

LAURA KRAUSE

3D Concept | Virtual Production | VR | Previs
Art Directors Guild - Local 800, Senior Illustrator

EDUCATION

Ringling College of Art and Design, Sarasota FL
Bachelors of Fine Arts in Computer Animation, 2010

EXPERIENCE

Art Directors Guild Senior Illustrator, Disney/ Paramount/ MGM

APRIL 2019 - PRESENT

I design and create 3D environments for live action productions using primarily Unreal Engine, Maya, and ZBrush software. Beyond design my work has been used to assist Set Designers, set dressing changeover, VFX extensions, and inform previs/VFX. Some of my past projects have utilized a full VR and Virtual Production pipeline while others more simply plug into a traditional VFX pipeline from the Art Department.

Past projects have included: The Lion King 2 Prequel, The Little Mermaid, Dungeons and Dragons: Honor Among Thieves, Samaritan (Disney, Paramount, MGM)

3D Designer, IDEA: Intelligent Design Agency

DECEMBER 2020 - JANUARY 2020

Quickly blocked in two concept environments in Unreal for a large Saudi Arabian build.

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"

Lead Previs / Layout Asset Builder,

Proof Inc, The Third Floor, 20th Century Fox, Day for Nite, Pixomondo

JUNE 2012 - AUGUST 2023

I create highly detailed low-resolution 3D models, textures, environments, lighting and FX to aid in the look development and previsualization of blockbuster feature films. I utilize concept art to fully flesh out the look, feel, and logistics of environments in 3D before real life or digital sets are fully built.

3D Modeler / Texture Artist, Mousetrappe

OCT 2013

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

Created 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 and then the road.

3D Modeler / Texture Artist, DreamWorks TV

APRIL 2012 - MAY 2012

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

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*Please reach out for a password to ALL of my relevant work from the last 5+ years

PROJECTS

Lion King 2, Little Mermaid, Mulan, Dungeons and Dragons, Samaritan, Lion King, Ant Man, Tron: Ares, 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, The Stand, Finest Hours, Ghostbusters, The Mummy, Allegiant, Magnificent Seven

SOFTWARE

Unreal Engine, Maya, ZBrush, Photoshop, Mudbox, Gaea, Premiere, Speedtree, Shotgun, Lightroom, Steam/Oculus Platforms

AWARDS

Academy Award Nominated for Best Visual Effects, *Lion King*

VES Award Winner, *Lion King*: Outstanding Created Environment in a Photoreal Feature (The Pridelands), Outstanding Virtual Cinematography in a CG Project, Outstanding Visual Effects in a Photoreal Feature

VES Award Nominated for Outstanding Virtual Cinematography in a Photo Real Project, *Ant Man*