

IRENE ORTEGA SANZ

Senior 3D Layout artist and fixer.

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PROFILE

Layout and Fixing Artist with **6 years of professional experience**. **Specialized in technical problem-solving** within the Previsualization department, with a senior-level profile and a strong focus on camera work, animation fixing, department documentation creation, narrative scene development and layout for visual effects. **Experienced across VFX, animation, 2D and 3D productions, both in Spain and abroad**, providing a 360° understanding of the layout department pipeline. Recently I've finished a qualifying Master's Degree in Education, enabling effective support in training and mentoring junior artists and students.

PROFESSIONAL EXPERIENCE

3D fixer. Lightbox Studios, remotely.

april 2025 - now

Project: Tadeo Jones 4

- Detection of errors in production shots across previous departments (camera, modeling, animation, simulation, hair, cloth, etc.), and correction of all the issues related to the layout/scene comp department.
- As a senior artist, I'm responsible for resolving complex fixing tasks, producing detailed shot notes outlining technical and artistic issues, and participating in technical reviews and meetings in support of my lead.
- The scene comp team consistently received excellent feedback from production and direction, highlighting the high level of polish of the shots delivered to lighting and rendering.

Senior Layout Artist. Blink Industries, remotely to London.

sep 2024 - nov 2024

Project: The Sunny Ridge 3 (Disney)

- Layout and previz.
- My greatest achievement with this series was gaining a **global understanding on how to execute a project that combined 3D backgrounds with 2D characters** and props, and then compositing them in **After Effects**. I learned how to optimize perspective for 2D characters, how to make 3D cameras work with 2D elements, and how to maintain very precise raccord in a series with many characters, environments, and action sequences.

Layout supervisor. Nowake Studio, Tenerife.

mar 2024 - may 2024

Project: Poupelle (anime)

- I **supervised the layout department of the film from its beginning**, working closely with the animation director and the director, who was based in Japan. We managed to coordinate effectively without a formal pipeline, using Dropbox for asset and shot management.
- In addition to supervising the department I was the only layout Artist, creating all layout shots, including **camera work, proxy modeling, animation blocking in twos, and the integration in After Effects**. The project was eventually transferred to another Japanese studio due to budget disagreements.

Senior Layout Artist. Jellyfish Pictures, London.

On-site and remotely. oct 2022 - feb 2024

Projects: The Twits (Netflix), Nautilus (Amazon), Wolf King (Netflix).

- At Jellyfish, I worked on both cartoon and live-action (VFX) projects, under the direction of three different supervisors.

- On the series Nautilus I was the first artist to join the team and, together with the supervisor, implemented the **Universal Scene Description (USD)** system into the department's pipeline.
- On that project, I was responsible for both Previz and Layout for VFX, creating full CGI cameras, setting ship speeds and animating in blocking, among other tasks.
- On The Twits, a Roald Dahl universe film for Netflix, I worked as a technical layout artist, **focusing on scene problem-solving, continuity, and providing technical review passes**. I also contributed significantly to set dressing for this project.
- Wolf King was a cartoon project where I participated briefly to provide support, creating previz for full scenes using the **camera sequencer**.

Layout Artist. MPC Film, London. On-site.

nov 2021 - sep 2022

Projects: Disenchanted and Snow White (Disney)

- In both projects I was able to further develop my Layout skills in a more technical way, focusing on identifying and resolving issues in scenes, animation, modeling, cameras, and more, while **working with roto-animation, scanned environments, plates, and visual effects**.

Layout Artist for cartoon projects. 3Doubles Productions, Tenerife. On-site.

mar 2019 - nov 2021

Projects: Inspector Sun (3D film), Winnipeg, seeds of hope (shortfilm), The Brownies (tv series), MoMonsters (preschool series, Clan TVE).

- I started my career as a Layout Artist, first with Momonsters, a children's cartoon project where I learned to navigate an animation pipeline and create **cameras with narrative sense and timing**. I then worked on a short film, a pilot for a children's series and Inspector Sun, the first feature film of my career. On Inspector Sun I improved my skills in creating **previz for complete sequences**, including aerial shots and high-action scenes.

EDUCATION

Master's Degree in Secondary Education Teacher Training, with a specialization in Media Processes and Communication (covering Secondary, Baccalaureate, Vocational Training, and Language Education).

2025

Advanced Animation Course (900 hours), Trazos, School of Visual Arts, Madrid.

2017 - 2019

Bachelor's Degree in **Audiovisual Communication**, Rey Juan Carlos University, Fuenlabrada.

2013 - 2017

SOFTWARES AND TOOLS

- **Maya**: advanced level
- **Shotgrid**: advanced level
- Premiere: advanced level
- Nuke: beginner level
- **After Effects**: medium level
- Linux: advanced level

LANGUAGES

- **English (Advanced - C1)**
- Native spanish