

Darrell Abney – *Lead / Senior Modeler*

Vancouver, B.C.

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PROFESSIONAL EXPERIENCE

March 2016

To Present

INDUSTRIAL LIGHT & MAGIC, Vancouver, B.C.

Senior Creature Modeler & Texture Artist. Duties include:

- Modeling and texturing hero characters and hard surface models for: Star Wars: Episode VIII - The Last Jedi, Valerian and the City of a Thousand Planets, and -Kong: Skull Island

Star Wars The Last Jedi: modeled AT-ST (some design), modeled Porg creatures and face shape library, model/tex Captain Phasma digi double, model/tex Snoke megadestroyer hangar, Textured Resistance transport fleet (some design), Textured DJ's ship

Valerian: Modeled several aliens for the market sequence, some concepts were rough and required me to contribute some of my own design to the aliens

January 2014

To Present

SONY PICTURES IMAGEWORKS, Vancouver, B.C.

Senior Modeler. Duties include:

- Modeling hero characters and hard surface for: Suicide Squad, Alice 2, Pixels, and CG Animated films including Angry Birds and Hotel Transylvania 2

January 2013

To January 2014

FREELANCER

Freelanced for the following companies through my company Brainmatter VFX:

PIXOMONDO – creature concept sculptor for a large scale Theme Park project

PROLOGUE – creature concept modeler for American Horror Story Season 3

BENT IMAGE LAB – Sr Modeler for 2014 Olympic Coke commercial

WOLF & CROW – Lead modeler on Plants vs Zombies 2 and F.C. Barcelona

A52/ELASTIC – Lead modeler Honda Odyssey & Sr modeler on Jose Quervo

May 2012

To January 2013

PIXOMONDO, Santa Monica, California

Senior Modeler & Texture Artist. Duties include:

- Modeling, texturing, and shading photo real characters, props, and sets for

Star Trek Into Darkness and **After Earth**

- Modeled Klingon and Captain Kirk digi doubles and the Kronos Klingon City

- Provided advice on bids as well as helping to improve the character pipeline

August 2010

To May 2012

LAIKA, Hillsboro, Oregon

Senior CG Rapid Prototype Modeler. Duties included:

- Modeled/UVed main characters, vehicles, and props for the film **Paranorman**

- Maya & Zbrush meshes 3d printed and filmed on set for this production

- Modeling and rapid prototyping/engineering of stop motion puppet faces,

bodies, eye rigs, cores, neckcaps, and haircaps

November 2009

To August 2010

THE MOVING PICTURE COMPANY, London, United Kingdom

Senior Modeler and Texture Artist. Duties included:

- Both modeling/UV and texturing of characters, creatures, and props for

feature film visual fx using Maya, Bodypaint, Zbrush, and Photoshop

- Modeled & textured digital doubles for **Harry Potter and the Deathly Hallows**

which was nominated for an Academy Award for best Visual Effects

- Part of a small team of artists who sculpted and textured the Narnia 3 sea serpent

- Room of Requirements modeling/texturing

- Projects included: **Harry Potter and the Deathly Hallows 1 & 2,**

Chronicles of Narnia 3, and **Robin Hood**

- February 2006
To November 2009
- SONY COMPUTER ENTERTAINMENT AMERICA**, San Diego, California
Senior Character Artist. Duties included:
- Worked closely with the art director and design team to model and texture high quality characters for Playstation 3 cinematics and games
- Character Artist on: **High Velocity Bowling, NBA07, 08, 09** and **Modnation**
- Character modeling & texturing - from photo reference and 2d concept, rigging, skinning/weighting, UV, and game engine integration
- May - July 2007
- XLT, Extra Large Technology**, Hollywood, California
Freelance 3D Modeler/Texture Artist. Duties included:
- Modeled/Textured 2 characters for the film **Princess Twins** (canceled project)
- October 2006
- Platt College**, San Diego, California
Instructor. Zbrush workshop
- Taught a 4 day Zbrush workshop to a group of 20 students at Platt College
- July 2005
To February 2006
- THRESHOLD DIGITAL STUDIOS**, Santa Monica, California
Senior 3D Modeler/Texture Artist. Duties included:
- Character/environment modeling/for the film **Foodfight**
- Creation of character blendshapes for 3 of the film's main characters
- February 2005
To July 2005
- 3D EYETRONICS, INC**, Redondo Beach, California
Senior 3D Modeler. Duties included:
- Production of animation-ready 3D models and textures for feature film from cyberscan scan data and/or from scratch with concept art
- Lead modeler for the film **Stay Alive** and t.v. movie **Mysterious Island**
Legend of Zorro, Land of the Dead, Zathura, Stay Alive, and Poseidon
Game projects include: **NBA 2K6** and **Stranglehold**
- April 2004
To December 2004
July 2002
To December 2002
- ELECTRONIC ARTS**, Los Angeles, California
Quality Assurance Technician. Duties included:
- Logged bugs into EALA Devtrak database to ensure product quality
Games: **Medal of Honor: Pacific Assault, Spearhead, & Frontline**
- February 2003
To April 2004
- CANNED INTERACTIVE**, Hollywood, California
Production Support. Duties included:
- Creation of 2D & 3D assets for DVD and multimedia projects
- December 2000
To December 2001
- DISNEY MGM STUDIOS**, Orlando, Florida
Production Artist. Duties included:
- Produced Ride and Show graphics for WDW Theme Park Productions
- Scenic painting of murals, props, sets, and signage
- August 2000
To December 2000
- UNIVERSAL STUDIOS FLORIDA**, Orlando, Florida
Makeup Artist and Costume Technician. Duties included:
- Constructed and painted props/costumes for Universal Studios Florida
- Applied/painted makeup on actors for the **Beetlejuice Graveyard Revue**
- April 2000
To August 2000
- KX INTERNATIONAL, INC.**, Apopka, Florida
Character Artist. Duties included:
- Sculpture of **Pokemon** character for Rockefeller Center storefront
- Clay sculpture of several animatronic animals for 3 Rainforest Café Restaurants

SUMMARY of QUALIFICATIONS

Proficient with Software: Maya, Substance Painter, Zbrush, Mudbox, Max, Photoshop, Mari
Traditional Art Skills: Thorough knowledge of human and animal anatomy through small and large-scale sculpture using mediums including water-based clay and airbrushing

EDUCATION and TRAINING

July 2007
To August 2007

JORDU SCHELL CREATURE DESIGN COURSE

Completed a traditional medium course on character/creature concept, sculpture, and painting taught by veteran designer & sculptor Jordu Schell.

October 2002
To December 2002

GNOMON SCHOOL OF VISUAL EFFECTS

Completed 3D modeling course with Maya

1997
To 1999

ART INSTITUTE OF PITTSBURGH

Associates of Arts Degree in Industrial Design Technology