

Deborah L. Wright

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[Http://www.deborahwright.art](http://www.deborahwright.art)

3D Modeler/Traditional Sculptor/Designer, equipped to speak in the boardroom and with trades on the build floor. Mentors creative production, fostering ease and flow throughout the life of the project while keeping end user experience in focus.

PROFILE SUMMARY

- Well rounded visual designer, 3D Modeler and sculptor
- Sets clear priorities when establishing workflow and purpose as project manager
- Prioritizes efficiently, allocating time and resources effectively
- Builds and maintains fruitful relationships
- Confident project lead, keeping stakeholders informed and team on task
- Mentors with progressive vision, incorporating industry best practices and developed technique to guarantee success
- Practiced project management experience in the manufacturing setting
- Clear, effective communicator, specializing in bringing products to life through appropriate workflow
- Operates with a mindset of inclusion and teamwork
- Practiced in developing and executing successful project plans

SKILLS

3D DESIGN TOOLS:

- Powerful ZBrush modeler applied to design, 3D printing and concepting
- Photoshop in production of UVs, generated through the ZBrush application
- Experience in Substance Painter, Marmoset Toolbag 3 and Marvelous Designer
- Acquainted with Unreal /Unity

3D MODELING/SCULPTING:

- Employs digital apps such as ZBrush, ZBrush iPad, Marvelous Designer and Substance Painter
- Delivers quality products, on time, while meeting strict standards and budgetary priorities
- Collaborates with digital product development teams effectively, providing the best possible digital files for 3D printing
- Expert in character rendering and modeling with traditional mediums, as well as modern products such as foam and plastics.

SCULPTING/SHOP FABRICATION:

- Mastery in Chivant, water clay, Sculpey, wax, foam, clay, wood, metal and plastics.
- Competent operating and maintaining shop tools.
- Highly developed spatial perception, hand/eye coordination and dexterity
- Reads plans/drawings

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EXPERIENCE

Sculptor/Project management

Greneker Bauchet: Los Angeles Ca
1997-2001

Primary responsibilities included, but not limited to, sculpting, modeling, armature construction, design, casting, molding and project management. Worked in WED clay, Chivant clay or foam to meet the design specs for each individual project. Contributing member of the design team.

Sculptor/Model Maker

Disneyland Entertainment, Anaheim Ca
2003-Present

On-going contract work with Scott Schafer, Brad Kay and the on-site team at Disneyland, California. Primary responsibilities include but have not been limited to digital modeling, maquette and model-making for stage shows and parade floats found in Disneyland, Ca. Disneyland, Tokyo and Disneyland, Paris. Created to scale models utilizing ZBrush and traditional skills in foam, Chivant, Sculpey, balsa and foam core to create working maquettes for parade floats and stage shows. 3D assets developed for concepting and practical application via the use of Zbrush to provide files for 3D printing/5 axis cnc routing.

3D MODELING AND DIGITAL DESIGN

TIFFANY AND CO FOUR SEASONS HOTEL JEWEL (KILCHER) ADVANCED 3D Epic Systems TIFFANY AND Co. UNIVERSAL ORLANDO Spirit Halloween Apple. Commercial prop Lady Gaga K9 Digital BUDWEISER DISNEY+ DISNEYLAND, PARIS DISNEYLAND, ANAHEIM	Design, concepting & Models for the Spring '26 Line Fine Art Sculpture for water feature _NDAs in place Fine Art Piece: Concept Dev/Modeling/Print Files Custom Prosthetic LimbDesign/Modeling/UVs Terrain Concept and Design Modeling and Print Files Wizards World Dev, modeling and print files Product Development THERE YOU HAVE IT 3D 2022 World Tour Props Concept Ideation Televised and Print Campaign Designed Earth to Ned Stage props Live Action Stage Show Props 50th Anniversary Parade show	JET SETS/MATTHEW POMMERANTZ A GRANT/ NASSAL NICK PLOTQUIN/ALL SETS BRENT WRIGHT AMANDA GRANT/NASSAL MATTHEW POMMERANTZ / JET SETS A. GRANT / NASSAL S. PFEIFFER/C. MENDEZ LOCKE WEBSTER MATTHEW POMMERANTZ / JET SETS ASHLEY SPARLING SUMMIT SETS NICK PLOTQUIN / ALLSETS SCOTT SCHAFFER SCOTT SCHAFFER
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GIFTWARE/MAQUETTES/TOYS

Disney on Ice	Mickey Mouse giftware bucket	Disney/Pixar
Disney Entertainment	1:1 Models – Mythica floats	Disneyland,Tokyo
Disney Entertainment	1/2" Scale model for DCA float	Disneyland, CA
Disney Entertainment	14" Maquette: Caterpillar	Disneyland, CA
Disney Entertainment	9" Maquette: Gepetto	Disneyland, CA
Gentle Giant	Yu Gi Oh! Paint masters: Gremlins	Dark Horse
Mattel	Yu Gi Oh! Stone soldier action figure	Sculpt-O-Matic
	Buzz Lightyear giftware mug	Disney/Pixar
	Buzz Lightyear spinner light	Disney/Pixar
	Jessie the Cowgirl giftware mug	Disney/Pixar
	Jessie the Cowgirl paint master	Disney/Pixar
	Ringling Bros. Sno-cup	Ringling Bros.
3-D.I.D	Tweety giftware paint masters	Warner Bros.
	Wizard of Oz bookend giftware	Warner Bros.
	Pepe Le Pew giftware	Warner Bros.
Jakks Pacific	Head Mistress paint master	Mucha Lucha line
Sculpt-o-matic	Monster Rancher figures	Playmates
Wexler Studio	Tweety & Sylvester giftware	Warner Bros.

Life-Sized/Monumental Sculpting

Amblin Films	Hero pumpkin	Creature FX
American Lung Asso.	20' tall mountain of cigarettes print ad	Flix FX
Budweiser	Sculpted pieces for Suit of armor	Summit FX
Disney Kids	6' styrofoam nose for Disney Kids	Creature FX
Disney Big Red Boat	Hockey Player: ESPN Sports Bar	Grener
Disneyland	9' Cupcake and 10' Tootsie Roll	Disneyland
Disneyland	Ariel's Seahorse Mount	George Goldberg
Disney Stores	Disney Characters/FAO Schwarz	Global
Fox Studios	Titanic Bas relief	Staff Shop
McDonald's	Ronald McDonald	Grener
Mattel	Harry Potter: Toy Fair 2000	George Goldberg
Old Navy	Portrait Sculpt: NPH	Directors Guild
Sega	Sonic the Hedgehog	Grener
Sesame Street	Cookie Monster	Grener
Sony Studios	Landscape: "Planet of the Apes"	Center Stage
Toys R' Us	Geoffrey, Raggedy Anne, Mr. Potatohead	Grener
Universal Studios	Dragon Team : Harry Potter Diagon Alley	Universal Studios
Venetian Hotel	Phantom of the Opera Architecture	Wexler Studios
Womens Basketball Hall of Fame	18' diameter basketball	Global

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X-Files	Animatronic puppet: TV teaser ad	Creature FX
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TEACHING:

MAXON: Demystifying Post Production - 3D Sculpting For Stage and Screen, 2023

Curriculum development, lectured and demonstrated/taught webinar series for Maxon in ZBrush

J. Paul Getty Villa, Malibu, CA 2013 - 2016

Consulted, developed, lectured and taught jewelry design/fabrication

North Orange County Regional Occupational Program, Anaheim, 2003 - 07

Developed and taught fashion design and fabrication; computer graphics and multimedia.

EDUCATION

- California State University, Long Beach - Occupational Studies/Vocational Arts 2003
- Studio Art - Certification in 3D Modeling 2015

EXHIBITIONS AND PUBLIC ART:

EXHIBITOR, "Wake at the Gate", Fundraiser for AGCC, 2018
CONTRIBUTING ARTIST, "Play" at the Autry Museum, L. A. CA 2018
TEMPLE OF TERPSICHORE, Alternate Energy Zone, B.R.C. 2016
MANDALA, Installation for Aquarium of the Pacific, L.B., Ca 2015
TO INFINITY AND BEYOND, large art installation B.R.C. 2003
CENTER CAMP INVASION, key-lead/cat wrangler, B.R.C 2003-2007
EXHIBITOR, Taste Of San Pedro, Ca 2010
ORIGINS, solo show, Hyatt, San Pedro, Ca 2008M

ASSOCIATIONS AND COMMITTEES:

T.E.A. THEMED ENTERTAINMENT ASSOCIATION , 2019
Curatorial Co-Lead, Coracle Regional Burning Man Event, 2024
Lamplighter Lead, Coracle Regional Burning Man Event, 2022-23
Producer/director, Burning Artists: Crafty Vixens of. B.R.C 2009-10
Production advisory board for Coffee Haven Showcase 2003- 2012
Epson Pi Tau, 2004-09

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