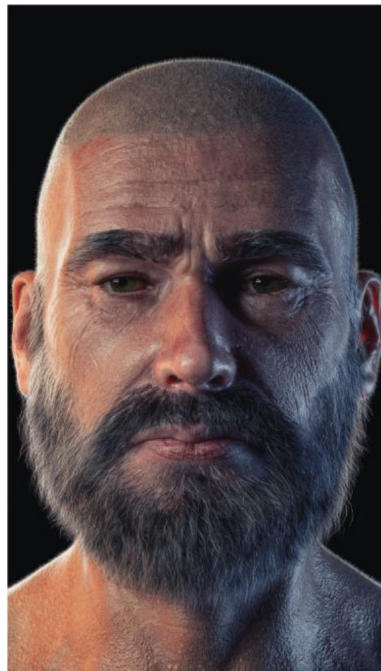


Concept by myself
Responsible for all
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JEREMIAH

<https://www.likethemilkyway.com/project-jeremiah>



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GEORGIA O'KEEFFE

<https://www.likethemilkyway.com/project-georgia-o-keeffe>



inspired by a photography of Georgia O'Keeffe
by Alfred Stieglitz
Responsible for all aspects

