



# RAFAEL SANTANA

CHARACTER MODELER

## ABOUT ME

3D artist specialized in organic, polygonal modeling, and digital sculpting. I have a strong knowledge of human anatomy as well as in human skeletal system.

## MAIN SKILLS

Character Development  
Human Anatomy  
Traditional Art  
Digital Sculpting  
Polygonal Modeling (hard edge)  
Organic Modeling  
Digital Painting

## MAIN SOFTWARES



## CONTACTS

Website: [www.rafaelapache.com](http://www.rafaelapache.com)

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## PROFESSIONAL EXPERIENCE

### 3D Designer

Onze Marketing and Communication | from 2019-Present

### Digital Illustrator

Rpm Produtora | From 2002 to 2003

### 3D Modeler

3+ Design | From 2006 to 2008

### 3D Modeler

Criaccittá Marketing Cenográfico | From 2008 to 2013

### 3D Modeler

XYZ | 2013

### 3D Modeler

.ART | 2013

### 3D Designer & Studio Coordinator

P&G Cenografia | from 2013 to 2017

### 3D Designer

GTM | From 2017 to 2019

### Freelancer Illustrator (Comic Con Experience 2019)

AMC | 2019



## COURSES AND CERTIFICATES

### Female Anatomy for Artists

Udemy | October 2020

### Osteology Study

Alura Online Courses | October 2020

### Fenix Project

Rick Fernandes Studio | September 2020

### Zbrush: Blocking the Model

Alura Online Courses | August 2020

### 3D Lighting: Theory and Practice

Udemy | August 2020

### Substance Painter

Alura Online Courses | August 2020

### Unreal Engine

Alura Online Courses | August 2020

### Character Creation For Games Vol.1: Sculpting in Zbrush

Udemy | August 2020

### Entrepreneurship - Real Life Cases Study | Brazil and Abroad

Unincor | September 2018



## CERTIFICATES

### Matte Paintings Using Photoshop

Udemy | September 2018

### Workshop of Character Production With Danilo Athayde

Meliés University | August 2015

### Masterclass: Nude Photoshoot With J. R. Duran

EduK | September 2015

### Workshop of Character Production With Rafael Grasseti

Meliés University | July 2011

### The Union - First Edition

Promoted by Saga School of Art, Game and Animation & Gnomon School of Visual Effects | March 2011

### 3D Studio Max Mod. I

Impacta Tecnologia | September 2002

### 3D Studio Max Mod. II

Impacta Tecnologia | September 2004



## GRADUATION

### Fundamental School

Liceu Carvalho Pinto | From 1988 to 1996

### Technical College - Publicity & Advetising

Colégio Comercial Álvares Penteadado | From 1996 to 1998

### Bachelor Degree in Social Communication with Emphasis on Marketing & Advertising

Faculdade de Ciências Econômicas de São Paulo | From 1998 to 2002

### Bachelor Degree in Architecture & Urbanism

Universidade Vale do Rio Verde | From 2016 (still coursing)



## PORTFLIO

