

**Terrance Chandler**  
**285 Enfield Place apt 2212**  
**Mississauga L5B 3Y6**  
**3D Modeler/Texture/lighting Artist**  
**Canadian #905-232-0444/ US #305-613-5858**  
[www.polyganic.wix.com/terrance](http://www.polyganic.wix.com/terrance)

PROFESSIONAL EXPERIENCE:

**ARC PRODUCTIONS**

January 2015 – Aug 2016

**TV Shows**

**Lost in Oz**

- Hero Character zbrush sculpt and modeled.

**DreamWorks: Troll Hunters**

- Character Modeling: Modeled hero characters clothing and other character props
- Prop Modeling: Modeled Cars and Bike as well as other environment assets.

**Nickelodeon: Rusty Rivets**

- Character Modeling: Modeled 3 hero Character robots and worked on Rusty and other hero characters doing technical fixes and cleanup.
- Environment Modeling: Modeled several sets and modeled setups for layout to use as well.
- Prop Modeling: Modeled several prop models

**Disney: Tarzan and Jane**

- Environment modeling
- Prop Modeling

**Disney: Elena of Avalor**

- Character Artist: Sculpted characters in Zbrush and retopologized in Maya.

**Thomas the Tank Engine:**

- Environment modeling
- Asset upgrades and Converting files

**Commercial**

**Unilever 3D animated Butter commercial**

- Environment modeling and Prop Models

## **SPIN VFX**

October 2013 – October 2014

### **Television Shows**

#### **Dominion SyFy Pilot & Series**

- Full Character Modeling and Texturing of Digital Doubles using Zbrush for sculpting as well as using Mari for full Surfacing of the Characters Skin and clothes. Full range of maps Diffuse, Subsurface, Albedo, Bump, Specular, Displacement, and Mask
- Environment Modeling: Created Full Cg Outer Wall that is used in all episodes from far to close ups. As well as main Entrance Gate of Shots.
- Prop Modeling and Texturing of live action Characters to interact with

#### **Reign TV Series**

- Environment Modeling: Modeling Part of a building set extension piece and also Also model Set piece of the Main Castle.

#### **Beauty And the Beast TV Series**

- Prop Modeling: Modeled a neck chain and lock and surfaced it as well as look Dev it. Also Modeled a Bird House for lighting and animation to use.

### **Feature Films**

#### **The Interview**

- Modeled a door for Comp and special FX uses matching to plate.

#### **John Wick**

- Character Head Modeling of Keanu Reeves Digital Double Head and modifying and making blennshapes in Zbrush
- Chain link fence Model and Textures for Car Chase special effects simulations  
Prop Modeling and Texture

#### **The 33**

- Zbrush Sculpting of Hero Environments. Making Rock Displacement and Vector Displacement Maps.
- Modeling and Texturing of Environmental Elements Hard Surfacing modeling as well as organic.

**Toonbox Entertainment** Toronto, Ontario

October 2012 – September 27, 2013

**The Nut Job: Theatrical Movie**

**General 3DArtist**

**Surfacing Artist**

- Surfacing environments and props, and set dressing
- Surfaced Hero character props and bldg props
- Worked collaboratively with team to achieve consistent look and feel of the movie
- Made necessary adjustments based on feedback from Art Director
- Followed specific guidelines for publishing the UV's and Palette's for the rest of the pipeline to use.

**Character Finaling Artist**

- Receiving sequences with numerous shots and opening them and checking for errors while applying palettes to characters and assets that characters interact with.
- Made fixes to fur and characters animation and handled scene adjustments.
- Published ribs for final layout to use.

**Lighting Sweatbox artist**

- Handle sequence and shots between flo and lighting
- Send to farm vfx passes, diffuse passes and light passes for tech pass rendering
- Open tech passes in Nuke and submit to farm the combined passes for viewing by lighting department and surfacing for final shot checks before lighting and compositing.

**Inway Studios** Miami Florida

August 2013

**Character Modeling and Texture Freelance**

- Character Modeling of Main Characters for webisodes
- Texturing of characters

**Jaibana Studios** Miami, Florida

August – September 2012

**Digicel Top Up: Commercial TVC1**

**Digicel Top Up: Commercial TVC2**

**Lead Character Modeling/Texture Artist,**

- Responsible for character creation from Zbrush to retopolization and then clean up in maya.
- Layout of UV's and creating skin shader and texturing.

**Inway Studios** Miami, Florida

August 2012

**Character Modeling and Texture Freelance**

- Character Modeling of Main Characters for webisodes
- Texturing of characters

**Synq Studios Calaboration with Spin VFX** Miami, Florida  
**Underworld Awakening:** Theatrical Movie

September 2011 -December 2011

**Modeling Artist** (September 2011 to December 2011)

- Created 3D assets based on references for high end production
- 3D Model of hero building for hero shot and scene
- Original organic skeletal modeling for production rigging and compositing
- Hard surface modeling in ornate style, brutalism style and gothic style

**Texture Artist** (September 2011 to December 2011)

- Created high quality procedural textures and altered textures for buildings
- Generated diffuse and normal maps to create realistic illusionary depth to textures
- Digital Matte Painting with changes, based on supervisorial feedback
- Original ZBrush blood painting for skeletal model
- Created self illumination maps for background CG buildings

**Lighting Artist** (September 2011 to December 2011)

- Created lighting for 3D visual reference
- Matched lighting for logo building
- Mock up lighting for skeletal scene and shot
- Created Lighting for completed bridge scenes

**Synq Studios** Miami, Florida

August 2009 –September 2011

**Polar Maltin:** Commercial

**AT&T:** Commercial

**Gulf Film Festival:** Intro Presentation in Theatre

**Tide Fabreeze:** Commercial

**Abyat:** Commercial

**Lead Modeler/ Texture Artist/Lighting Look Dev Artist**

Synq Studios designs 3D animation for Commercial and Film they are located in Miami Florida.

Ensure the general efficiency and smooth management of all models and Texture, and take ultimate responsibility for their successful completion of models and textures within the studios workflow. This includes establishing the policies, goals, and values of the modeling team, and ensuring the entire team knows its highest priorities and due dates. Lighting responsibilities include look development for shots and textures:

- Evaluation of models, and UV layouts .
- Maintain High standards by example for team.
- Consult with clients and Art director to ensure quality of models and textures.

**POLAR MALTIN COMMERCIAL**

- Digital Double Modeling and ZBrush texturing
- Produced Production 3D models High and Low version
- Remapping of high quality texture onto low build meshes

- Developed and Managed Textures for studio pipeline
- Lighting development for Skate boarder combined into giant.

#### CHARACTER LIBRARY DEVELOPMENT

- Developing characters for digital pre-visual work
- Building Skin shader for the character network
- Managing Team for production modeling workflow development
- character lighting look development

#### AT&T OF LATIN AMERICA PROJECT

- Modeling and Texturing

#### GULF FILM FESTIVAL

- Created 3D models for theatrical intro to film festival

#### TIDE OF LATIN AMERICA

- 3D Pre-visual for client feedback and approval with modeling and texturing, lighting and Camera Shot Setup

#### ABYAT 2009 COMMERCIAL

- Modeled high polygon model for commercial production
- Generated diffuse maps for product models

#### **NEWPRODUCTHELP.COM** Miami, Florida

August 2009 - January 2010

#### **3D modeling Concept**

NewProductHelp.com is a company that helps there customer visualize their ideas in3D

- Create 3D render models of product concepts
- Procedural Texturing and file Texturing
- Basic Lighting and composite setup and rendering of 3D objects

#### **Karine Rousseau Design Studio** Miami, Florida

May 2009 - August 2009

#### **3DModeler**

- Realistic detailed high poly 3D modeling of furniture for photo real rendering

#### **Peace Education Foundation** Miami, Florida

January 2002 - January 2003

#### **Illustrator**

- Created historical illustrations for 8<sup>th</sup> grade workbook
- Illustrated and rendered cover book

#### **Letca Films** Miami Florida

May 2001 - August 2001

#### **Production Intern**

- Created storyboarding designs for edited footage
- Created conceptual artwork for live commercial
- Assisted in editing techniques
- Assisted pre-production team for commercial development

- Help assisted with actual physical light setup.

## **Skills**

### **Software Skills:**

Zbrush - Mari - Mudbox - Maya - Illustrator - Nuke - Katana – After Effects - Photoshop

Headus UV Layout - Unfold3D - Vray - Mental Ray - 3D Delight

### **Art Skills:**

Traditional Acrylic Painting, Oil & Watercolor

Traditional Drawing & Sketching

Traditional Sculpting,

Traditional illustration

## **EDUCATION**

**B.F.A in Computer Animation:** Miami International University of Art and Design, FL 33132

**High School Diploma:** Design and Architecture Senior High, Miami, FL 33137

**References Available Upon Request**