

# NICK BARTOLETTI



**PORTFOLIO:** I have been a 3D generalist at Wizards of the Coast, a subsidiary of Hasbro since 2007. Over that time I've utilized many aspects of 3D and 2D design for physical and digital products. Outside of work I keep busy with multimedia art installations and various collaborations. My approach to art and design is to learn as many disciplines as possible because I believe they all feed into each other in conscious and sub-conscious ways. That has manifested in my life by taking learnings from my personal projects and applying them to my professional work and vice versa. Recently I have been heavily focused on learning the Unity game engine. AR/VR has been my focus and I believe there are new ways to take advantage of real-time technology that are yet to be explored.

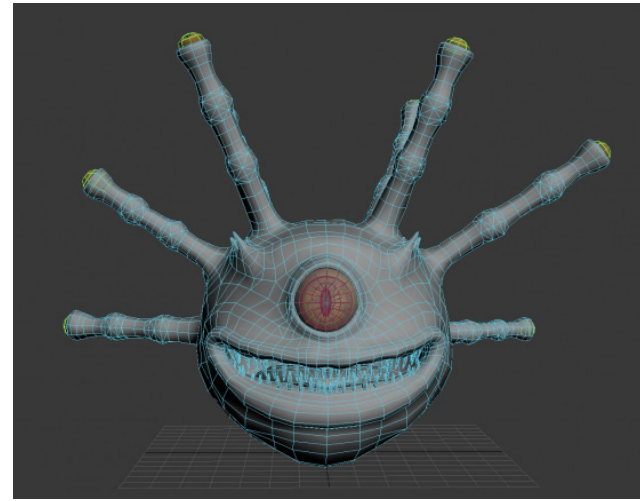
# AR: Xanathar's Guide to Everything



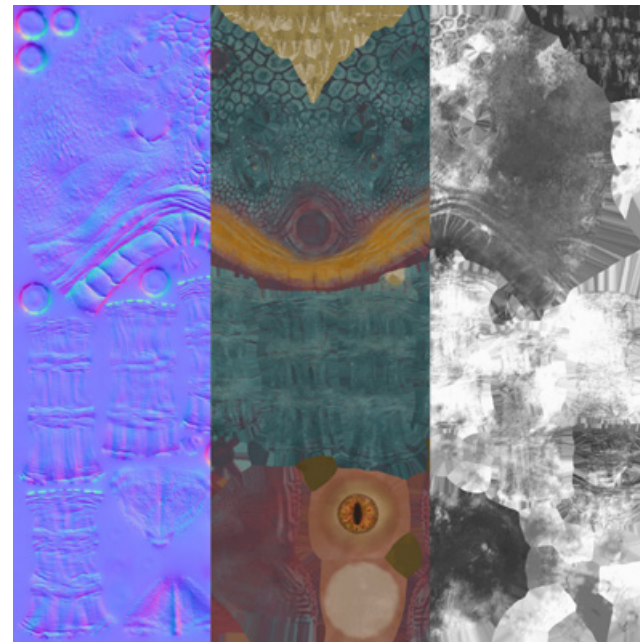
**2018:** Modeled, textured, and rigged character model. I also set up the AR integration in Unity with Vuforia. The book is the target and all of his eyes follow you as you rotate the book. Beauty shot lit and rendered in Unity. AR experience created for iOS.



Character fully modeled, textured, and rigged in 2 weeks. AR implementation took 2 days which includes idle animation, eyeball tracking, and lighting



Modeled and rigged in 3DS Max.



Sculpting and materials done in Zbrush and Substance Painter.

# Magic: The Gathering



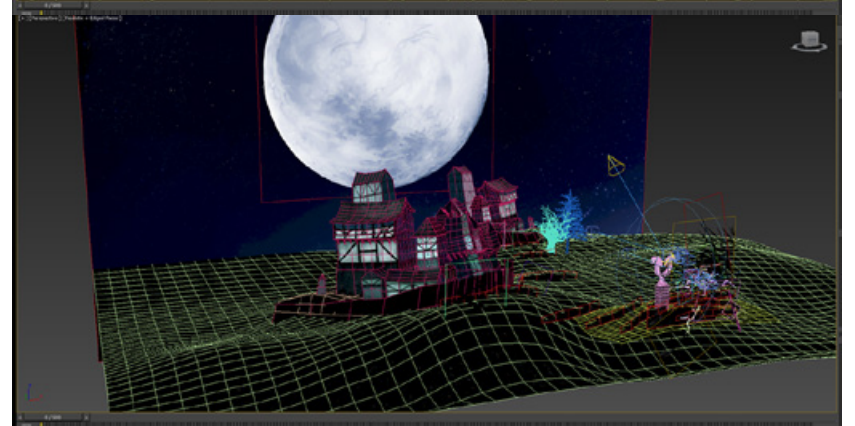
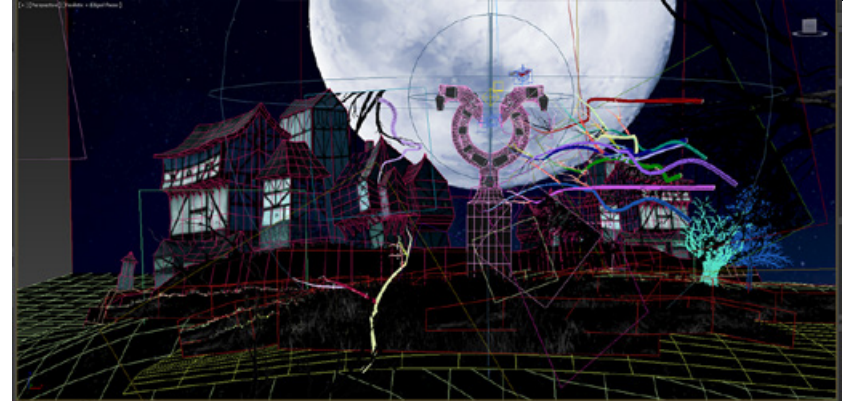
**2018:** Starting with 2D Magic card illustrations, we projected the paintings on to 3D geometry. This combined with VFX/compositing techniques allowed us to move a camera through a 2D image to tell a story. I took some of these animations and made AR prototypes where the animated art would be super-imposed on the card.



Source card art.



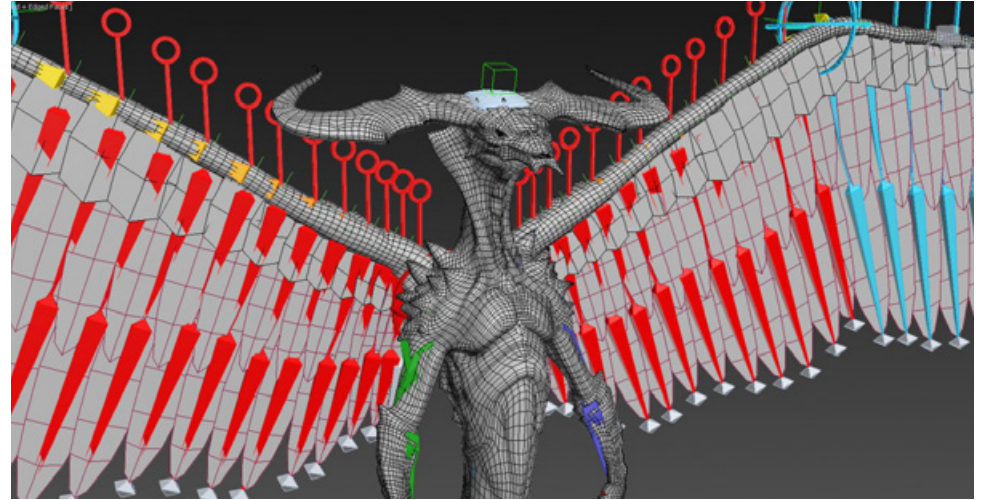
Modeled, textured, rigged, animated, and composited the zombies.



VFX/3D art lead for teaser trailer.



Emrakul character model



Character rigging

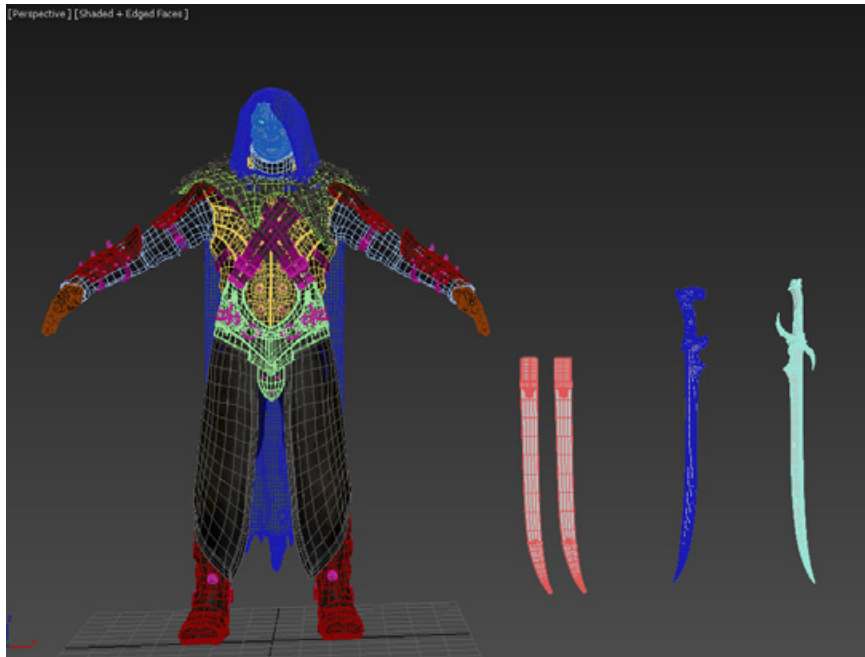


Product unboxing video. I created a 1 minute animation of this product showing of the contents. There is an iridescent foil on the cards that I had to re-create by making my own shader in V-Ray.

# Dungeons & Dragons Cinematics



**2013-2015:** Lead character and prop creation. Worked closely with external animation studio to meet technical and visual standards.

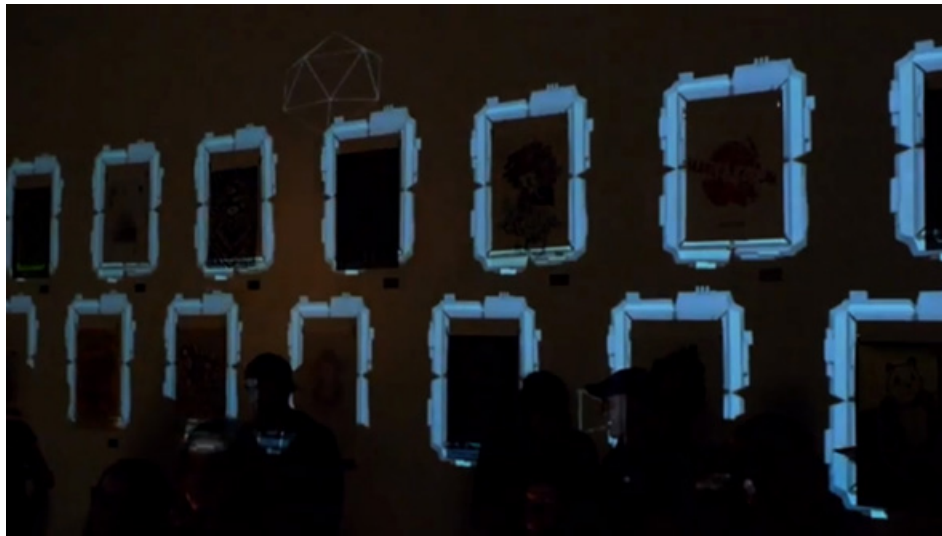




# Kinect/Projection Map Installation



**2013:** I lead a team of designers, a video artist, and a programmer to create an experience for the 10th anniversary of Decibel Festival. The basis was a poster show for the headlining acts. I developed 3D animated poster frames that were projection mapped on each poster. I also helped develop a custom skeleton tracking environment that was projected on the wall using Unity and Microsoft Kinect.



Visual Artists:

Kinect: Ben Van Citters, Nick Bartoletti

Projection Mapped Frames: Patrick Richardson Wright, Nick Bartoletti

3D Animated Window Projections: Chris Blohm, Glenn Newcomer, Nick Bartoletti

# Installation, Ghost Gallery



**2015:** “The Aggressive Peacock” is a piece I created for a group show. Called Mosquito Noise, the show explored the interference and influence of technology through new media, installation, digital renderings and painting. I created a 3D model that was rendered to a 2D image, printed in metal as a 3D sculpture, and created a video piece that captured 4D.



Concept sketch



# Sculptural Design

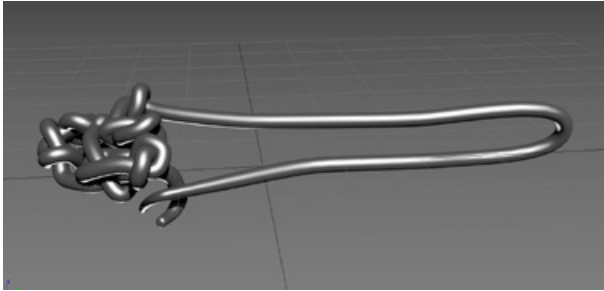


Trophy design I conceived and sculpted. Each spire had textural elements that represented the 5 factions in the Kaijudo world. I sculpted the trophy in Zbrush which was then handed off to a studio to manufacture the physical version. The trophy was used as the prizes for a Kaijudo trading card game tournament.

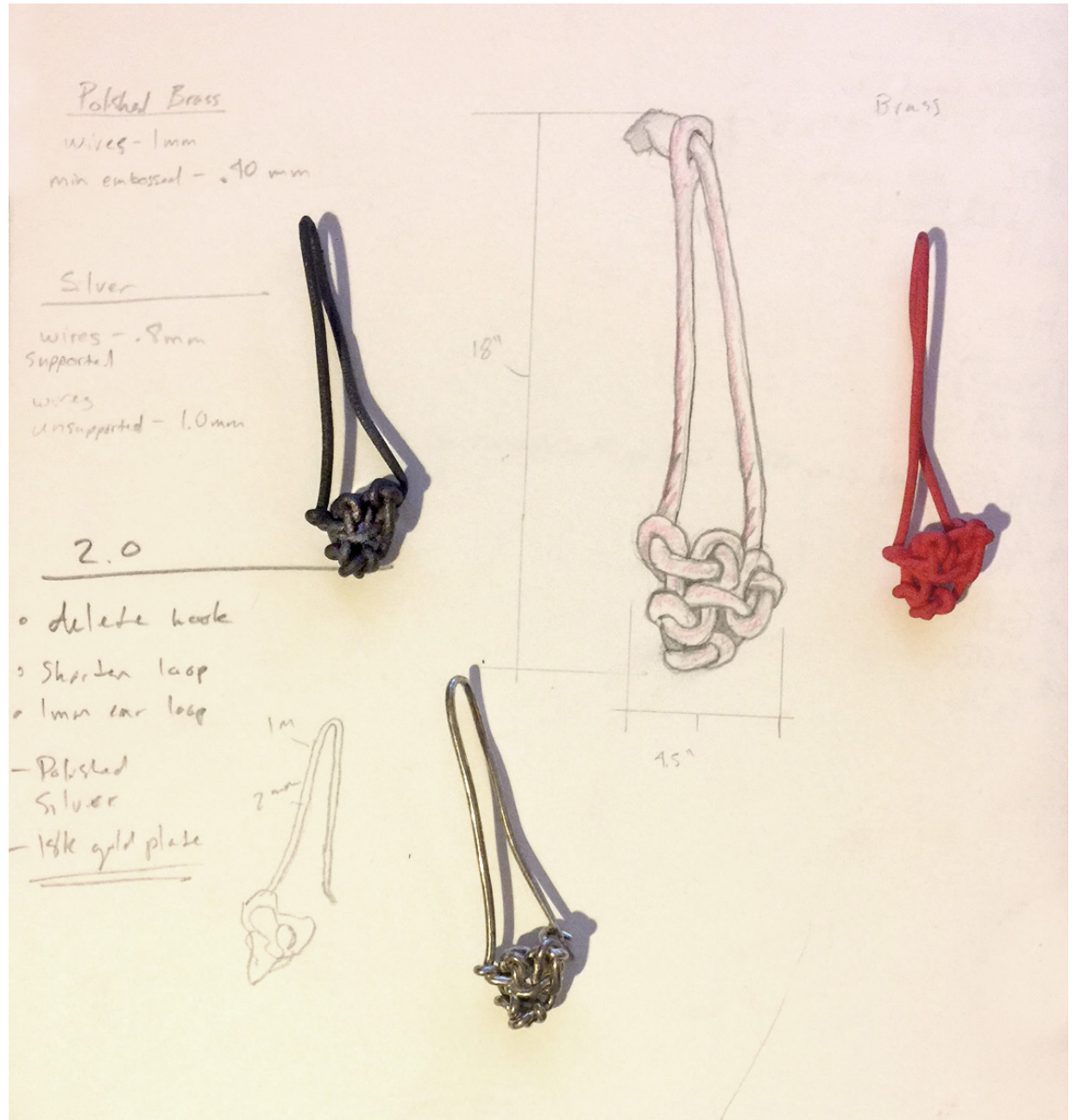
# 3D Printing



**2015:** Collaboration with Seattle based jewelry designer Rachel Ravitch. I worked with her to adapt one of her designs that would lend itself to 3D printing. A necklace with a complex knot was recreated by me by hand using a 3D spline in 3DS Max.



Original necklace by Rachel Ravitch.



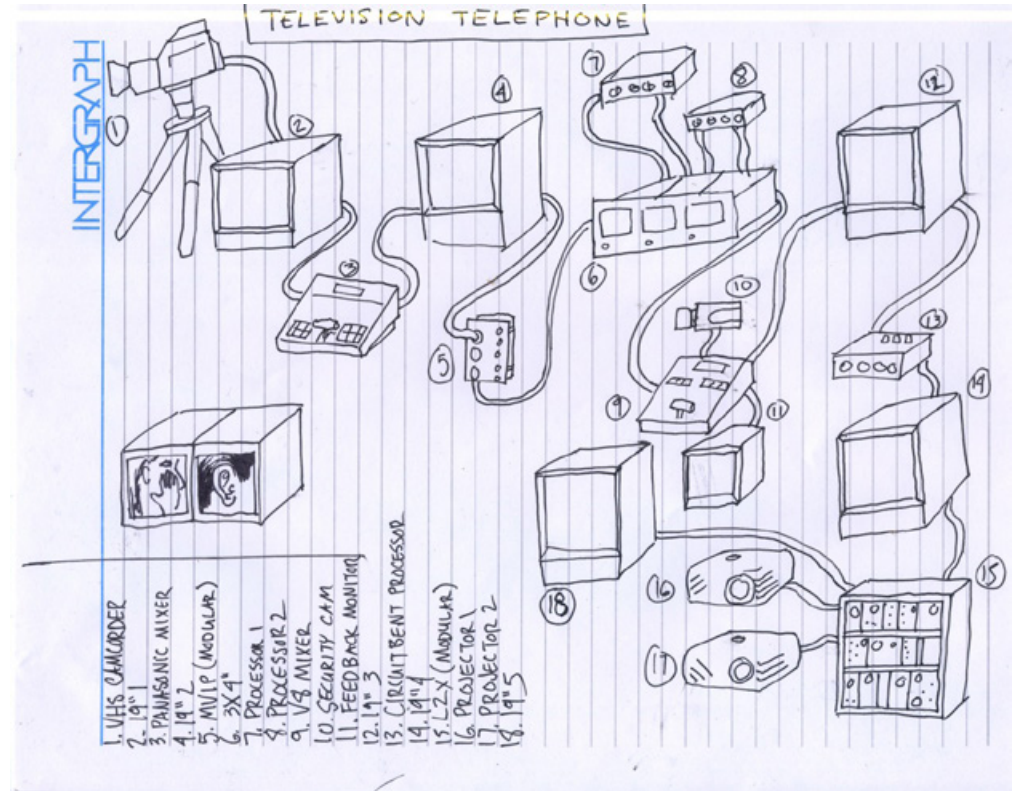
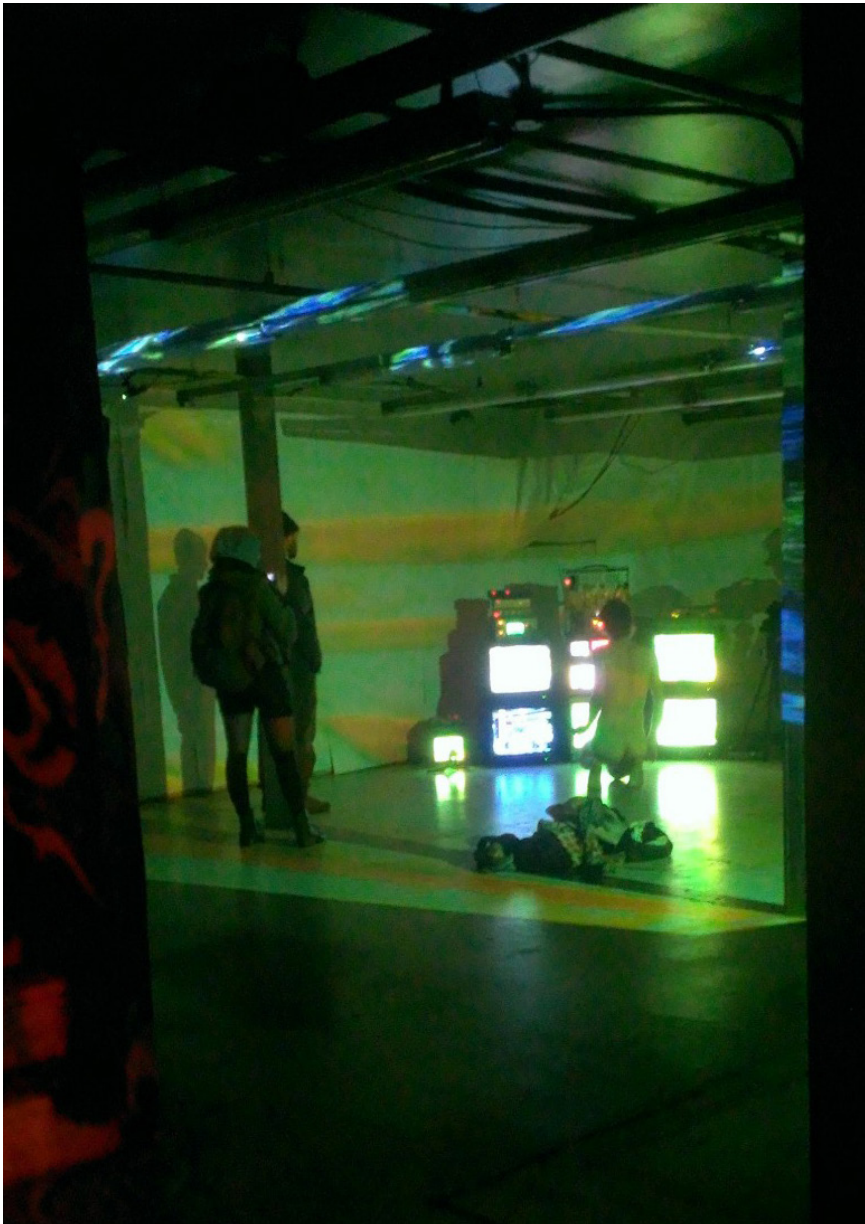
Concept sketch, dimension block out, and various notes. 3D prints in sterling silver, steel, and red flex plastic.

# Television Telephone: Video Installation



**2013:** Interactive video installation created for Onn/Of light festival in the vacated Mercedes-Benz building in Capitol Hill, Seattle. My installation took the concept of the game of telephone and translated it to video. It started with a raw camera feed that passed through a new effect between each monitor, the video signal got more and more distorted as the chain when on.

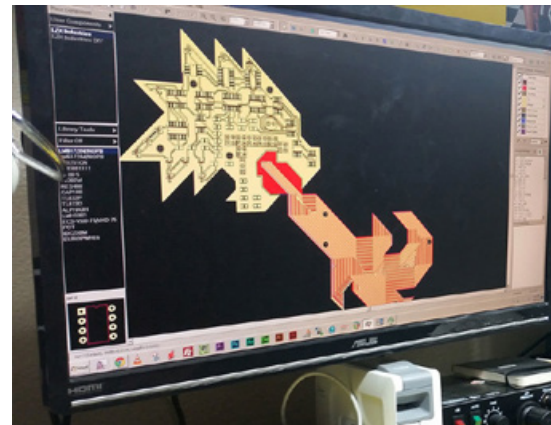
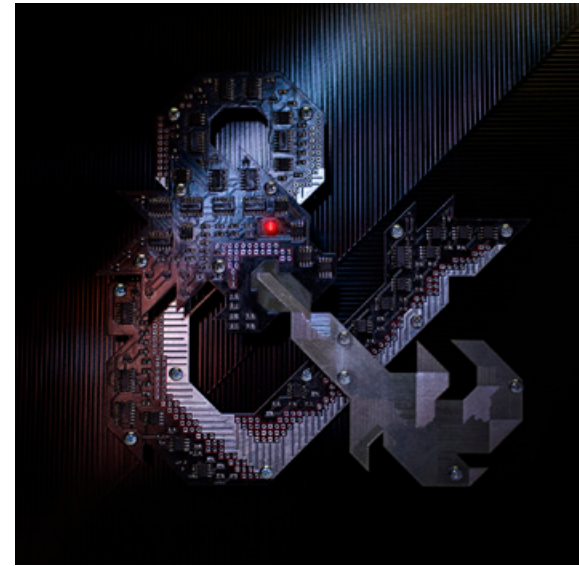
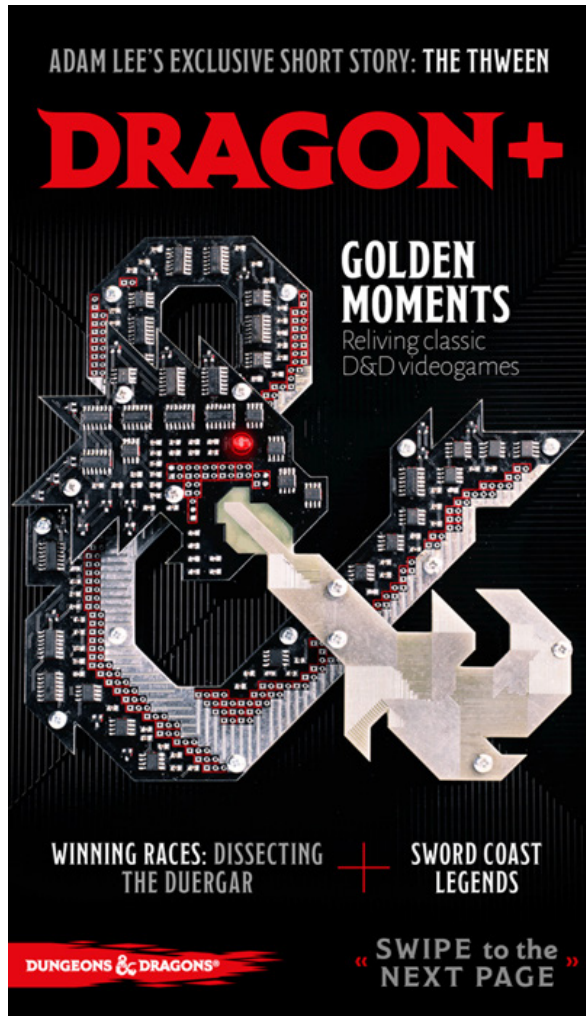




Schematic notes.

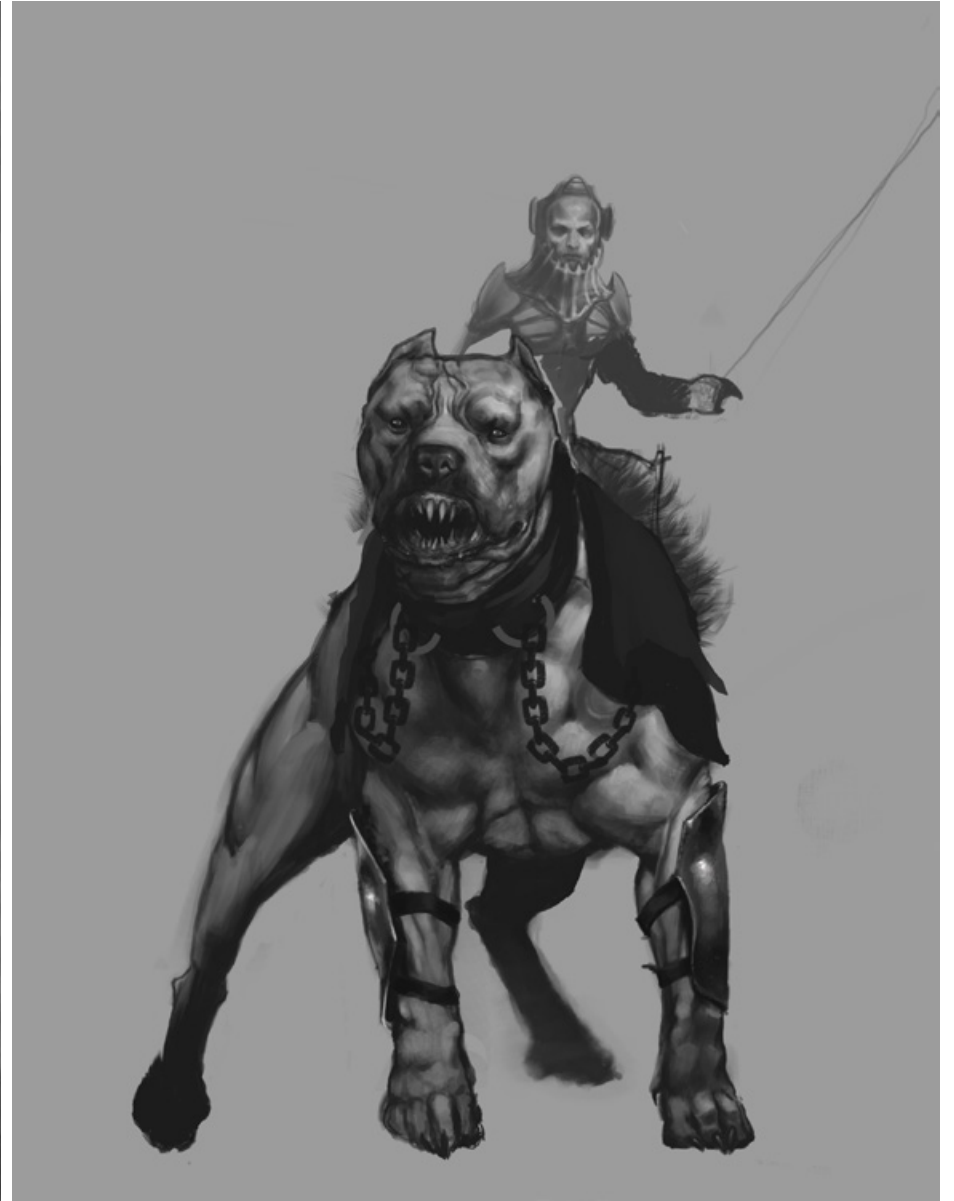
The stranger was not part of the performance, but I took it as a compliment.

# Dragon+ Magazine Cover

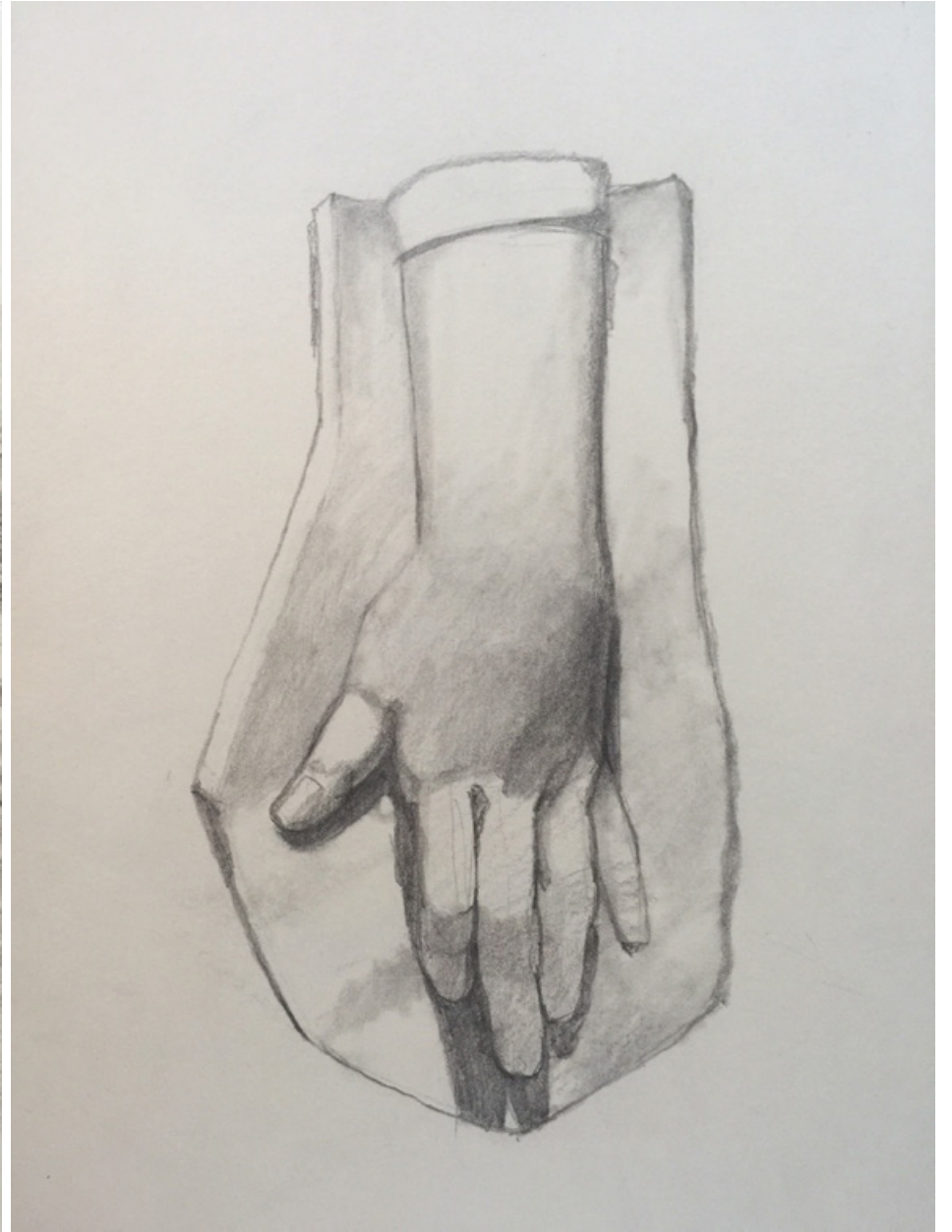
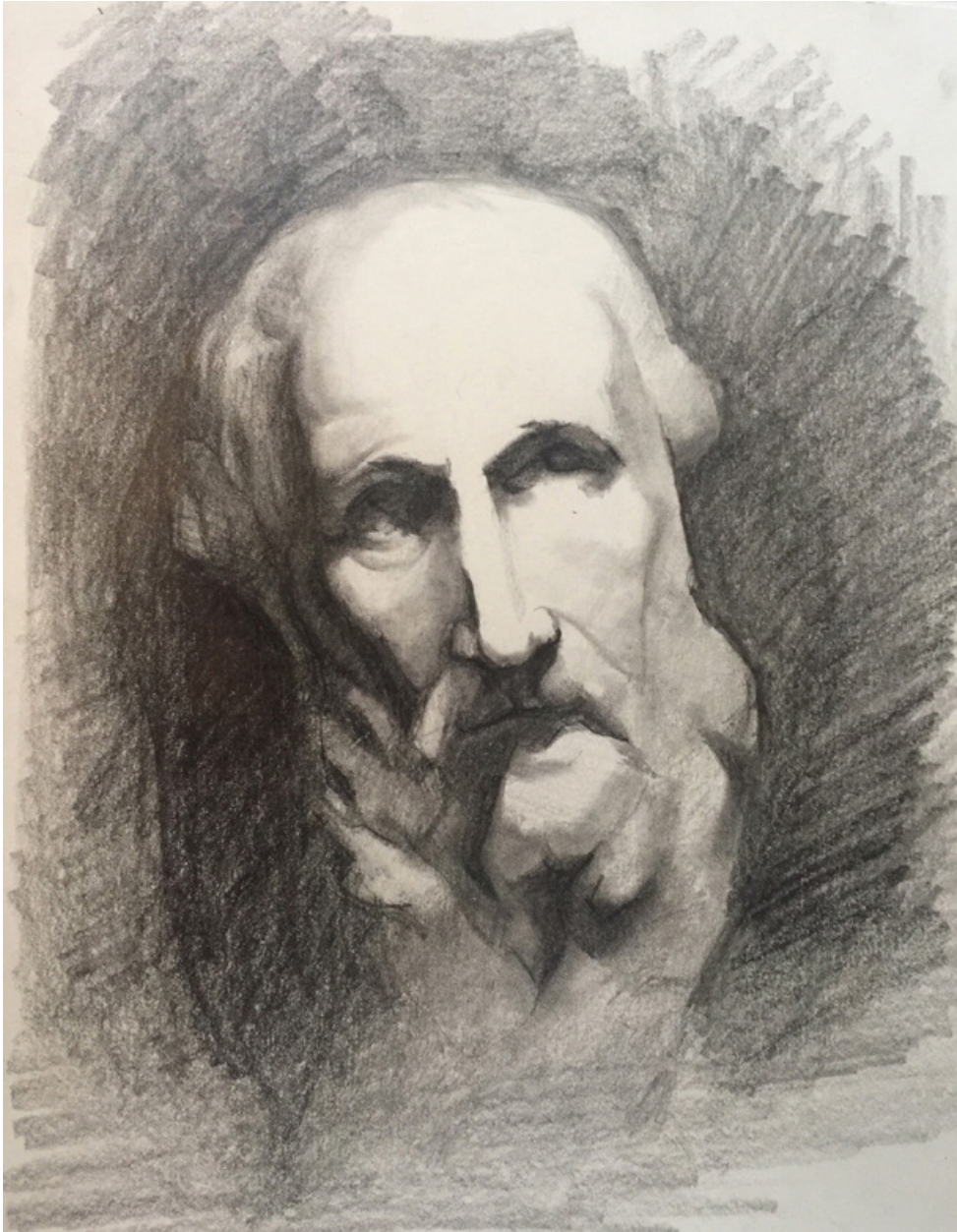


**2016:** Custom printed circuit board I conceived and commissioned for Dungeons & Dragons: Dragon+ e-magazine. The goal was to represent a modern digital frontier in D&D. Rather than using the nostalgic green and copper circuitry, I opted for more contemporary components and execution. The circuit was designed and created by Lars Larsen of LZX Industries. The LED in the eye has a dial to adjust the brightness.

# Sketch Book



# Sketch Book



# THANK YOU

## CONTACT

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