Artur Vill

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Summary

Specialising in character and environment look development, texturing, shader writing (RSL, GLSL, CG, OSL), fur/feather grooming. Surfacing pipeline and tools development (Python, MEL).
Professional experience with Renderman, Houdini, Katana, Maya, Mari, Photoshop, and Nuke.

Experience

Surfacing TD – The Lego Batman Movie (2017)

Animal Logic
January 2015 - Present (8 months) Sydney, Australia

- CG environment lookdev
- Procedural vegetation lookdev
- Mari GLSL port of Lego shader
- Glimpse stress tests (instancing and procedural scenes with Python)
- Glimpse new Python binding tests

Lead Surfacing Artist - Gods of Egypt (2016)

Iloura
May 2014 - December 2014 (8 months) Sydney, Australia

- CG environment and character lookdev
- PRman RIS shader port to Mari GLSL
- PRman for Mari - Mari scene translator (Python)
- Surfacing asset publishing tools dev for Katana (Python)
- Texture publishing tools dev for Mari (Python)
- Ptex and vector displacements pipeline (Alembic, Mari, Mudbox, PRman, Katana)
- Managing team of 6 artists

Surfacing TD - The Lego Movie (2014)

Animal Logic
September 2012 – December 2013 (1 year 4 months) Sydney, Australia

- Global shader development (RSL): procedural plastic wear (dust, dents, scratches)
- Procedural face shader lookdev and integration
- Procedural texture processing
- Ptex integration and baking processes

Surfacing Artist - The Great Gatsby (2013)

Animal Logic
January 2012 – July 2012 (7 months) Sydney, Australia

- Lookdev, development and maintenance of environment textures and materials
- Interiors parallax shader development (RSL, Cgfx)
- Crowd shaders

Surfacing Lead - Happy Feet Two (2011)

Dr. D Studios
January 2009 – November 2011 (2 years 11 months) Sydney, Australia

- Surfacing pipeline development
- Shader writing (SL) and surfacing tools development (Python)
- Surfacing tools maintenance
- Character and environment look development
- Environment and character template material library
- Character surfacing and fur/feather grooming
- Environment surfacing
- Documentation and artists training

Character Surfacing Artist - Legend of the Guardians (2010)

Animal Logic
2007 – December 2008 (1 year) Sydney, Australia

- Character look development (surfacing and grooming)
- Character and environment texturing/surfacing

Surfacing Artist - 28 Weeks Later (2007)

Animal Logic
January 2007 – February 2007 (2 months) Sydney, Australia

- Texturing and surfacing of the helicopter
- Texturing of 'zombies' and damaged body parts

Surfacing Artist - TVC

Animal Logic
December 2006 – 2007 (1 year) Sydney, Australia

- Tip Top – Growth
- Pure Blonde – Brewtopia
- Toyota Tacoma - Space Invaders
- Eveready Batteries
- Arrowhead Water

Surfacing Artist - Happy Feet (2006)

Animal Logic
May 2004 – December 2006 (2 years 8 months) Sydney, Australia

- Environment texturing/surfacing

Personal projects

WebGL eyeball shader - www.vill.ee/eye

- Texture projection on intersecting spheres to simulate cornea refractions
- Baked hdri lighting
- Interactive (JavaScript)

Realtime sphere raytracer - www.shadertoy.com/view/ltjGDd

- Analytical occlusion, area shadows, reflections and lights.

Contact

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