

Contact

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(LinkedIn)

ianwilmoth.tv (Portfolio)

ianwilmoth.tv (Company)

Top Skills

Visual Effects

Maya

Texturing

Certifications

Bachelor's degree

Honors-Awards

"Waiting for Superman"

Two Gates of Sleep

Minyanville Critters 3d

Asa Nisi Masa student film awards
and screenings

The Island Is enchanted with You
commissions and awards

Ian Wilmoth

I create motion graphics and VFX animation using Maya, Nuke, and afterFX.

Baltimore

Summary

I am an expert at VFX, 3d animation, and look development. I have contributed to "AAA" video games, award winning independent films, music videos for platinum artists, TVCs for global brands, hit TV shows, and more. I was the first person to create a 3d CGI degree project at RISD. I have also taught college-level intro to Maya classes and privately mentored numerous individuals.

Experience

ianwilmoth.tv

Animator, 3d artist, VFX artist, VFX producer, editor
October 2003 - Present (17 years 1 month)

I freelance as a 3d generalist, vfx/3d team lead, and TVC/music video director and video/vfx/animation editor. In addition I maintain an active fine art practice, which has yet to make me any money. My demo reel is on my LinkedIn profile.

As of 2016 you can look at some of my 3d models in realtime high quality in your browser window at <https://sketchfab.com/IanWilmoth>, that website is also VR compatible if you are into that.

OVFX

vfx animator, compositor, previsualization artist
February 2019 - October 2019 (9 months)

Baltimore, Maryland Area

The project was a fully 3d animated teaser trailer for a proposed feature film based on an existing franchise. I created 3d previsualization of shots using Maya and AfterFX. I created 3d hair, cloth, fire, and other misc. VFX using maya. I used nuke to composite 3d rendered passes from Maya and Houdini into final frames and performed color grading.

The Initiative Baltimore

Freelance Videographer, Keying, Titles
September 2018 - October 2018 (2 months)

Baltimore, Maryland Area

Shooting, editing, keying, and titles for a promotional video for “The Initiative Baltimore”, a nonprofit dedicated to improving civic literacy in grade school children in Baltimore city.

MPC

3D Animator

November 2017 - December 2017 (2 months)

Greater New York City Area

Created 3d character animation, camera, and scene layout for a Microsoft TV commercial promoting their consumer friendly and free to use 3d content authoring tools.

NBTV Studios

3D Generalist, VFX

August 2017 - September 2017 (2 months)

Greater New York City Area

Using existing 3d assets provided by the client, I performed all post production tasks for a direct to web advertisement for a video game, including character animation, motion tracking, live action integration to virtual sets, scene layout, 3d VFX, and green screen keying using Maya and AfterFX.

Talos bags

3d product renderings

March 2017 - March 2017 (1 month)

remote

Photoreal renders based on existing product photographs to demonstrate proposed new versions of bags- including adding/changing fabric patterns and trim colors.

Omnia bottles

3D Generalist

February 2017 - February 2017 (1 month)

remote

Performed all visual tasks in creating an animated explainer video for a new water bottle with novel features. Also created an advertising video. Converted CAD data provided by client, and performed photorealistic lighting and fluid effects as well as animation and compositing.

Hey Beautiful Jerk

3D Generalist

August 2016 - October 2016 (3 months)

Greater New York City Area

I performed photoreal 3d modelling, surfacing, lighting, and animation of hard surface objects in extreme close-up, for a series of TV commercials for Con Edison power company in NYC, using Maya, Vray, and AfterFX.

Method Studios

3D Character Animator

August 2016 - August 2016 (1 month)

Greater New York City Area

Created previs character and scene layout animations of extreme bicycle stunts for an internal/trade pitch for a Microsoft virtual reality project, using Maya.

Kevin Magic

3D Generalist

July 2016 - August 2016 (2 months)

Performed all tasks in creating a series of photoreal 3d rendered looping animations to be deployed in an interactive app, and seamless transitions between each of the loops, using Maya and AfterFX.

mcgarrybowen

Freelance 3d Artist for Dentsu trade show presentation

March 2015 - March 2015 (1 month)

Greater New York City Area

Performed all roles in creating photo real 3d animated content integrated with live action, for projection in a live trade presentation in conjunction with Dentsu, huge global advertising agency that works with the parent companies of every consumer brand you have ever heard of. Software used: Maya, Photoshop, AfterFX, Pftrack.

daniel schmidt and alexander carver

Freelance 3d Animator, VFX animator for "The Island is Enchanted with You"

December 2014 - January 2015 (2 months)

Performed all CG tasks for a 30 min art film shot on location critiquing Spanish colonialism in Puerto Rico in the 16th century and contemporary US neo-colonialism. Including character modelling, rigging, and animation, lip synch, visual effects animation, roto, and cg tracking (2d planar and full 3d tracks) and integration with live action footage. The film has screened in numerous festivals and museums around the world, including the Berlin International

Film Festival, BAM cinematek in Brooklyn, the Melbourne International Film Festival, the Nextfilm Festival in Romania, the Santiago International Film Festival in Spain, and more.

Software used: Maya, Photoshop, AfterFX, Mocha, PFtrack

Whiteboard Animation Studio

Freelance 3d generalist, multiple projects

August 2014 - October 2014 (3 months)

nyc

I worked on a series of projects as 3d generalist/compositor handling all 3d aspects of projects. Extensive use was made of stock meshes due to time and budget issues but I made custom assets where necessary.

- "Propel las vegas" created a fully 3d corporate promo for the LV greater business district to promote "Business Tourism". Modelled, textured, and lit, a proposed new business complex on the Las Vegas strip, created animated and print assets. Populated scenes with stock vehicle and prop meshes and procedurally generated characters rigged with Maya's "Humanoid IK" semi-automated rigging system and animated with Motion Capture data.

- "Water Usage" and "Self Service", all 3d tasks for two fully 3d 30 sec TVCs for the city of Houston promoting water conservation. My tasks included scene layout, lighting, camera animation, and VFX simulations of sprinklers, leaking pipes, and lawn grass. The projects incorporated simulated iphone app user interface animations generated by a 2d artist that i supervised.

- "CCM card cleaner", 3d environment modelling texturing and lighting, 3d character modelling, rigging, texturing and animation, integration with 2d animated characters provided by an illustrator that I supervised, for a web advertisement of a product that reduces the labor required to maintain credit card readers.

- "Huge holiday" studio promo, 3d previs

- "Medical arts", 3d medical visualization of a human cel from exterior to DNA, all tasks except modelling. (stock meshes were used)

Software used: Maya, AfterFX, Photoshop

The Artery VFX

Freelance 3d Generalist/lead for VH1 "dating naked" promo

May 2014 - July 2014 (3 months)

Modelled and animated photorealistic self-unpeeling orange and banana, and photoreal 3d environments for a commercial to promote the VH-1 TV show, "Naked Dating". Also contributed to lighting/surfacing/textures. Created the animation rig for one fruit and devised a solution to rig the other fruit which was implemented for production by a TD. I supervised a junior animator, a rigging TD, and a dedicated lighting/surfacing/texture artist.

Software used: Maya, Photoshop, Nuke, V-ray, Crazybump (procedural normal map generator.)

Thornberg & Forester

Freelance 3d Generalist

April 2014 - April 2014 (1 month)

NYC

Created photoreal 3d interacting with live action elements in an IBM TVC. 3d modelling, surfacing/texturing, lighting, 2d rotoscoping and compositing, 3d motion tracking.

Software used: Maya, Photoshop, AfterFX, Mocha, PFtrack.

Disney Consumer Products

Freelance VFX artist for Disney x Opening Ceremony clothing line promo

March 2014 - March 2014 (1 month)

Altered footage of live actors shot on greenscreen to recreate 36 sight gags from Walt Disney's first Mickey Mouse film with synchronized sound, "Steamboat Willie", to promote a clothing line adorned with Mickey Mouse graphics. For final output the animations were arranged in a grid and had numerous "wall breaking" interactions such as a hand stretching from one frame into the adjacent frame, requiring extremely precise timing and positioning. (Opening Ceremony is an international high-fashion/streetwear brand that frequently "collaborates" with better known brands such as levi's, adidas, and louis vuitton) Software used: AfterFX

Opening Ceremony

freelance visual effects

March 2014 - March 2014 (1 month)

NYC

See Disney x Opening Ceremony entry. Linkedin is not friendly to multiple employers on the same gig so I usually put whoever cut the paycheck, as in

my field there are often numerous entities who have a hand in things, but in this case I think it's relevant to list more than one.

Viacom

Freelance VFX artist for "Hey Girl" TV show
August 2013 - September 2013 (2 months)

Performed miscellaneous 3d and 2d tasks for multiple episodes of the MTV comedy series "Hey Girl" directed by Michael Showalter.

- creation of intentionally cheesy 3d motion graphics/titles/flying logos, and VFX.

- Also performed photoreal replacement/removal of live action elements for which legal clearance was not obtained, such as advertising, artwork, and brand logos. This involved 2d and 3d tracking as well as and keying and roto.

Software used: Maya, AfterFX, Photoshop, Mocha, PFtrack.

Interbrand

Freelance VFX artist for Nike Fuel Band TVC
August 2013 - August 2013 (1 month)

Created VFX integrated with live action for a Nike commercial. Duties included motion tracking, rotoscoping, compositing, 3d modelling, and 3d VFX animation.

Software used: Maya, AfterFX, Mocha

Transistor Studios

Freelance 3d Animator for Playskool Firehouse TVC
July 2013 - July 2013 (1 month)

Performed all 3d tasks in a fully 3d animated sequence for a Playskool commercial. Duties included look development, 3d modeling, character modeling, character rigging, toon shading, and character animation of a Playskool fireman and firehouse set.

Software used: Maya, AfterFX, Photoshop

SURROUND

Freelance VFX artist/editor
June 2013 - June 2013 (1 month)

New York

Edited and created VFX and titles for "sizzle reels" for the singles "4play" by "The dream" (superproducer behind numerous #1 R&B artists), and "Beautiful" by Mariah Carey. The edit involved live video clips provided by the client, and creating all necessary VFX, titles, and motion graphics.

Software used: AfterFX, Photoshop, Maya.

Spiral Productions LLC

Project london 3d modelling and texturing

January 2013 - April 2013 (4 months)

Created "hero" 3d assets for an independent sci-fi feature, released in 2013.

I created a model of a hovering restaurant which was used as an exterior in action scenes and also as a virtual set with live actors, requiring extreme detailing and high res texturing. I also created a flying car that is used in some scenes featuring the restaurant. Overall my assets were used in 20 plus shots during one of the major plot points of the movie.

I contributed to mechanical design of the assets, finalizing the designs based on extremely rough napkin sketches provided by the director.

Software used: Maya, Photoshop

The Wilderness LLC

Freelance 3d animation for multiple projects

January 2013 - January 2013 (1 month)

Modelled, surfaced, animated, lit, and composited a photorealistic Viagra pill for an end tag used across multiple spots for the "Anthem" campaign. Software used: Photoshop, Maya, and AfterFX.

Modelled, surfaced, animated, lit, a 3d version of the Accenture logo for an end tag of a corporate explainer video. Accenture is a fortune 500 company and the world's largest consulting firm, directly employing around 400,000 people worldwide. Software used: Photoshop, Maya, and AfterFX.

Odd:

2 months

Freelance 3d generalist for Dell "Quotes" TVC

December 2012 - December 2012 (1 month)

Performed photoreal 3d modelling, surfacing, camera and prop animation, rigging and lighting for a Dell computers TVC. The modelling duties involved rebuilding CAD data of a Dell XP-12 tablet/laptop hybrid into polygon meshes suitable for animation. Also created motion graphics elements depicting quotes of actual people who liked the product tracked onto the 3d renders.

Software used: Maya, Photoshop, AfterFX.

Freelance 3d generalist for short film Luminous City
November 2012 - November 2012 (1 month)

Performed all 3d tasks in the short film "My NYC part 2: Luminous City", involving creating a chunk of lower manhattan with full interior details of each room visible through the windows of the "hero" buildings. Extensive use was made of stock meshes to quickly populate the interiors. Devised a solution to an extremely novel photoreal visual effect requested by the director. Software used: Maya, Photoshop, AfterFX

Transistor Studios

Freelance 3d Artist, Kraken rum TVC
June 2012 - June 2012 (1 month)

Performed 3d modeling, photoreal surfacing, texturing, lighting, rigging, and toon shading for a Kraken rum TVC in which the illustration of a squid on the label of a photoreal liquor bottle comes to life. Integrated fluid effects and character animation which were done by other artists.

Software used: Maya, Photoshop, AfterFX

Imaginary Forces

Freelance 3d generalist for United Health Care "Safety in numbers"
TVC
April 2012 - May 2012 (2 months)

Performed lighting, surfacing, 3d modelling, animation, and particle VFX integrated with live action for a United Health Care TVC.

Software used: Maya, Nuke, PFtrack

Organic

Intel corporate explainer video
March 2012 - March 2012 (1 month)

Turned illustrations into a 3 minute long 2.5 D animation for an internal intel corporate video covering the company's history of innovation and focussing on their "life platform" corporate strategy. Software used was AfterFX and Maya.

Bionic

Freelance 3d Generalist for Actzemra "Breakthrough" TVC
January 2012 - January 2012 (1 month)

Created all 3d assets for a bumper in a TVC for "Actzemra", a revolutionary anti-arthritis drug. The advert touted the fact that it has been awarded a prestigious "official FDA breakthrough" designation based on a novel molecular structure.

Software used: Maya, AfterFX, Photoshop

Hogarth Worldwide

Freelance 3d Generalist for Lucentis trade presentation
December 2011 - December 2011 (1 month)

Created 3d animation, modeling, toon shading, and animation, for the "Evidence and Experience" trade presentation for the drug Lucentis using Maya and AfterFX. The drug was shown in multiple FDA trials to be 99% effective in stopping eye diseases that could lead to blindness.

Dirt Empire

Freelance 3d generalist for "The Drop" giant format video art installation
November 2011 - December 2011 (2 months)

Modelled, textured, surfaced, lit, animated, and match-moved photoreal 3d assets which I composited into stop-motion animation for an art film formatted for and displayed for several months on the the IAC video wall in Manhattan, within the legendary Frank Gehry designed headquarters of major conglomerate IAC (over 150 consumer brands). The wall is positioned to face a highway with over 10,000 commuters a day. It is the largest and highest pixel count video screen in the world at 120 x 11 feet and over 30 million pixels, using a revolutionary low-energy "green" technology with over 40 patents that uses a fraction of the power of traditional video displays. Renders took forever, and necessitated developing a novel process to display many separate 4k res renders in synch at once, as it was impossible to render or playback in full resolution on available hardware.

Software used: Maya, Photoshop, AfterFX.

Stardust

Freelance 3d Generalist
October 2011 - October 2011 (1 month)

Previs and camera animation for a motion-controlled camera shot in a Kaspersky anti-virus TVC using Maya.

Bob's Your Uncle (BYU)

Freelance 3d generalist, multiple projects
September 2011 - October 2011 (2 months)

Photoreal 3d modeling, animation, and lighting of Turtle Beach gaming headsets for in-store display videos. There were separate video segments for 6 different models, highlighting their unique features. Extensive cleanup of CAD data provided by the client was required. Composited renders with text elements and live action footage of youtube celebrity/corporate spokesman Ray William Johnson, creator of the popular "=3" VLOG.

Also performed all tasks for the "Floren Shei Productions" film production company 3d animated opening logo, aside from using a stock mesh of an NYC subway train.

Software used: Maya, AfterFX, Photoshop

Dirt Empire

Freelance 3d generalist for Pop Montreal Festival 2011 TVC sponsored by SiriusXM
August 2011 - September 2011 (2 months)

Using hand drawn illustrations provided by the client as textures, created a 30 second 2.5D animated TVC promoting a 5 day music festival in Montreal canada, with over 300 bands, film and art screenings, panel discussions, etc.

Software used: Maya, photoshop, afterFX

Awesome and Modest LLC

Freelance 3d Artist for feature doc. "From the Sky Down"
July 2011 - July 2011 (1 month)

Using archival photographs as texture maps on 3d geometry, created animated segments for a documentary about the rock band "U2" by the Oscar award winning director Davis Guggenheim using Maya, Photoshop, and AfterFX.

1stAveMachine

Freelance 3d Generalist, multiple projects.
April 2011 - June 2011 (3 months)

Created all 3d assets and did all lighting/surfacing for two TVCs for Scope mouthwash involving live action slow motion footage shot on a Phantom camera being photorealistically integrated with CGI to depict a mouthwash bottle destroying a giant garlic clove, and a giant onion, highlighting the breath freshening aspect of the product. The client did not provide CAD data so I created the 3d models from scratch based on real product samples.

Also created fully 3d photoreal bumpers for Crest with Scope toothpaste, which were used in the mouthwash ads and across many other spots. I integrated realflow data generated by a fluid specialist, used the actual CMYK print files of the label provided by the client as texture maps, and performed all other tasks. Also created high resolution still renders for an associated print campaign.

Created 3d modelling and animation, lighting and rendering, lit/textured/shaded, animated, and did all 3d modelling, for fully 3d photoreal shots in two related ads for Nestea Brisk Iced Tea, "Gulp", and "Splash". Tasks included integrating Realflow output created by a fluid specialist with photography based 3d landscapes and fully CG photoreal elements that i created. I also created non-realflow based "hero" fluid effects and converted CMYK print files of the label to texture maps.

Software used: Maya, AfterFX, Nuke, Photoshop

Dirt Empire

3d Generalist for Beyonce Millenium Award live projection

March 2011 - March 2011 (1 month)

Greater New York City Area

Created 3d visual effects for live projection at the television debut performance of Beyonce's hit single "Run the world (Girls)" during the Billboard Millenium Award show, which were sychronized with a dance extravaganza on live TV. The best part of the performance was actually when she punked Neil Patrick Harris in the audience, but the video projection (and Beyonce's amazing choreography/skill to appear to interact live with pre-rendered animated elements) got a lot of press. The single reached top 20 or higher on the sales charts in 14 countries, top 40 in the USA. Software: Maya, AfterFX

Superfad

Freelance 3d Generalist, multiple projects

January 2011 - February 2011 (2 months)

Seattle

3d modelling, rigging, texturing, lighting, and animation for a photoreal Nickelodeon spot promoting the "Momma Zoobles" toy line. No CAD data was available so I had to model the toys from scratch based on product samples provided by the client.

Also performed all tasks in the creation of 3d sets for an in-house short film involving integration with 2d characters, including concept design, based on verbal direction.

Software used: Maya, AfterFX, Photoshop

Transistor Studios

Freelance 3d generalist, multiple projects

May 2010 - December 2010 (8 months)

Worked as a 3d generalist "permalancer" on a series of projects using Maya, Photoshop, AfterFX, and sometimes Mocha and PFtrack:

-Sony "Make Believe" Branding, a series of 4 related large scale Times Square video advertisements. (Contributions included photoreal 3d cg surfacing texturing and lighting, camera animation, modelling, rigging and animation of rubik's cubes branded with sony-related icons solving themselves, transforming into a spider like robot, and other such craziness)

-HP designjet "Print and share" direct-to-web content. Look dev, toon shading and photoreal surfacing /lighting /texturing, , VFX, live action match moving/ integration, camera animation, tracking, CAD data cleanup, photoreal set extention)

-HP Designjet "Build" (ditto)

-Sprint "Holiday Sales Event" TVC (character and environmental animation, modelling, rigging, lighting, texturing/surfacing, camera animation). Recruited and supervised team of vfx TD, compositor, and character animator in addition to contributing to those roles.

-Sprint "Flat Rate" TVC (ditto)

-Zyrtec "Waterfall" large scale Times Square video installation (modelling, animation, integrating realflow data created by a fluid specialist, photoreal lighting, particle systems) for a prescription antihistamine drug.

-Realize weight-loss band "draw the line" TVC. (Modelling, toon shading, VFX, match-move, integrated virtual set with live actor)

-Columbia outerwear omniheat "Cold Stunts" Created a 3d animated UI used in a web page to deploy a series of viral videos with stuntman Wim Hof who holds the Guinness record for prolonged submerging in icewater, getting into dangerous ice-related situations. (modelling, surfacing/ texturing, lighting, rigging, animation)

-Marlboro Roping Simulator. I created realtime 3d art assets of Cows and Longhorns, doing many looping animations, for a wild west Cowboy themed web deployed game.

LOOSEWORLD

Freelance 3d Generalist, Bionic Commando TVCs

November 2010 - November 2010 (1 month)

Created photorealistic visual effects integrated with live action for a series of 3 humorous Bionic Commando (video game) TV commercials in which the Bionic commando has the jobs of proctologist, fireman, or newspaper deliveryman. Also performed roto and compositing.

Software used: Maya, AfterFX, Photoshop, Mocha

LOOSEWORLD

Freelance 3d generalist for The Juan Maclean "Give me every little thing" Music video

August 2010 - August 2010 (1 month)

new york

I modelled, rigged, and animated intentionally retro wireframe style CG characters having graphic sex for a music video directed by Benjamin Dickinson (director of the 2016 indie hit feature film "Creative Control"). Also developed an interesting morphing to the beat effect that the director requested.

Software used: Maya, AfterFX

Generra

Generra 2010 Fall Preview featuring Harley Viera-Newton

July 2010 - July 2010 (1 month)

Created all visual effects for a 2 minute long promo film for the fashion brand "Generra", featuring a supermodel named Harley Viera-Newton, riding on a Harley Davidson. Special effects are used in every shot. Project was done nights, as I was permalancing at Transistor studios in the day.

Software used: AfterFX, Mocha.

Awesome and Modest LLC

Freelance 3d Artist, "Last play at Shea", feature documentary

May 2010 - June 2010 (2 months)

Created 3d animated sequences for "The last play at Shea", a documentary about Billy Joel's concert which was the last event at Shea stadium before it was torn down. The animations depicted historical events relating to Billy Joel's life and the history of Shea Stadium, incorporating hand drawn illustrations and period photography as textures on 3d geometry, creating a whimsical photo real papercraft stop motion look. The documentary currently has an audience "fresh" rating of 93% on Rottentomatoes.com

Software used: Maya, AfterFX, Photoshop

Dirt Empire

Freelance 3d generalist for "Think before you write" branded content for "DBA pens"

May 2010 - June 2010 (2 months)

Greater New York City Area

Created hand-drawn line art style toon shaded 3d animated content for a media piece to market a pen made from 98% biodegradable and post-consumer use materials. Created photoreal renders and animation of the pen. Also created dynamic simulations using Maya fluid and physics systems.

Software: Maya, AfterFX

Warner Music Group

Freelance 3d artist for Devendra Banhart "Baby" video

April 2010 - May 2010 (2 months)

Created 3d characters, rigging, surfacing, lighting, dynamic simulations, and character animation for the official music video for the single "baby". (featuring a cameo by RZA of WuTang clan, and some awesome cowboy boots). Some scenes involve flat 3d characters textured by illustrations which I did not create, I also created fully 3d characters based on concept sketches provided.

I Performed wire removal with shots involving practical elements and did roto and compositing in scenes where the characters interact with live action and miniature sets. Currently 2 million plus views on youtube, 11,600 likes and 102 dislikes.

Also created a photoreal 3d model of Marilyn Manson sitting on a toilet which was not used as he backed out of the project at the last minute.

Software used: Maya, AfterFX, Photoshop

psyop

Freelance 3d Artist for Deutsche Post "E-brief" campaign.

March 2010 - April 2010 (2 months)

Performed 3d modelling, scene layout, lighting, shading, and texturing suitable for extremely high res print stills depicting a fantasy 3d representation of the Internet. For example, twitter tweets were depicted as the twitter logo modelled in 3d and flying towards the recipient. etcetera. The same assets were repurposed for animated content later.

Software used: Maya, AfterFX, Photoshop

transistor

Freelance 3d artist for Izod Indycar series "Vs." campaign

February 2010 - March 2010 (2 months)

Developed toon and photoreal looks, animation, and technically accurate hard surface modelling for multiple network promotional spots and on-air graphics, including modelling an Indycar engine with full internal detail. (Fun!). Motion tracking, match moving, and integration of CGI wireframe elements superimposed over live action footage of Indycars. I modified stock "hollow shell" meshes to be technically accurate to contemporary Indycar specs and added internal details. Software used: Maya, AfterFX, Photoshop, Mocha

Awesome and Modest LLC

Freelance 3d artist on feature documentary "Waiting for Superman"

January 2010 - February 2010 (2 months)

Created 3d animated segments for multiple award winning documentary directed by academy award winner Davis Guggenheim, including Sundance audience award, Critic's Choice BFCA award, and AFI "special award". The work involved turning hand-drawn illustrations into textures applied to paper-

cutout style 3d models, rigging, and animation. Software used: Maya, AfterFX, Photoshop

Borderline Films

Freelance 3d generalist, compositor for "Two gates of sleep" independant feature film

December 2009 - February 2010 (3 months)

Created, animated, and composited (with match moving and roto) photoreal 3d, and large-scale miniature sculpture assets into live action, for an award-winning independant feature film which screened at Cannes and many other national/international festivals. As the film was very low budget I had to fit it in around proper gigs, often working nights. Software: Maya, AfterFX, Photoshop

Panda Panther

Freelance 3d artist for UPS "We heart logistics" pitch

January 2010 - January 2010 (1 month)

Created motion graphics for a UPS spot pitch using maya and afterFX.

The History Channel

Freelance 3d modeller for "Axe Men" TV series

November 2009 - December 2009 (2 months)

Greater Seattle Area

Accurately modelled and rigged numerous types of logging equipment, created virtual sets of Washington State evergreen forests based on topographical data, surfacing and lighting. The models and sets were used in numerous "explainer" segments during the show, although I was not involved in the series production itself.

Ghost Robot

Freelance 3d artist for History Channel "History is made here" promo

November 2009 - November 2009 (1 month)

Greater New York City Area

Created 3d dynamic particle effects for History Channel ID package pitch using Maya. Created photo real 3d assets for a final spot which was picked up due to the success of the pitch, using Maya and Photoshop.

LOOSEWORLD

3d generalist for "Wind in the Willows" feature film pitch

October 2009 - October 2009 (1 month)

I performed all 3d and compositing tasks in creating a short pitch for a proposed remake of "Wind in the Willows" with 3d fake-miniature stop

motion style characters photorealistically composited into live action backgrounds, including fur simulation, extensive rotoscoping, 2d tracking, and 3d matchmoving.

Software used: Maya, Photoshop, AfterFX, Mocha, PFtrack

<https://vimeo.com/44073247>

Sony Music Entertainment

Freelance 3d VFX artist for MGMT "Kids" music video
August 2009 - September 2009 (2 months)

Performed VFX work for the live action portion of the hugely popular (65 million plus views on youtube as of this writing and 333,000 likes) video for the smash hit single "kids" by the band MGMT. Removed brand logos, extras who weren't cleared, film crew equipment accidentally left in shot. Created and 3d tracked photoreal set extensions behind live action, requiring extensive roto and keying. Match-moved 2d animated content made by the creators of the popular cartoon "superjail" into live action TV screens. Software used: AfterFX, Maya, Photoshop, PFtrack.

Rare Chords records

Freelance 3D Artist and Compositor for yoriyos "endoscopies" music video
June 2009 - July 2009 (2 months)

Modelled, surfaced/textured, rigged, animated, lit, and composited photoreal 3d characters integrated with live action. The compositing involved match moving and roto. Software used: Maya, Photoshop, AfterFX, PFtrack

Hornet

Freelance 3d artist for British Gas TVCs
May 2009 - June 2009 (2 months)

Performed 3d camera animation on British Gas "Switching" and "Life" TV spots, integrated 2d hand-animated characters with 3d sets and live-action stop motion animation. I contributed to modelling, surfacing, and lighting 3d interiors and creating camera animation to seamlessly match move with miniature exteriors shot on a motion control camera. Software used: Maya, Photoshop, afterFX, Vray.

Modular records

Freelance 3d Generalist for Bag Raiders "Shooting star" music video
April 2009 - May 2009 (2 months)

I created all of the 3d character and vehicle models, did the surfacing and lighting, camera moves, 3d vfx, scene layout, and assisted in match moving and compositing the live action elements into 3d scenes, for a retro 80s style music video. I also designed the cars. The song became a top 40 hit in Australia. A still from the video was used as the cover art for the physical release of the single. Software used: Maya, AfterFX, Photoshop, PFtrack

Tronic Studio

Freelance 3d Animator for Comcast Cable "Convergence" TVC
March 2009 - March 2009 (1 month)

Created camera animations for a Comcast Cable TV ad about bundled services. (The ad was basically one big swoopy camera move showing all the devices that can interface and share data via Comcast's infrastructure.)
Software used: 3ds max

EMI Music

Freelance 3D Artist for Babyshambles "French Dog Blues" music video
January 2009 - February 2009 (2 months)

Greater Seattle Area

Modelled, rigged, animated, lit, and match-moved paper-cutout style characters with hand-drawn texture maps, integrated with stop motion animation. Illustrations and stop-motion plates provided by client. Software: Maya, Photoshop, AfterFX.

Brand New School

Freelance 3d Generalist for Honda Spring Sales Event 2009 pitch
December 2008 - December 2008 (1 month)

Based on very specific style frames and direction from the client, I created all the 3d assets and animation, developed VFX solutions, and did all the afterFX compositing and tweaking of the renders for an extremely thorough pitch of a 30 second all 3d TVC, that never got picked up. Can't win em all.
Software used: Maya, AfterFX, Photoshop

Warner Music Group

Freelance 3d generalist for The Spill Canvas "Saved" Music Video
October 2008 - October 2008 (1 month)

Created a photoreal virtual set with piles of 100k plus cel phones integrated with live action greenscreen footage for a music video, performed match moving, surfacing, texturing, and lighting.

Park Pictures

vfx artist, 3d generalist

July 2008 - September 2008 (3 months)

Greater New York City Area

Did photoreal set extensions and removal of unwanted elements from the live action portion of the famous MGMT "kids" video.

SUPERFLEX

Burning Car

June 2008 - June 2008 (1 month)

Copenhagen, Denmark

I performed photorealistic integration of a 3d model of an engine, for an art film depicting a Mercedes Benz burning to the ground. The car had no engine and at one point the hood and grill fall apart and it was very obvious there was no engine, so they had me put one in digitally.

Software used: Maya, PFtrack, AfterFX.

The film has screened at over a dozen contemporary art galleries and museums including Madrid, DC, The Hirschorn museum and Peter Blum Gallery in New York, Basel Switzerland, London, Spain, Luxembourg, and most recently (2016) the Neues Museum in Berlin.

National Discovery Channel

Freelance 3d Modeler for Ice Road Truckers TV show

March 2008 - April 2008 (2 months)

San Francisco Bay Area

I created a model of a semi-truck with all internal details, used in the smash hit Discovery channel show "Ice road truckers" for explainer segments illustrating the mechanical functions of various systems. Performed 3d modeling, texturing, surfacing, and lighting. I visited a truck repair shop and took extensive photos to ensure accuracy would hold up to the scrutiny of actual truckers. I also created high res still assets used on posters, billboards, and DVD packaging. I did not perform any animation for the series. Software used: Maya, Photoshop

Bubble Trubble Productions LLC

3D Generalist for independant Sci-Fi feature film (uncredited)

January 2008 - February 2008 (2 months)

Modelled a medusa-like 3d tentacle skullcap seamlessly match-moved onto live actors playing aliens in 50 plus shots. Created a production rig, consisting

of articulated tentacles seamlessly tracked onto child actors for a medusa like effect. Also created a dynamic rig for shots where specific control wasn't necessary, and a rig that could blend hand animated and dynamic animation. Performed surfacing and texturing. Lit, tracked and composited several photoreal shots as proof of concept. Also contributed to some random VFX and graphics.

The bulk of the production integration of the tentacle rig was handled by other artists.

Transistor Studios

Freelance 3d generalist for Sing Up commercial

January 2008 - January 2008 (1 month)

Created 3d character modeling, rigging, texturing/surfacing (both photoreal and toon style), lighting, vehicle rigging and animation, and dynamic effects for a commercial for "sing up", an award-winning charitable organization based in the UK dedicated to promoting musical education as a means to improve mental health in grade schools.

Software used: Maya, AfterFX, Photoshop

Nitrous Ltd

Freelance 3D Artist for Nokia web commercial

December 2007 - December 2007 (1 month)

Performed all 3d tasks in a fully 3d animated web commercial for the nokia N95 smartphone. Tasks included look development, set and character modeling, rigging, animation, lighting, texturing, toon shading, cloth simulation, and camera animation.

Software used: Maya, AfterFX, Photoshop

DRAFTFCB INTERACTIVE

Freelance 3D Animator for Motorola "motorworld" web content

August 2007 - November 2007 (4 months)

Performed look development. Created 3d character and environment models, rigs, animation, textures, toon-shading, scene layout, cloth simulation, lighting, and camera animation for a series of Motorola direct to web content showing 5 unique characters in different use cases for motorola smartphones. (business, playing music, taking photos, etc.). Supervised an environmental modeller, a character modeller, an animator, a concept artist, and a compositor in the course of completing all 5 spots in addition to contributing personally to all

roles. Created additional animated content featuring the characters for use on the website.

Software used: Maya, AfterFX, Photoshop

WXP

Freelance 3d generalist for "Scene It? Lights, Camera, Action" Xbox game

May 2007 - July 2007 (3 months)

Created and textured 3d models of various detailed interior and outdoor environments relating to a Hollywood back-lot, which were used in pre-rendered cinematic sequences. Also created and animated scenes in other Hollywood locations. I cleaned up and integrated mocap data into character animation rigs I made, and did camera and prop animation, surfacing and lighting of sets and characters, and compositing, as part of a team of 8 production artists. I did not model the characters.

Software used: Maya, AfterFX, Photoshop, Maxwell (texture baking)

Crispin Porter + Bogusky

Freelance Animator for Sprite Sublymonal clips

June 2007 - June 2007 (1 month)

I performed all 3d roles in creating three 5 second long fully 3d clips for a Sprite ad campaign where users could create their own "remixes" of 100 clips available on a web page. Tasks involved character modelling, rigging, and animation, as well as texturing, surfacing, lighting, and VFX. Directed by Ron Winter.

Software used: Maya, Photoshop, AfterFX

LOOSEWORLD

"John Watts gets a Hangover" short viral film

January 2007 - May 2007 (5 months)

I performed all 3d and compositing tasks in a humorous short film explaining exactly why hangovers occur. (It involves small humanoid candy-like critters crawling into your mouth after you pass out.)

- 3d character modelling, rigging, animation, textures
- Photoreal surfacing and lighting for live-action integration.
- Match moving
- Rotoscoping
- 3d previs

Software used: Maya, afterFX, PFtrack

Rare Chords Records

Freelance 3d Generalist for "The Pied Piper" music video by "Yoriyos" (cat steven's son)

January 2007 - March 2007 (3 months)

Greater New York City Area, Greater Seattle Area

Performed all 3d tasks for a paper-cutout style music video, using hand drawn illustrations provided by the client as texture maps. Performed photo real lighting, shading, live-action compositing, character rigging, character animation, VFX and camera animation including match-moving with live action. Directed an action sequence within the video. 927 likes and 16 dislikes on youtube.

Software: Maya, Photoshop, AfterFX, PFtrack

J. Walter Thompson Worldwide

Freelance 3d generalist for Macy's Summer Dresses TVCs

February 2007 - February 2007 (1 month)

New York

Created toon-shaded blooming 3d flowers, character modelling, rigging, and animation of bees and butterflies integrated with live action for two Macy's TV commercials promoting their summer dress line. Also created fully 3d end tags with a toon shaded field of flowers. Software used: Maya, Photoshop, AfterFX, PFtrack.

GiantSteps English

Freelance look development for Yakult US launch campaign

January 2007 - February 2007 (2 months)

Performed look development for a series of 7 TVCs promoting the US market entrance of a big-in-Japan liquid yogurt health drink. Created over 70 unique options for the client ranging from photoreal to 2d, (pew that was a grind), and implemented the approved toon-shaded 3d look in fully 3d scenes in the final spots. I also composited toon shaded renders with live action for the end tags. I integrated realflow simulations performed by a fluid specialist.

Greencard Pictures

Freelance 3d generalist, 3d VFX artist for LCD soundsystem "North American Scum" music video

December 2006 - December 2006 (1 month)

Created oldschool wireframe 3d graphics, did VFX tasks including wire removal and rotoscoping, digitally added stars to the backgrounds of all shots set in outer space, requiring 2d and 3d camera tracking. Directed by Benjamin Dickinson (director of the 2016 indie hit feature film "Creative Control").

Software used: Maya, AfterFX, Photoshop, PFtrack

Shout! Factory

3d Generalist for Shawn Amos featuring Matthew Sweet single "Burned"

October 2006 - December 2006 (3 months)

Performed all 3d tasks in a fully animated music video for the song "burned" including design, scene layout, character animation, modelling, rigging, and VFX of 3d buildings and people disintegrating revealing a 2d painted world. Integrated 3d with hand painted 2d elements, and provided raw 3d for 2d artists to print out and paint over. It is currently one of the least viewed videos on youtube. It's fun, go watch it someone! Directed by Sean Donnely. Software used: Maya, AfterFX

Flying Valkyries

Freelance 3d Animator, compositor

October 2006 - October 2006 (1 month)

- Modelling, texturing, rigging, dynamics, and animation of a character integrated into a live action environment for a Comcast cable TVC
- Surfacing/lighting for photoreal compositing using on-set photography based lighting.
- Match moving

Software used: Maya, afterFX, PFtrack

Quack!Media

3d generalist for Tally Hall "Ruler of Everything" music video

June 2006 - August 2006 (3 months)

Greater New York City Area

Modelled, Rigged, animated, match moved, and composited a 3d character integrated with stop-motion, live action, and 2d hand drawn animation for a seriously disturbing music video, directed by Sean Donnely. Animation was done in an intentionally choppy low framerate style to match the rough gumby-style of the stop motion.

Software used: Maya, AfterFX

Minyanville Media, Inc.

Freelance 3D Character creation for Minyanville website

August 2005 - October 2005 (3 months)

Created the 3d models, textures, lighting, and animation rigs for Hoofy and Boo, the two main characters in an Emmy award winning financial media

property. The models have been used in hundreds of webisodes. Also created custom character animation for use in live event projections and online bumpers and promos for the series.

I also created high res print assets that were used for life-sized cardboard cutouts of the characters.

Further, I created models and textures of two additional characters that were dropped without being used.

Supervised an animator, character TD, and concept designer.

Software used: Maya, AfterFX, Photoshop

<http://videos.minyanville.com/video/hoofyandboo/>

Art Machine

Freelance 3D Artist for video game packaging

May 2005 - June 2005 (2 months)

Culver City, CA

I created the cover art for a PS2 "AAA" game "Gengi", published by Sony. I rigged, posed, surfaced, lit, and composited characters using 3d character assets and textures provided by the client, delivering print-ready high res still renders.

I did the same thing for a PSP game called "Kingdom of paradise".

Cinecycle

Freelance 3d VFX artist/compositor for "The messenger" short film

October 2004 - January 2005 (4 months)

I performed pre-vis, and created a photoreal 3d set from on-location photography which I match moved, and composited in a live-action bicycle rider shot riding on a treadmill on greenscreen in a repeated 360 rotation camera move for the title sequence of a 20 minute documentary film profiling Alfred Bobe Jr, a famous bicycle messenger and track rider. I also modelled, rigged, toon-shaded, and animated virtual versions of his tattoos match-moved onto live action footage of him, which required rotoscoping out and replacing his actual tattoos with the virtual animated versions.

Software used: Maya, Photoshop, AfterFX, PFtrack

Toan Viet Group

Staff 3d generalist

May 2004 - August 2004 (4 months)

Ho Chi Minh City, Vn

Performed all 3d tasks on a wide variety of TV commercials for the Vietnamese market. I worked on over 10 spots, in 3d modeling, animation, texturing, rigging, compositing, dynamics, VFX, etc. Projects frequently involved live action integration and match moving.

Also performed all 3d tasks on a fully 3d 30 second opening logo for the studio.

Software used: Maya, AfterFX, Photoshop

Dentsu

Freelance 3d animator

May 2004 - May 2004 (1 month)

Ho Chi Minh City, Vn

Performed all 3d tasks in an entirely CG spot for Laurier Slim Wing sanitary pads, for the SE Asian market.

Software used: Maya, AfterFX, Photoshop

TRUEMAX

Contract Maya Instructor

March 2004 - April 2004 (2 months)

Created a Syllabus for and taught two classes of a month-long intro to Maya class with approx. 20 students per. Many of my students have gone on to work professionally in CG in the Danish market, including jobs at Afilm, one of the leading fully 3d feature film studios in Europe, Ghost VFX, which has contributed effects to such blockbuster films as Jurassic World and Tomorrowland, and Lego, the makers of Lego blocks and the Lego movie. Perhaps most notably, one of my former students now works as a TD at ILM.

I personally persuaded the owners of Truemax to become an officially accredited school and form a scholarship program for economically disadvantaged students. (At the time it was a non-accredited strictly for-profit school.)

Fanatic Film and Post

Staff 3d generalist

November 2003 - March 2004 (5 months)

Ho Chi Minh City, VN

Created a short entirely 3d film in stereoscopic 3d as a promo for a new in-house CG division of an established live-action commercial production house over the course of 4 months, in which I performed all production tasks including dynamic fur simulation and procedural organic modelling.

Performed character rigging, animation, lighting, compositing, and match-moving for a spec spot.

Performed all 3d production tasks on 3 TVCs for the Vietnamese market.

Mentored and supervised junior artists.

Software used: Maya, AfterFX, Photoshop

Oberon Media

Staff 2d artist

January 2003 - October 2003 (10 months)

Seattle

Worked on a series of "casual games" (of the sort that are now ubiquitous on mobile devices) when this was the hot new emerging sector of the games industry. Performed all art tasks on creating 2d games exclusively distributed online. Also created high res promotional images for web and print advertising.

Software used: Photoshop.

Candy Crisis remake- entirely revamped the art of an existing IP acquired by Oberon

Snood remake- entirely revamped the art of an existing IP acquired by Oberon

Inspector Parker 1 & 2- created all user interface and environmental assets for a popular original IP (but it was a blatant ripoff of the clue board game.)

I also worked on numerous pitches for projects that never entered development, or which entered development but were cancelled before completion, including an attempted reboot of the Gabriel Knight adventure game franchise, which was designed by Jane Jensen, co-founder of Oberon. (now called lplay)

Escape Factory, Ltd

Staff 3d artist

2001 - 2002 (1 year)

Performed all roles of 3d production art as part of a team creating realtime content for a cancelled multiplayer AAA Xbox platform game to be published by Sierra Software, as well as creating pre-rendered cinematics and promotional high res images. The team was initially composed of the core of the Valve software incubator project that got cancelled (see entry on Valve), we were all let go and decided to continue to develop the project as an independant company, switching to the Unreal engine. However Sierra

encountered financial difficulty and cancelled the project, and that was end of that.

Software used: Maya, Photoshop, Unreal engine.

Valve corporation

Lead 3d Artist

March 2000 - 2001 (1 year)

I joined Valve software as part of a semi-autonomous in-house team dedicated to developing a game for the Xbox console- at the time valve was a PC only developer. Ultimately after a year of developing a traditional cartoony console style game with an ex-Nintendo guy as the art director/concept artist, Gabe Newell decided that porting the Team Fortress mod would be a better idea, and cancelled the project.

Software used: Maya, Photoshop, Valve engine.

Turbine

Staff lead 3d artist

March 1997 - March 2000 (3 years 1 month)

I joined Turbine as 2nd employee of a dorm room startup with 4 founders from Brown university, and stayed until it was a 40 person company with a real office, a Microsoft publishing deal, and a shipped hit AAA MMORPG. Duties mainly included character/monster design, modelling, rigging, texturing, and animation, in addition to overseeing a team of 5-10 artists. Also created high resolution promotional images for print, 3d rendered UI elements, sprites/pixel art, concept designs, and pre-rendered cinematics.

I helped push the early decision to make an original fantasy IP, rather than just copy dungeons and dragons or Tolkein, for better or worse. I was also the driving force behind the decision to adopt Maya as a realtime content authoring tool at Turbine, as 3ds Max was dominant at the time and Maya was seen as being for rendered content, not realtime development. The deciding factor became that I convinced the Maya sales rep to give us a bunch of copies for free to help them break into the lucrative gaming sector. It totally worked!

I did concept art, look development, and some production assets for Asheron's call 2

I was also lead 3d artist on a cancelled project for the Sega dreamcast console, to be published by Sega.

As lead artist I was responsible for maintaining the creative direction and schedules, assigning tasks to subordinates, and directly reporting to the Art Director and CEO, in addition to personally generating "hero" and promotional content.

Asheron's Call won over a dozen "best game of the year" awards in 1999 from top trade magazines and websites, and Asheron's call 2 won over 20 "online game of the year" awards in 2002, including being voted one of the top 50 games of all time in a Gamespot reader's poll. Asheron's call was also the top selling PC game of any genre for a couple of months in late 1999.

Software used: Maya, Photoshop, Turbine game engine versions 1 and 2.

Olive Jar Animation Studios

Freelance 3d generalist for Pillsbury Doughboy TVC

July 1998 - September 1998 (3 months)

Performed all 3d tasks in creating a 3d animation of the iconic Pillsbury Doughboy for a TVC, integrated CG with live action elements.

Software used: Softimage, AfterFX, Photoshop

Microprose

Freelance 3D Artist for multiple projects

May 1994 - May 1998 (4 years 1 month)

During summer breaks from the Rhode Island School of Design I modelled and textured characters, pickup weapons and props, and hero weapon and prop assets for a "Battletech" branded giant robot fighting game, and the Star Trek "Klingon honor guard" first person shooter. I was also able to use some of this work as "Independant Study", counting towards my BFA. I was also able to finance purchasing my own computer and hardware to complete my degree project in 3d, since the school had a long waiting list to use one of the few decent computers they had.

Software used: 3ds max, Photoshop, Unreal engine, proprietary tools

Rhode Island School of Design

"Asa Nisi Masa" first ever 3d animated degree project completed at RISD

1997 - 1998 (1 year)

Providence, RI

I created a fully 3d animated short, performing all tasks including sound design/recording. In order to not be limited to what time I could reserve in the school's computer lab, I purchased my own hardware and software. (I worked summer jobs making video game art to pay for it, I'm not from a rich family.)

The film was screened in numerous national and international film festivals and won many awards. Also it was used as a promotional tool when recruiting new students. I worked with a guy who said he chose to attend RISD and major in animation because of seeing this film, not knowing I made it, so that was validating. He is now a successful animation director.

The name is a reference to Federico Fellini's film "8 1/2", it's a phrase that is supposed to be nonsensical, as is the plot of my film. The phrase appears to have become more popular in recent years, but for the longest time this film was the first result of a web search.

The design of the robot is a ripoff of a design from the Japanese comic/animation "Appleseed". If Andy Warhol can appropriate designs, so can I ;)

Software used: Photoshop, 3d studio (DOS), 3ds max.

<https://www.youtube.com/watch?v=kdH8UQaKmig>

Education

Rhode Island School of Design

Bachelor of Arts (B.A.), film/animation/video · (1994 - 1998)

Rhode island

Bachelor of Arts - BA, Animation, Interactive Technology, Video Graphics and Special Effects · (1994 - 1998)

The Maryland Institute College of Art

film photography, traditional cel animation, life drawing, oil painting · (1992 - 1994)