

Cameron Ward - 3D Artist

cameron@weluminousbeings.com :: 910-840-1728

Skills

- Character Animation
- Modeling
- Texturing
- Rigging
- Lighting/Rendering
- Compositing
- Look Development/Character R&D

Software proficiency

- Autodesk Maya
- Maxon Bodypaint3D
- Pixologic ZBrush
- Headus UV Layout
- Adobe After Effects
- Adobe Photoshop
- Unreal Engine

VFX and Production Pipeline Work

<u>Film</u>	<u>Director</u>	<u>Release Date</u>	<u>Responsibilities</u>
<i>Fate of the Furious</i>	F Gary Gray	4/2017	Previs: asset creation, layout, set building, shot development, animation- @Proof Inc.
<i>Star Trek Beyond</i>	Justin Lin	6/2016	Previs: asset creation, layout, set building, shot development, animation- @Proof Inc.
<i>Pete's Dragon</i>	David Lowery	8/2016	Previs: creature and character animation, layout - @Proof Inc.
<i>Independence Day II</i>	Roland Emmerich	6/2016	Look Dev: vehicle concept, asset creation, layout , animation - @ASC
<i>Jupiter Ascending</i>	Wachowski siblings	2/2015	Look Dev: character concept, modeling, rigging - @ASC
<i>Noah</i>	Darren Aronofsky	3/2014	Look Dev: character concept, modeling, texturing, rigging, animation, lighting, rendering - @ASC
<i>Teenage Mutant Ninja Turtles</i>	Jonathan Liebesman	8/2014	Look Dev: character concept, modeling, texturing, rigging, animation, lighting, rendering - @ASC
<i>Archetype</i>	Aaron Sims	1/2012	VFX: rigging, animation, modeling, texturing, dynamics simulations, lighting, rendering, compositing - @ASC
<i>Tethered Islands</i>	Aaron Sims	TBD	VFX: character R&D, rigging, animation, modeling, texturing, lighting, rendering, compositing - @ASC
<i>Smash - Star Track (Music Video)</i>	Aaron Sims	2014	VFX: animation, rigging, texturing, shading, lighting, rendering, compositing - @ASC

Concept Design Work

<u>Film</u>	<u>Director</u>	<u>Release Date</u>	<u>Responsibilities</u>
<i>Jupiter Ascending</i>	Wachowski siblings	7/2014	Concept Design
<i>Ninja Turtles</i>	Jonathan Liebesman	6/2014	Concept Design
<i>Maleficent</i>	Robert Stromberg	7/2014	Concept Design
<i>Tethered Islands</i>	Aaron Sims	TBD	Concept Design

Education

Gnomon School of Visual Effects
International Academy of Design & Technology

2005-2008
2002-2004

CG Certificate Program
Associate of Science Computer Animation