

Fausto Tejada // CG Artist // www.pixolclay.com //
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Work Experience

duMonde VFX //CG Artist 7/11 – Present

21 Jump Street (2012)

- Lighting and rendering of digital assets to achieve photoreal results (Using Mental Ray and Maya).
- Modeling and Texturing of characters, assets, and environments for photoreal results (Using Maya, Photoshop, Mari, ZBrush, and Unfold 3D.)
- Setting up company pipeline and workflow in conjunction with Compositing lead to standardize department interactivity.
- Setting up temp comps to test and review render passes and assess lighting of shots.
- Matchmoving of plates using SynthEyes and PFTrack 2011.
- Teaching other artists about lighting techniques and shader optimization for use in photoreal oriented projects and workflow.

Worldwide FX //CG Artist 10/10 – 7/11

Conan the Barbarian (2011), Drive Angry 3D (2011), Playing The Field (2012)

- Lighting CG elements for live-action integration using several techniques (SSS, HDRI, FG, Traditional lighting) [Using Maya and Mentalray].
- Look development for digital doubles, props, and environments.
- Worked in conjunction with Supervisor to create and establish a studio Pipeline.
- Created training materials and documentation for the studio on the process of setting up Skin shaders for rendering in passes and compositing the output passes for use in live-action plates. (Using Maya, Mentalray, and Nuke).
- In charge of creating full CG environments: modeling, texturing, shading, lighting and rendering.
- Provided Compositors with temp Nuke comps of the 3d passes, and how they should be composited in order to achieve desired results.

Telefutura //CG Artist 07/10 – 10/10

- CG Asset creation for live-action integration.
- Established a ZBrush to Maya pipeline for integration with Pixar's Renderman.

Univision //CG Artist 08/09 – 05/10

- Created station ID's and for several events using various techniques in After Effects.
- Creation of 3D station logo presentation using Maya and Mental Ray.

MegaFilms //Lead CG Artist 01/08 – 02/09

Gabriel (12 Episode Mini-Series, 2008)

- Worked directly with Director to deliver his vision on-screen of various CG characters and effects.
- Integration of CG characters into live-action plates using various lighting techniques (SSS, HRDI, MatchLighting)
- Responsible for creature concepts and creation for use in 12 episode TV series.
- Worked on set to capture HDRI images to use for lighting and to assure tracking markers and performance was adequate for post-production use.

Synq Studios //Lead Modeler 12/06 – 01/08

- Led a team of Modelers in the production of assets for use in several projects, including video games, TV commercials, and an in-house short film.
- Creation of stylized and photo-real characters and props for both games and commercials.
- Worked directly with Technical Directors and other Lead Artists to create the Synq Studio asset creation pipeline.

Skillset

- Incredible attention to detail and great at working under pressure.
- Great drawing skills and being able to translate ideas into images as well as sketch various iterations of ideas in short amounts of time.
- Can work with others and share information as well as take critique and direction when given.
- Can work 100+ hours a week while still keeping a sane and focused mind.

Software

Maya	Unfold 3D	Nuke	Deadline
Mari (novice)	Mudbox	PfTrack	iRush
Photoshop	Topogun	Boujou	
ZBrush	UV Layout	SynthEyes	

Education

Academy of Arts University (Online) 2009 – Present

MFA in VFX & Animation

Art Institute 2005 – 2008

BFA in Computer Animation