

## JORGE RIOS

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Place of birth: **Madrid, Spain**

## WORK EXPERIENCE

**WORK AREA:** **Concept art, Computer graphics and 3D animation**

- 2005- 2007
- 3D department management  
Lunatus Production Company**
  - **Finalist international auto designing contest Michelin Challenge Design**  
Design on exhibition in the North American International Auto Show. NAIAS. Detroit, Michigan, January 9-24, 2005
- 2003-2004
- Art direction and technical advisory for 3 sports computer games**  
I dealt with the following tasks:  
-Concept design, modelling, texturing, lightning and animation of 3 sceneries (Angrilu mountain, Sella river, athletics stadium), and objects and characters within. (Maya-5)  
-Interfaces design
  - Monastery computer graphics reconstruction**  
Interior multimedia exhibition and walk through.  
San Francisco de Silos. Burgos
  - Church computer graphics reconstruction.**  
Interior multimedia exhibition and walk through  
Church of Santo Domingo. Teruel
  - Production design for vulcanology stereoscopic documentaries**  
Santa Ana Theme Park. Madeira  
**Lunatus Production Company**
- 2001-2002
- Art direction and technical advisory for stereoscopic Antarctica documentary**  
I dealt with the following tasks:  
-Concept design  
-Story Board  
-In house 3D staff supervision  
-Outsource 3D management  
-Characters design and modelling supervision  
-3D fx oversee  
**Lunatus Production Company**
- 1999-2001
- Architectural computer generated simulation**  
BSCH Business Campus. Boadilla del Monte. Madrid.  
**Telson-Daikiri Production Company**

- Animator** for the fully 3D, 28 chapter series (half an hour each) Defensor 5 (broadcasted 2001, TVE-1 TVE-2) (Maya 3)
  - Computer Generated TV sets** designer  
**Globomedia Production Company**
- 1995-99
  - Lead artist position** developing web sites, computer games and other multimedia applications for a range of companies and organizations  
Some projects I was involved in:  
Interactive CD ROM: Monasterio de El Escorial  
client : The National Heritage  
Casino Európolis computer game  
Featuring voice recognition and motion capture  
Interactive application for 3d real time car customization  
Developed as a partnership with FIAT (Italy) and VITEC (France)  
It involved real time 3D, video inside a 3D environment, and data base links technologies  
-Web sites: Nekkar, Bertola, Alison, Abelló Farmacia, Anaya Multimedia, Hiperkids, Lodisoft, Thyssen-Bornemisza Museum  
**SIP. Sistemas de Imagen y Palabra**
  - Corporate image**  
**Dare2bit!** (web based company for contents distribution)

**WORK AREA:**      **Publishing**

- 2007-Currently
  - Illustrations and computer graphics for encyclopedias**  
La Democracia; Episodios Nacionales  
**El Mundo. Unidad Editorial Publisher**
  - Cover design and interior drawings**  
-Professional Division:  
*Guía Completa de Coaching en el trabajo.* Perry Zeus-Suzanne Skiffington  
*¿Qué es Seis Sigma?* Peter S. Pande-Larry Holpp  
-Psychology/Selfhelp:  
Serie Actúa.Ten titles. Different authors  
-Health Division:  
Reproducción Humana. J. Remohi-A. Pellicer-C. Simón  
Farmacología y Terapéutica Veterinaria. L. M. Botana-F. Landoni-T. Cirugía. Durán  
Patología General. J. García Conde-J. Merino Sánchez-J. González  
**McGraw-Hill Interamericana de España Publisher**
  - 1000 colour illustrations**  
Guía de Salud Infantil (Children Health Guide)  
**Susaeta Publisher**
- 1999
  - Book translation** from English into Spanish: Digital Character Animation II. Writer: George Maestri. New Riders Publishing  
**Anaya Multimedia Publisher**

**WORK AREA:**      **Teaching**

- 2002-2003
  - Audiovisual Communication teacher**  
Three subjects. Maya practical on Silicon Graphics. 2002-2003 course.  
**Francisco de Vitoria University**

**•3D Computer Graphics teacher**

Course lectured to teachers. Maya-6 on Silicon Graphics. October 2004.

**Rey Juan Carlos University**

2001-2002

**• Concept design teacher**  
**Instituto Europeo di Design**

**EDUCATION**

1992

Bachelor's degree in Fine Art (five years)  
UNIVERSIDAD COMPLUTENSE DE MADRID

**OTHER STUDIES**

2002

Jaleo and Mistika postproduction software course (SGO) (40 hours)

1996

Technical drawing course (320 hours)

1995

Curso de Adaptación Pedagógica (C.A.P.). (Official post-graduate course to be able to teach at some levels in Spain).

1993

Professional video course: production, script, direction, camera, video technology, sound, storyboard and art direction. (1200 hours)

1991

Cartoon course. (600 hours)

1984-86

Practical courses in the Image Studio of Madrid Council, (short films 16 mm film and video)

**COMPUTER SKILLS**

**3d tools:**

Maya, 3D Studio Max (initial versions)

**2d tools:**

Adobe Photoshop, Illustrator

**LANGUAGES**

Spanish  
English

Native tongue  
Fluent

**FINE ART**

**PRIZES**

1996

III Premio de pintura de Pozuelo

1996

XI Bienal internacional del deporte en las Bellas Artes

1995

II Premio de pintura de Pozuelo

1995

XIII Concurso Blanco y Negro

1994

Concurso de escultura del Colegio de Ingenieros de Caminos

1994

Concurso de pintura de la Fundación Amigos de Madrid

1992

Concurso de pintura del Colegio de Ingenieros de Caminos de Madrid

**EXHIBITIONS**

1996

Museo Español de Arte Contemporáneo

1995

Foro cívico cultural de Pozuelo

1995

Casa de Vacas de El Retiro

1994

Sala Almagro

1994

Sala Príncipe de Asturias

1993

Sala Mejía Lequerica

1992

Sala Almagro