

Laurel Smith
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SUMMARY

More than 20 years of experience in VFX and Feature Animation with a focus on character texturing, look development and grooming.

EXPERIENCE

Character Texture/Look Development Lead

06/2020-08/2021

Cinesite- Feature Animation- Adam's Family 2

- Created workflows and structures including Mari, Substance and Gaffer archives and templates to provide organization and consistency for character surfacing.
- Communicated the goals and intentions of the Art department, Production and the Surfacing Supervisor to a team of Surfacing artists with regular remote check-ins and meetings.
- Attended regular art department 'kick-offs' providing technical surfacing feedback and brainstorming.
- Provided feedback and tracked the progress of the members of my Surfacing team using video conferencing, gchats and Atrack.
- Participated in reviews as required.
- Documented character surfacing workflows through Confluence pages and Google docs.
- Provided photo-realistic textures, both procedural and hand painted using Substance Painter/Designer and Mari.
- Contributed to the development and organization of Arnold shaders in Gaffer for the surfacing of characters and props.
- Adapted to shifting Production needs by providing texture support to VFX projects at the end of the feature animation project.
- Mentored junior artists.

Lead Texture Artist

01/2014-06/2020

Digital Domain- VFX- Vancouver

- Worked closely with production, the show supervisors and art direction to adhere to individual project's required look.
- Worked on a broad variety of show styles creating photo-realistic and stylized textures as required.
- Mentored junior artists.
- Communicated feedback from other departments, supervisors and the director to members of the texture team as required.
- Provided leadership and support for the texture team both creatively and technically to facilitate the completion of the texturing assignments on schedule.
- Provided progress updates to production and supervisors and communicated any potential or existing technical or workflow bottlenecks that could impact scheduling.
- Created documentation for the department's internal Confluence pages for texturing workflows and technical information.
- Participated in department collaborative meetings with the Texture Pipeline team to develop tools and practices to increase the quality and efficiency of the texture department.

- Worked remotely with teams in L.A. and India using video conferencing, online documentation, Shotgun and regular gchats.

Senior Texture Artist/Lookdev/Groom 03/2013-12/ 2013

Zoic- Vancouver

- Focus on character development

Senior Texture Artist 06/2012-02/2013

Rhythm and Hues- Vancouver

Senior Texture Artist 04/2011-04/2012

MPC- Vancouver

- Focus on character development

Lighting/Lookdev Artist 10/2010-03/2011

Digital Domain- Vancouver

Lead Texture Artist/Lookdev 01/2009-10/2010

Image Movers Digital- Novato, California

- Focus on character development

Surfacing Artist 10/2007-12/2008

Rainmaker- Vancouver

Texture Artist/Groom 05/2006-10/2007

MPC- London, U.K.

Surfacing Artist 01/2005-02/2006

Animal Logic- Sydney, Australia

- Focus on character development

Surfacing Artist 01/2003- 02/2004

C.O.R.E. F.A.- Toronto, ON

- Focus on character development

Houdini Generalist 1998- 2003

C.O.R.E. D.P..- Toronto, ON

- Education

Sheridan College 1998

Oakville, Ontario

- Post Graduate Computer Animation diploma

University of Alberta 1994

Edmonton, Alberta

- Bachelor of Fine Arts- with Distinction- Art & Design

