

SEBASTIAN LUEDKE

Senior 3D Artist & Supervisor | Environments, Assets,
Texturing | Maya, Substance, Unreal, AI | Film, Games

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SUMMARY

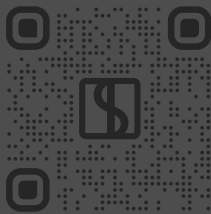
With over 17 years of experience, I specialize in creating high-quality environments and assets for children's and CGI films, realistic advertising, and game productions. My approach combines hands-on artistry with a keen eye for quality assurance—ensuring every asset and environment matches the project's unique visual style and maintains consistency from start to finish.

I'm passionate about leading creative teams and love finding the sweet spot where artistic vision meets technical innovation. Recently, I've been integrating AI tools for concept art, previsualization, and production painting, making the creative process faster and more flexible for my teams and clients.

Whether I'm supervising the look of a feature film or building assets for a game world, I always aim for results that are visually compelling and true to the project's vision.

Experience

Senior Set Design & 3D Artist DAYWALKER Studios – feat. Film	(2025)
Lecturer – 3D Modeling & Mentoring (part- time) Cologne Games Lab/IFS	(2025)
Creative Advisor – A.I. (part- time) Vyro LLC	(2025)
Senior Set Design & 3D Artist Studio Isar Animation – feat. Film “Arnie & Barney”	(2024)
Creative Advisor – A.I. (part- time) Alpaca	(2024)
Supervisor Environments & Assets Traumhaus Studios GmbH – feat. Film, Tafari	(2024)
Supervisor – Environments & Assets Akkord Film Produktion GmbH – feat. Film, The Elfkens 2	(2023)
Supervisor – Environments & Assets DGC AG – Virtual reality Experience, Project “Avalon”	(2022/23)



www.sebastianluedke.com

Artistic & Technical Skills

- Look Development & Concept Art
- 3D Modeling (High, Medium & Low Poly; Hard Surface & Organic)
- Digital Sculpting
- Texturing & Shading
- UV Mapping & Workflow Optimization
- Production Painting
- Stylized & Photorealistic Design
- Quality Assurance for Asset & Environment Consistency
- Pipeline & Workflow Optimization

Software Proficiency

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

Senior Modeling Artist Studio Isar Animation - feat. Film, "Giants of La Mancha"	(2021)
Lecturer - Texturing & Shading 2021) Cologne Games Lab/IFS	(2018-
Senior Modeling, Texturing Artist Studio Isar Animation feat. Film, "Mia and Me - The Hero of Centopia"	(2021)
Senior Modeling & Texturing Artist SERU - feat. Film, "Die Hässchenschule - Der große Eierklau"	(2020)
Senior Concept Artist Studio Isar Animation feat. film, "Mia and Me - The Hero of Centopia"	(2020)
Senior Digital Artist Squeakosauraus - Content creation	(2020)
Senior Modeling, Texturing Artist INFECTED - "Globetrotter VR: The Virtual Reality Adventure"	(2020)
Senior Modeling, Texturing Artist bEpic "LBS" advertisement project	(2019)
Senior Modeling, Texturing Artist MARK13 Studios feat. film „The Oggles“	(2018/19)
Senior Digital Artist DAYWALKER Studios feat. film "Latte & the Magic Waterstone"	(2017/18)
Senior Modeling, Texturing Artist LAVAlabs "Boxa Grippal" advertisement project	(2017)
Senior Modeling, Texturing Artist Squeakosaurus „Character look development for a logo animation“	(2017)
Senior Environment Artist MARK13 Studios feat. Film, „Maya the Bee: The Honey Games“	(2016/17)
Lead Lighting Artist LAVAlabs feat. Film, "Pettersson und Findus 2"	(2015/16)
Lead Lighting Artist LAVAlabs feat. Film, „Mullewapp 2 – Eine schöne Schweinerei“	(2014/15)
Look Development, Environment Supervisor MotionWorks/Studio352 feat. Film, „Mullewapp 2 – Eine schöne Schweinerei“	(2014)

AI & Workflow

- AI-Assisted Concept Art, Previsualization & Production Painting
- 3D AI Asset Generation with Trellis 3D & High3DGen
- Integration of AI Tools (Midjourney, Stable Diffusion) for Creative Acceleration and 3D Model Creation

Supervision & Collaboration

- Team Supervision & Mentoring
- Cross-Disciplinary Communication
- Creative Problem Solving
- Remote Collaboration (8+ years experience)

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 – Remote
- **Ruhr Akademie Schwerte (2006)**
Modeling, Texturing, Animation, Art Photography, Film

Lighting Artist Ambient Entertainment feat. Film, "Tarzan"	(2012/13)
Lighting, Shading, Rendering Artist M.A.R.K.13 feat. Film, "Ritter Rost"	(2011/12)
Lighting Artist CAOZ.ltd (ISL) - feat. Film, "Thor – Legends of the Valhalla"	(2011)
Modeling and Texture Artist U.P.P. (CZE) – feat. Film, "Red Tails"	(2011)
Env. Supervisor, Lead Model & Texture Artist Lo Coloco Films (MEX) - feat. film, "Ana y Bruno"	(2009/11)