

ERIC NEILL

3 D M O D E L E R

12524 Culver Blvd. Apt 19 Los Angeles, CA 90066 214.886.3299 eric.a.neill@gmail.com eneillart.com

Experience

"Green Lantern" (April '10-Oct '10) **Modeler** **Sony Pictures Imageworks**
-Modeling Vehicles, Characters and Environments.

"Iron Man 2" (Jan '10-March '10) **3D Generalist** **LOLA VFX**
-3d Tracking, Rotomation, Texturing, Lighting, Modeling, Particles/Effects

"The Town" (TBR) (Mar '10 - Apr '10) **3D Generalist** **LOLA VFX**
-Matchmoving, Tracking, Particles/Effects,

"ESPN Nascar Ad" (Dec '09) **Model/Textures** **Zoic Studios**
- Modeled and Textured all driver suits and helmets

"True Blood" (TV) (Oct '09) **Model** **Zoic Studios**
-Modeled CG Panther

"The Way to Heaven" (Aug '08-May '09) **Lead Modeler/Texture Artist** **Red Giant Studios**
- Modeled , textured and shaded majority of characters, props, and 'hero' environment assets.
- Rigged a handful of background characters.
- Created Shape Libraries as well as corrective blend shapes for two main characters.
- Lit a number of shots.

Qualifications

Modeling:

- Advanced understanding of correct human and animal anatomy.
- Modeling high and low resolution characters from concept art.
- Advanced techniques and knowledge for constructing efficient and animation friendly topology for characters.
- Hard surface techniques in Polygons, NURBS, Sub-D's.
- Organic and hard surface environments and Vehicles.
- Experience with traditional sculpting.
- Constructing complex and realistic blend shape libraries.
- Laying out advanced and efficient UV's.
- Retopologizing scan or digital sculpt data for animation.

Texturing:

- Painting organic and hard surface textures in 2D and 3D painting tools.
- Creating multiple texture passes such as color, bump, spec, emissive, subsurface color etc.
- Understanding of color theory and color harmony.
- Experience with traditional oil painting.

Software Skills

- Autodesk Maya.
- Pixologic Zbrush.
- Autodesk Mudbox.
- Headus UV Layout
- Paraform
- Cyslice
- TopoGun

Education **Academy of Art University (AAU) - San Francisco**

- BFA Animation/Visual Effects: 3D Modeling, 2005-2009

Baylor University - Waco, TX

- Major in Biology Minor in Drawing 2003-2005

References available upon request.