SEBASTIAN LUEDKE

Senior 3D Artist (Film, Games & Advertising) | Set & Asset Supervisor | Creative Advisor | Pipeline Tools

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SUMMARY

Senior 3D artist with 17+ years in feature films, games, advertising and VR. I build environments and assets from concept to final look development, stylized or photorealistic, and I have supervised set and asset teams on projects of every size.

I also write pipeline tools for Maya and desktop apps that take repetitive work off production teams. I use AI where it really saves time: concept variations, previs and production painting. The final asset is always made by hand.

What I care about: consistent quality across the whole project, and clear, honest communication with directors, leads and clients.

Experience

Senior 3D Artist (2026)
The M.A.R.K.13 Group, environment & asset modeling for feature films

Pipeline Tools for Maya & Desktop Apps (2026)
Own tools for production teams (sebastianluedke.com)

Senior Set Design & 3D Artist (2025)
DAYWALKER Studios, Feature film

Lecturer for 3D Modeling & Mentoring (part-time) (2025)
Cologne Games Lab/IFS

Creative Advisor for AI (part-time) (2024/25)
Vyro LLC

Senior Modeling & Texturing Artist (2024)
ZORNSHOT, "Bottega Veneta" ad campaign

Production Designer (2024)
Studio Isar Animation, Feature film "Arnie & Barney"

Artistic & Technical Skills

- Look Development & Concept Art
- 3D Modeling (High, Medium & Low Poly; Hard Surface & Organic)
- Digital Sculpting
- Texturing & Shading
- UV Mapping
- Production Painting
- Stylized & Photorealistic Design
- Quality Control for Assets & Environments
- Pipeline Tools for Maya

Software Proficiency

- Maya
- Unreal Engine 4 & 5
- Arnold
- Substance Painter
- ZBrush
- Photoshop
- Affinity Designer / Affinity Photo
- Flow (ShotGrid)

Creative Advisor for AI (part-time) (2024)
Alpaca

Texturing & Look Dev Artist (Environments) (2023/24)
Traumhaus Studios GmbH, Feature film "Tafiti"

Senior 3D Artist for Environments & Assets (2023)
Akkord Film Produktion GmbH, Feature film "The Super Elfkins"

Set & Asset Artist Supervisor (2021-23)
DGC AG, VR experience "Project Avalon"

Senior Modeling Artist (2021)
Studio Isar Animation, Feature film "Giants of La Mancha"

Lecturer for Texturing & Shading (2018-2021)
Cologne Games Lab/IFS

Senior Modeling & Texturing Artist (2021)
Studio Isar Animation
Feature film "Mia and Me: The Hero of Centopia"

Senior Modeling & Texturing Artist (2020)
SERU, Feature film "Rabbit School: The Egg Heist"

Senior Concept Artist (2020)
Studio Isar Animation
Feature film "Mia and Me: The Hero of Centopia"

Senior Digital Artist (2020)
Squeakosaurus, content creation

Senior Modeling & Texturing Artist (2020)
INFECTED, "Globetrotter VR: The Virtual Reality Adventure"

Senior Modeling & Texturing Artist (2019)
bEpic, "LBS" ad campaign

Senior Modeling & Texturing Artist (2018/19)
MARK13 Studios
Feature film "The Ogglies"

Senior Digital Artist (2017/18)
DAYWALKER Studios
Feature film "Latte & the Magic Waterstone"

Senior Modeling & Texturing Artist (2017)
LAVAlabs
"Boxa Grippal" ad campaign

Senior Modeling & Texturing Artist (2017)
Squeakosaurus
Character look development for a logo animation

Senior Environment Artist (2016/17)
MARK13 Studios
Feature film "Maya the Bee: The Honey Games"

AI & Workflow

- AI-Assisted Concept Art, Previsualization & Production Painting
- 3D AI Asset Generation with Trellis 3D & Hunyuan3D
- Midjourney & Stable Diffusion for Concepts and Textures

Supervision & Collaboration

- Team Supervision & Mentoring
- Clear Feedback Loops with Directors & Leads
- Remote Work (8+ years)

Languages

- **German** (native)
- **English** (professional proficiency)
- **Spanish** (elementary proficiency)

Education

- **Vancouver Film School (2008/9)**
  Diploma with Honors, Canada
- **Gnomon School of Visual Effects (2010)**
  Texturing (online)
- **Ruhr Akademie Schwerte (2006)**
  Modeling, Texturing, Animation, Art Photography, Film

Lead CG Artist (2015/16)
LAVAlabs
Feature film “Pettersson und Findus 2”

Lead Lighting Artist (2014/15)
LAVAlabs
Feature film “Mullewapp 2: Eine schöne Schweinerei”

Look Dev / Lighting / Texturing Artist (2014)
MotionWorks/Studio352
Feature film “Mullewapp 2: Eine schöne Schweinerei”

Lighting Artist (2012/13)
Ambient Entertainment
Feature film “Tarzan”

Lead Character Modeling, Texturing & Look Dev Artist (2010/12)
Ánima Estudios (MEX), Feature film “Guardians of Oz”

Texturing Artist (2011/12)
M.A.R.K.13
Feature film “Ritter Rost”

Lighting Artist (2011)
CAOZ.ltd (ISL), Feature film “Legends of Valhalla: Thor”

Modeling & Texturing Artist (2011)
U.P.P. (CZE), Feature film “Red Tails”

Lead Modeling Artist (2009/11)
Lo Coloco Films (MEX), Feature film “Ana y Bruno”