

KRYSTAL SAE EUA

LEAD CHARACTER/CREATURE ARTIST

CONCEPT ART AWARDS

JURADO 2019

Krystal has worked in the VFX industry for over 10 years. Her modeling, texturing and visual effects work can be seen in a broad range of blockbuster projects, including feature films, commercials, game cinematics and theme park experiences. Trained as a 3D generalist and a graduate of Gnomon School, she now focuses her talents on character/creature modeling and texturing. She has contributed to many projects including Avatar, The Avengers, 2012, Fast and Furious 6, the Shadow of the Tomb Raider cinematic trailer, the Destiny 2 Forsaken cinematics and Netflix's "Love Death + Robots" animation anthology. Krystal currently works for Weta Digital as a Senior Character/Creature Modeler.

Krystal has taught character art at Gnomon School, Artstation, has 2 Gnomon Workshop titles, and is a speaker at many events including the ZBrush Summit, CG Futures and is a judge for Artstation community challenges.







