

Darrell Abney – Visual Development Modeler

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PROFESSIONAL EXPERIENCE

October 2018

To Present

Laika, Hillsboro, OR

Senior VFX Modeler. Duties include:

- Modeling and digital sculpting of characters and props for Laika's films
- Worked as part of the Production Design department for 3 months sculpting full body character maquettes for the upcoming film Wildwood
- Organic and hard surface modeling, texturing, and look dev
- Utilizing Zbrush to sculpt facial expressions that work together and adhere to the show style
- Engineering and 3d printing of puppet parts

March 2016

To October 2018

INDUSTRIAL LIGHT & MAGIC, Vancouver, B.C.

Senior Creature Modeler & Texture Artist. Duties include:

- Modeling, texturing, and Mari LookDev of hero characters and hard surface models for: Star Wars: Episode VIII - The Last Jedi, Aquaman, Valerian and the City of a Thousand Planets, and Kong: Skull Island
- Star Wars The Last Jedi: modeled AT-ST robot (some design), modeled Porg creatures and face shape library, model/texture Captain Phasma hero digi double, model/tex Snoke megadestroyer hangar with asset team, Textured Resistance transport fleet (some design), Textured DJ's ship
- Aquaman: modeled/sculpted the Tylosaur creature body and armor (some concept) the main villain rides during the film. Hero costume modeling for Aquaman (yellow scales costume) and Oceanmaster.
- 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
- Kong Skull Island: Shot sculpting/blendshape keyframing to make Kong's face more expressive in certain shots as well as fixing muscle deformations.

June 2019

To Present

Think Tank Online, Vancouver, B.C.

Foundations Supervisor. Duties include:

- I teach once a week online for Think Tank, a Canada based 3d school. I teach foundations which is a 14 week course that goes over asset modeling, sculpting, texturing, look dev, lighting and more. I teach Maya, Mari, Vray look dev, and Mudbox. I had one of my students win first place out of 80 people in the online art contest and another of my students placed second.

January 2014

To March 2016

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
- Modeled the Hero Cronie Bat creature for Hotel Transylvania 2
- Made the Time and Red Queen digi doubles for Alice 2
- Modeled the diablo fire demon for Suicide Squad
- Modeled the pigs with others, and sets for Angry Birds with the team

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/ennvironment 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

- October 2019
- Fly On the Wall Studios**
Studied photo real 3d character portraits with Kris Costa's online class
- 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