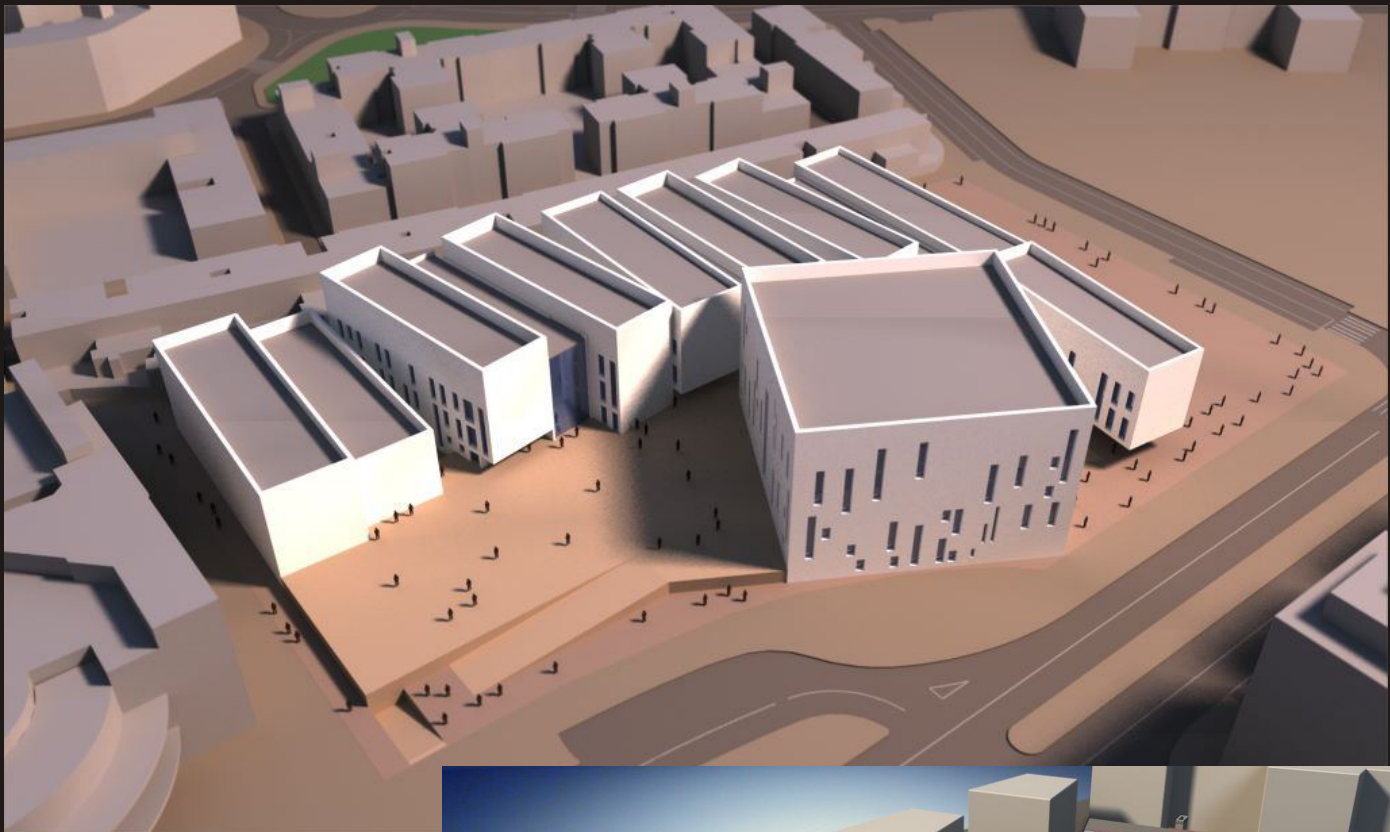
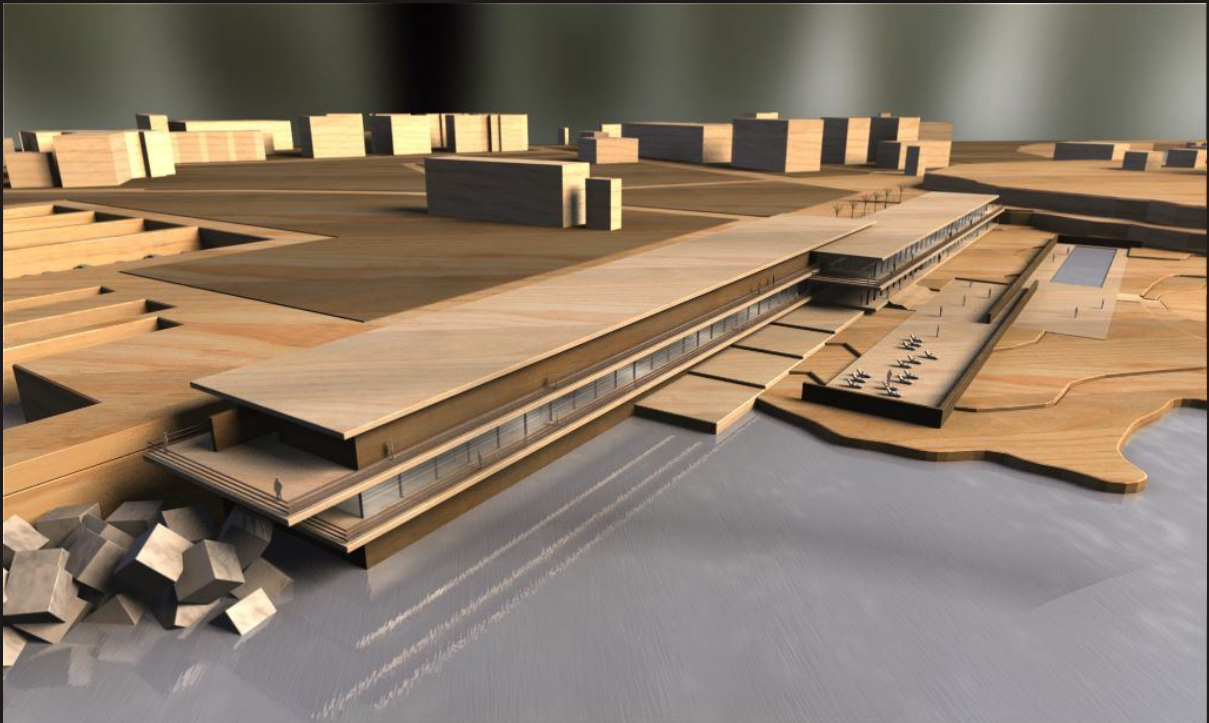
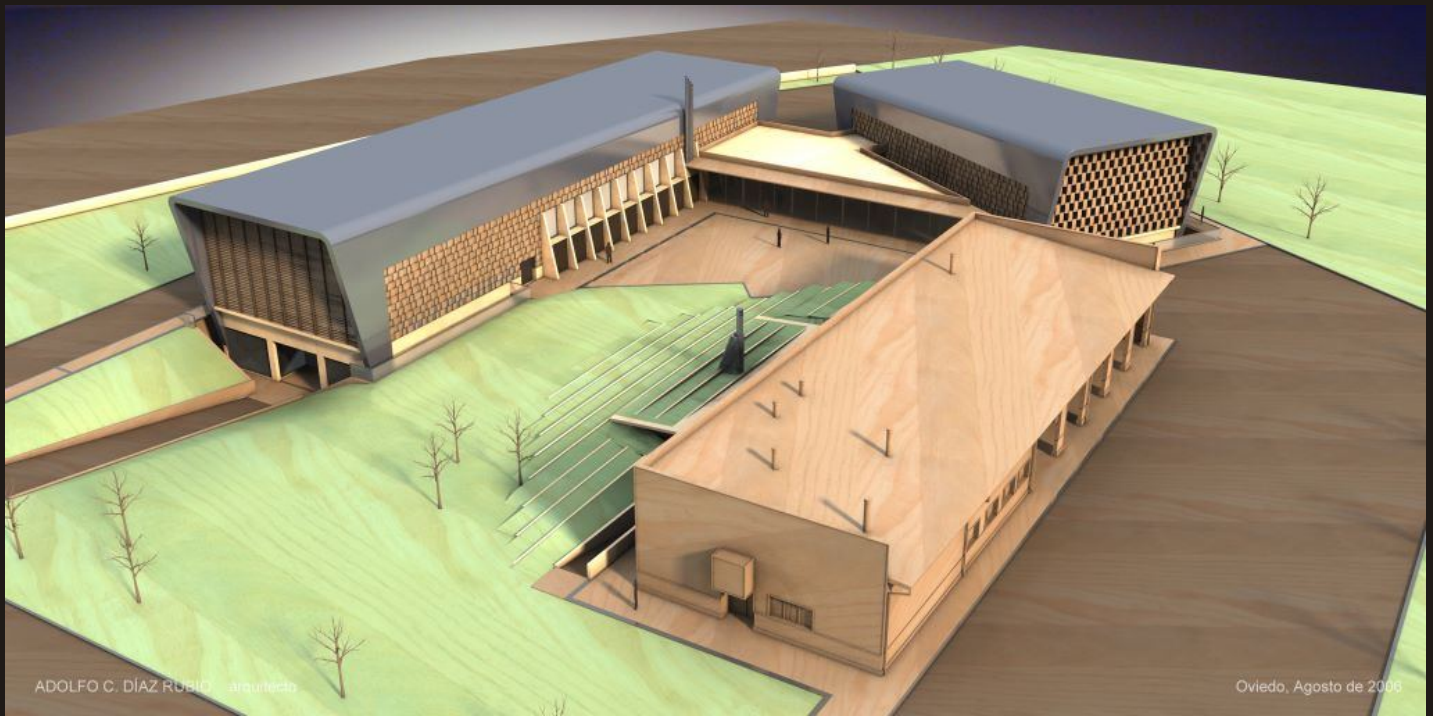


JUAN J. GONZALEZ DIAZ

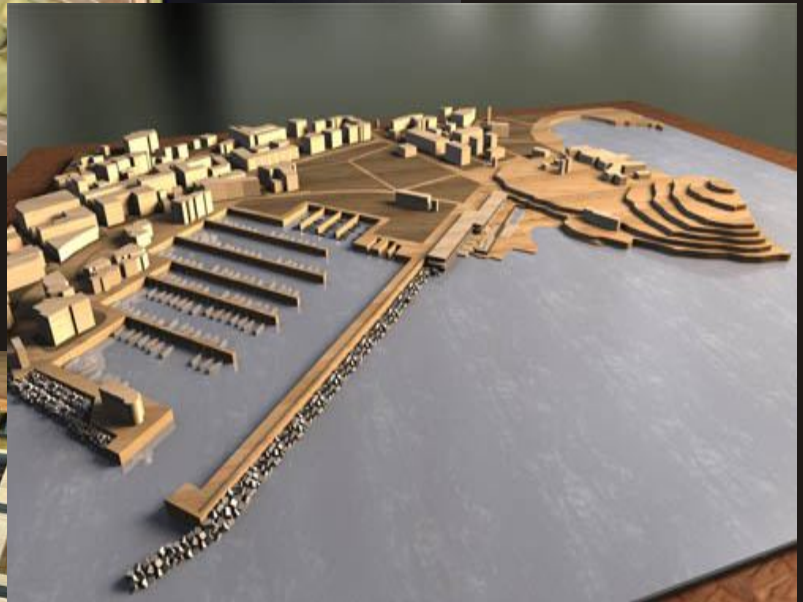
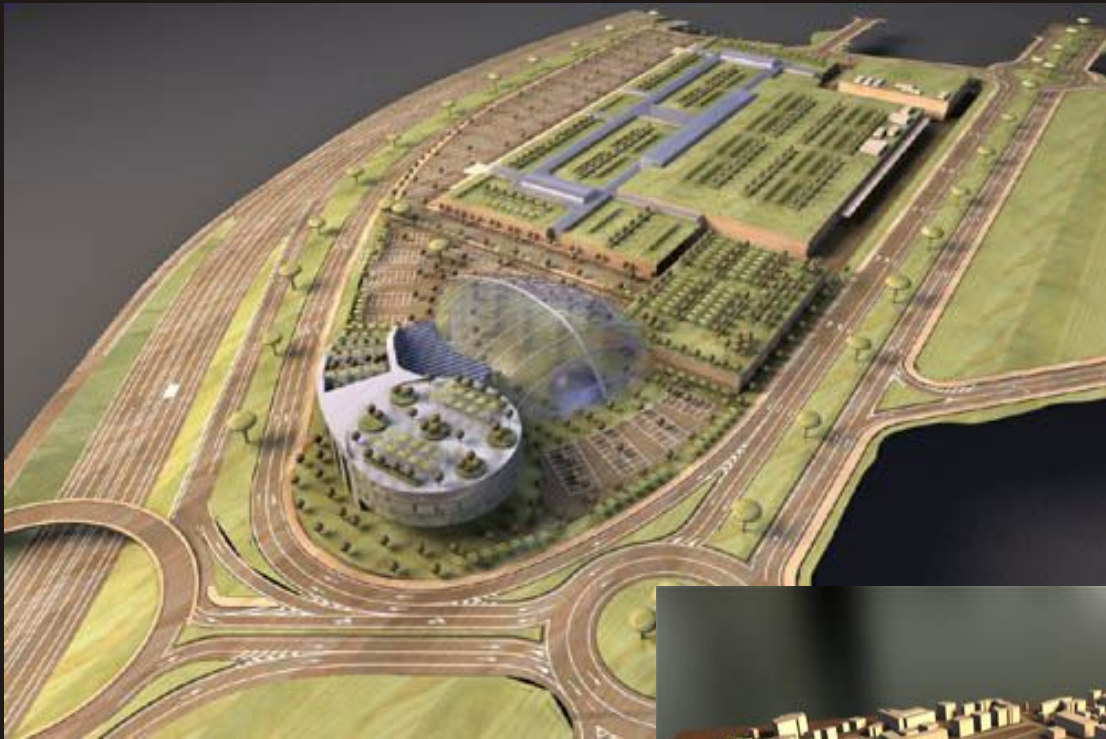
2007 ARCHITECTURE PORTFOLIO

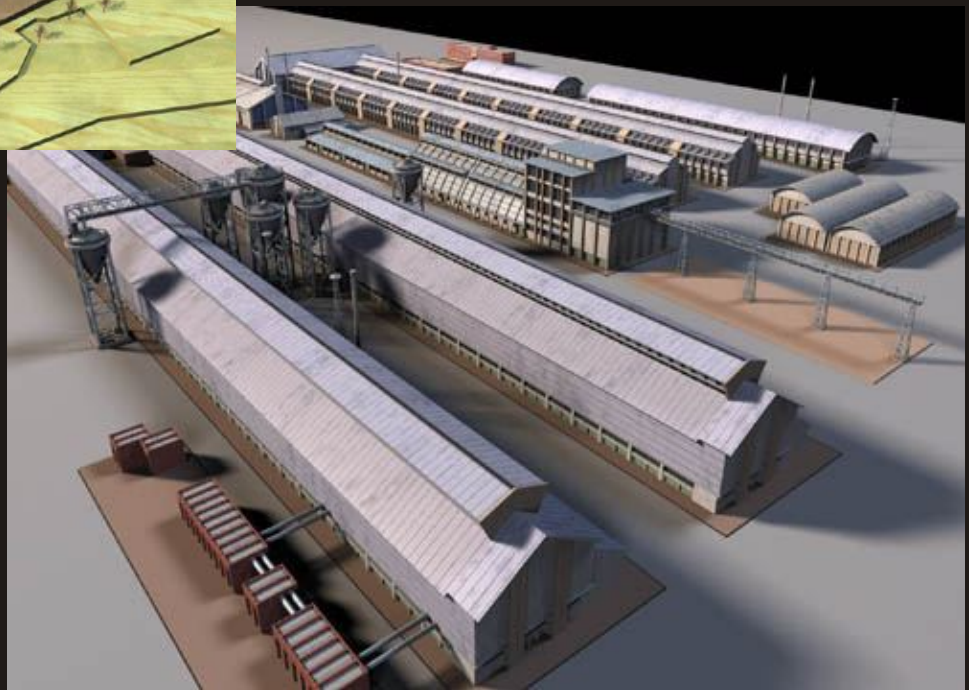
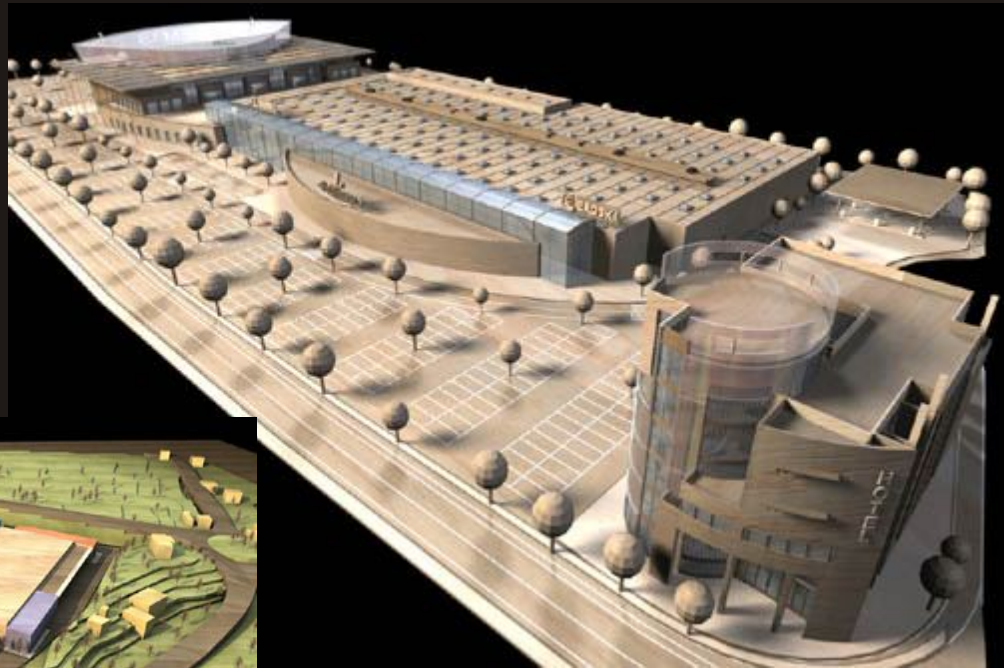
SCALE MODELS











URBAN PLANNING









Horse Shoe Bay

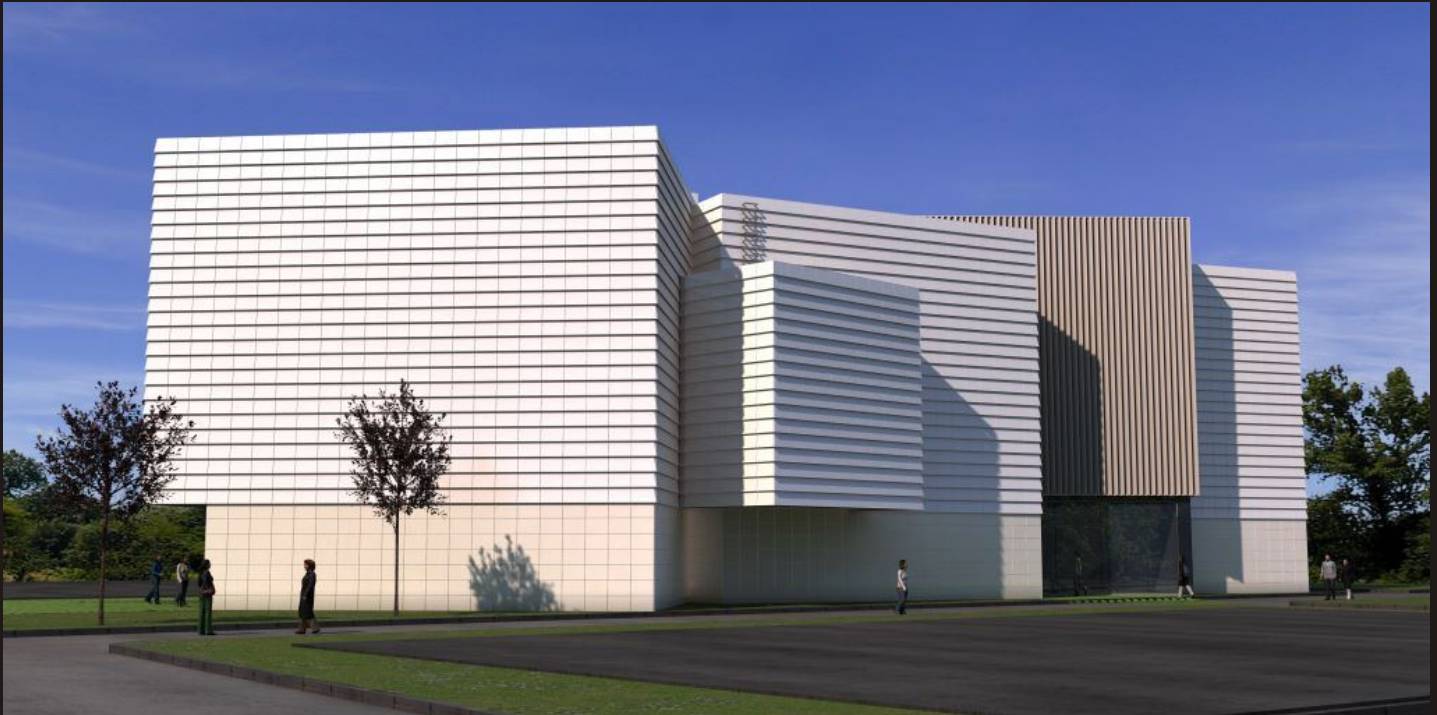


SINGULAR BUILDINGS







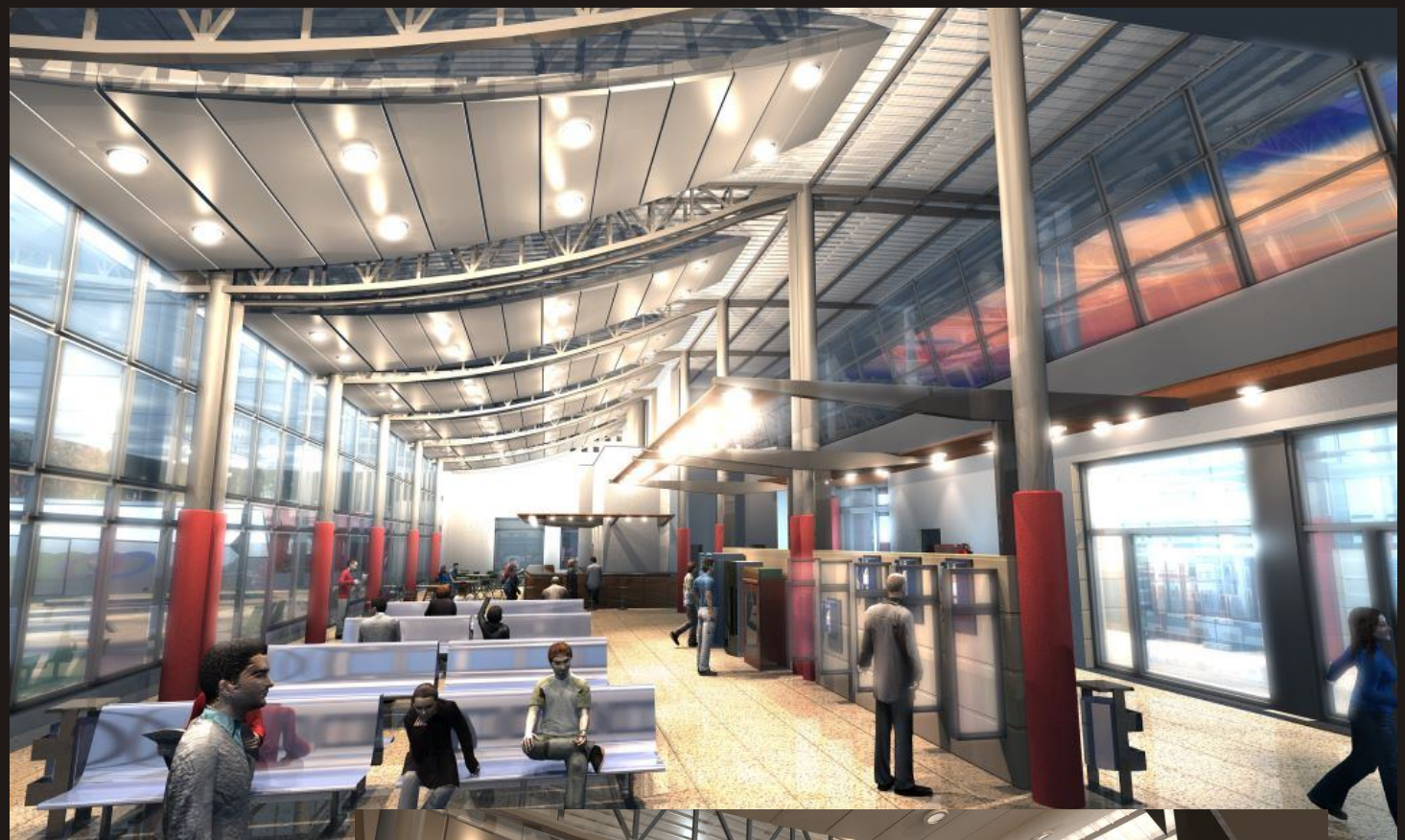


















RESIDENTIAL BUILDINGS













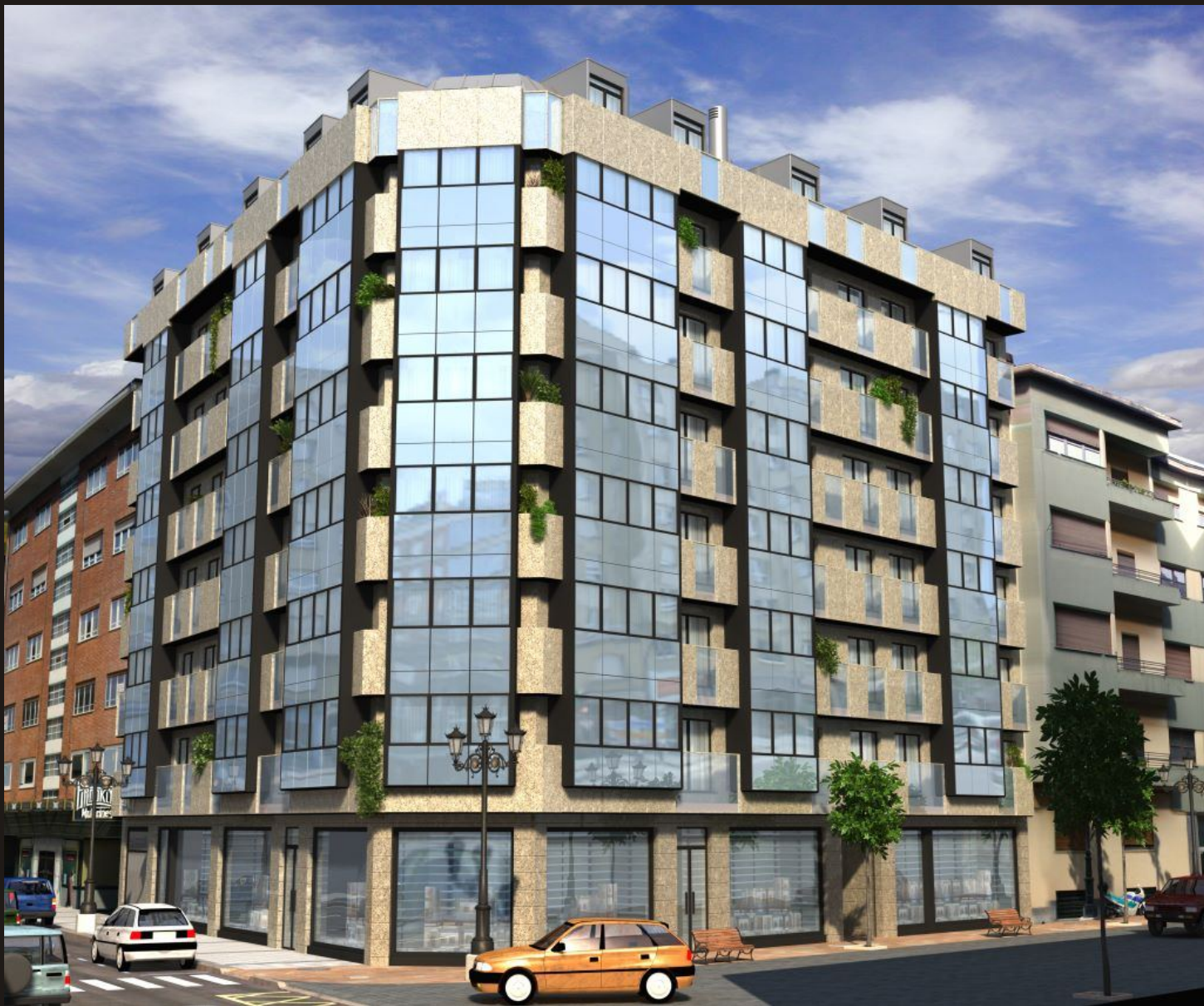
















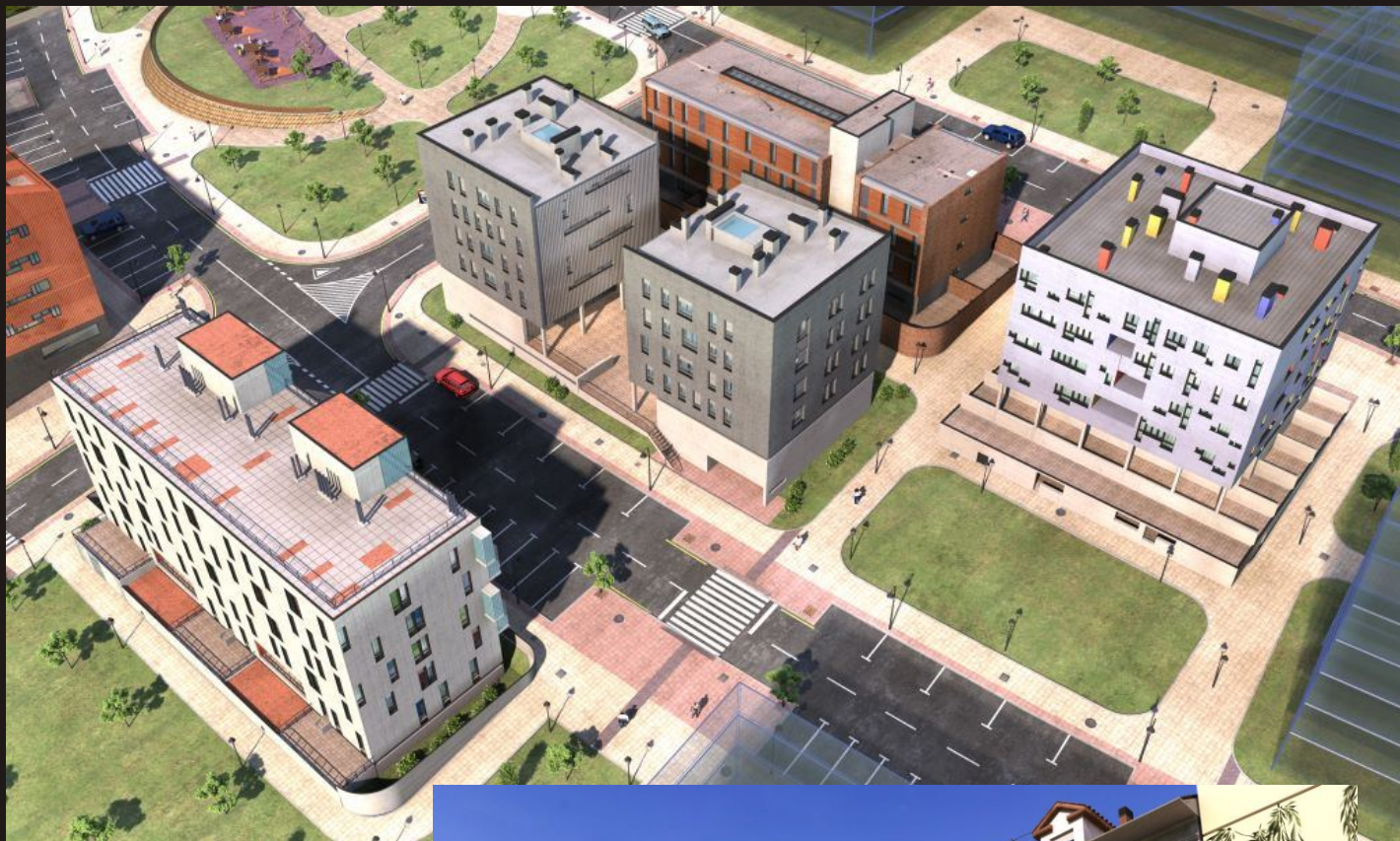




















HOUSES

VIVIENDA UNIFAMILIAR EN RIVEIRA DE ABAJO - A CORUÑA



OVIEDO - SEPTIEMBRE 2005











NIGHT VIEWS





























Software:

Hardware:

Seeking a position as architecture visualization artist.

Proven talent in 3D with 15+ years experience in all aspects of computer graphics, from artist to software developer. Highly proficient using Lightwave, Modo and XSI as 3D software, and Photoshop as 2D application. No problem to fast go into new software applications, always selftaught. Specialist in polygonal and architectural modeling, texturing, lighting and rendering. Other areas of interest are simulations, compositing and 3D tracking. Hi level of technical knowledge about computer graphics, real time and raytracing render engines, C and C++ programming, plugin and script development. Windows, Unix and OSX experience. Huge hardware background, networks, servers and render farms.

2001 2007

A lot of personal fiction projects, some of them nominated in hi end forums like CGTalk, or published in magazines and books like all editions of Expose. Background plugin, scripts and shader programming, like scene editors and special projection rendering engine for Lightwave, architectural tools scripts for Modo or custom real units texturing shaders for Mental Ray in XSI.

Architecture visualization artist in a huge architect studio.
Custom software development in AutoCAD and Lightwave to optimize workflow.
Systems support, servers and render farm.

3D software developer in international software company.
Main developer of full 3D application to architecture and engineer visualization, including a polygonal modeler, scene layout, basic compositing and two render engines one Zbuffer and one Raytracer, working in C and C++ over Unix workstations from HP, Sun and SGI.
Main developer of real time visualization system for industry defense, using SGI hardware and OpenGL / Iris Performer libraries. This include visuals for a ground operations and flight simulation packages.

Digital artist in video production company
Modeling, rendering and animation of all production needs, using really old Amiga computers and software, like Deluxe Paint, Sculpt 3D or Imagine ...

Computer Science in Oviedo University from 1989 to 1991

Juan J. Gonzalez Diaz / juanio@genesisvisual.com / +34 985228635 / Oviedo . Spain

ALL PROJECTS
(C) Juan J. Gonzalez Diaz . 2007

Fiction environments visualization portfolio available. Please request it if you want.