

Brian Zheng

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Vancouver, B.C.

Canada

(Approved Working Holiday Visa in UK)

Work Experience

Anthem Visual Effects [2007 – Current]

[Cg Artist] **Sanctuary Season 2**

- Worked exclusively on the creature team on modeling, texturing, shading, lighting and rendering

[Cg Artist] **Tucker and Dale**

- Modeling

[Cg Artist] **Sanctuary Season 1**

- Organic Creature modeling and detailing.
- projection matte painted backgrounds
- Creating CG elements for live action.

[Cg Artist] **Tin Man**

- Created CG elements for integration into live action.
- matte painted backgrounds and used camera projections for backgrounds

[Cg Artist] **Vipers**

- Modeled/light various CG backgrounds and props
- Matte painting backgrounds

Rainmaker LTD [2005 -2007]

[Cg Artist] **Blades of Glory** [2006-2007]

- Create/Adjust Static texture for CG replaced heads
- Animate CG faces to Match reference
- Render out Passes and communicate with lighting Artists and Compositors

[Cg Artist] **Garfield 2** [2005-2006]

- Light CG animal faces
- Create Textures for CG Animals
- Render Out Passes and communicate with Compositors

[Match mover] **Dr. Dolittle 3** [2005]

- Match movement of CG faces to referenced sequence

[Match mover] Various commercials [2005]

- Match movement of CG faces to referenced sequence

Education

Vancouver Film School [2003-2004]

- Diploma in 3d Animation and Visual Effects

Art Institute [2002-2003]

- Diploma in Character Animation

Proficient Software

Maya 2009

- Primary tool in Lighting, Modeling, Texturing, LookDev.
- Renderman for maya and Mental Ray Experience.

Adobe Photoshop

- Used in texturing and making displacement maps and matte painting.

Zbrush 3

- Used in production for character work and sets/prop work in live action. Created 32 bit displacement maps.

Headus UV Layout

- Used in production to create high quality UV layouts for characters/props/sets.

Softimage XSI

Python/MEL