

LAURA KRAUSE

3D Modeler: Concept | Previs | VR | Fabrication

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EDUCATION

Ringling College of Art and Design, Sarasota FL

Bachelors of Fine Arts in Computer Animation, 2010

EXPERIENCE

Senior Illustrator / Concept Modeler, Walt Disney Studios

APRIL 2019 - SEPT 2019

I was a member of John Myhre's art department team creating the underwater world for the live action Little Mermaid. I was primarily tasked with designing Ursula's Lair and Ariel's journey into the depths.

Virtual Art Department, MPC

APRIL 2017 - JULY 2017

Worked daily with the art department team to design and create the layout of African environments for The Lion King. We created these worlds entirely in VR which were then used by the Director and DP to location scout and shoot the film in "live action"

Previs / Layout Asset Builder

Studios: Proof Inc, Third Floor, Fox/Cinedev, Day for Nite, Pixomondo

JUNE 2012 - PRESENT

I create highly detailed low-resolution models, textures, environments, lighting and FX to aid in the look development and previsualization of blockbuster feature films. I work closely with the director, production designer, visual effects supervisor, and concept artists to fully flesh out the look, feel, and logistics of fantastical environments in 3D before real life or digital sets are fully built.

3D Modeler / Texture Artist, Dreamworks TV

APRIL 2012 - MAY 2012

I sculpted rock formations, islands, and environments for Dragons: Riders of Berk

3D Modeler / Texture Artist, Mousetrappe

OCT 2013

I designed and sculpted content that was projection mapped onto Cinderella's Castle at the Tokyo Disneyland Park in Japan. "Once Upon A Time" is their nightly fireworks show and premiered in May of 2014.

Digital Sculptor, General Motors

JULY 2010 - APRIL 2011

I designed wheel rims for 2013 full size trucks and 2014 Cadillacs based on 2D sketches and provided GM engineering criteria. My work was then milled out in clay for design buy-offs before hitting the assembly line.

PROJECTS

Lion King, Little Mermaid, Mulan, Ant Man, Wonder Woman, Star Trek: Discovery, Dawn of the Planet of the Apes, A Wrinkle in Time, Pirates of the Caribbean: Dead Men Tell No Tales, Dragons: Riders of Berk, Escape at Dannemora, Fate of the Furious, Shazam!, Dolittle, Cosmos, Finest Hours, Ghostbusters, The Mummy, Allegiant, Magnificent Seven

SOFTWARE

Maya, ZBrush, Photoshop, Mudbox, Unreal, UV Layout, Shotgun, Speedtree, Premiere Alias Automotive, Lightroom

HTC Vive, Oculus Rift, Windows, Linux, and Mac operating systems

AWARDS

Visual Effects Society Awards:

Lion King - Winner of Outstanding Created Environment in a Photoreal Feature (The Pridelands), Outstanding Virtual Cinematography in a CG Project, Outstanding Visual Effects in a Photoreal Feature

Ant Man - Nominated for Outstanding Virtual Cinematography in a Photo Real Project

INTERESTS

astrophotography, sculpting, photography, hiking, and traveling