

# ALWYN HUNT

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## Experience

**2010 - current, Double Negative,** London, UK

*Senior Texture Artist*

"John Carter of Mars" – Feature Film

- Texturing hero characters
- Setting up Mari, Nuke texturing pipeline

**2009 - 2010, Moving Picture Company,** London, UK

*Lead Texture Artist*

"Robin Hood" – Feature Film

- Responsible for overseeing all digital double characters and props
- Working with look-dev developing shaders

**2009 – 2009, Sony Imageworks,** Los Angeles, US

*Senior Texture Artist*

"Alice in Wonderland" – Feature Film

- Responsible for texturing hero characters
- Working with look-dev to establish character look

**2007 – 2009, Moving Picture Company,** London, UK

*Lead Texture Artist*

"Wolfman" – Feature Film

- Responsible for overseeing all digital double characters.
- Responsible for checking all characters textures for approval.

- Communicating with other departments to convey Surfacing needs. Providing other departments needs (primarily Lighting).
- Reporting to CG Supervisor in order to meet scheduled deadlines.
- Spot and flag creative and technical issues as they arise

*“Watchmen”* – Feature Film

- Responsible for digital doubles in Toronto.
- Responsible for checking all characters textures for approval.
- Spot and flag creative and technical issues as they arise

*“Harry Potter and the Half Blood Prince”* – Feature Film

- Responsible for digital doubles.
- Responsible for checking all characters for texture for approval.

*“Narnia – Prince of Caspian”* – Feature Film

- Responsible for overseeing all CG animals and creatures.
- Responsible for checking all characters textures for approval.
- Communicating with other departments to convey Surfacing needs, providing for other departments needs (primarily Lighting).
- Reporting to CG Supervisor in order to meet scheduled deadlines.
- Spot and flag creative and technical issues as they arise
- Texturing assets for approval.

**2005 – 2007, Starz Animation, Toronto, Canada**

*Lead Texture Artist*

*“Everyone’s Hero”* – CG Feature Animation

- Responsible for organizing a team of 14 texture artists
- Established a well-organized surfacing work-flow
- Demonstrated, communicated and exemplify clear expectation for quality of work, productivity, communication and professionalism to the team
- Communicated technical guidelines with added training sessions
- Contributed to the design of surfacing tools to help work flow
- Responsible for checking all characters textures and hair system
- Establishes the look and qualities of characters, props and environments with direction from the VFX Supervisor, Art Director and Surfacing Supervisor
- Ensures that Surfacing files are complete and ready for lighting
- Spot and flag creative and technical issues as they arise
- Communicating with other departments to convey Surfacing needs

**2005 – 2003, Animal Logic, Sydney, Australia**

*3D VFX Team*

House of Flying Daggers – Feature Film

- Responsible for texturing and lighting shots

Farscape “The Peacekeeper Wars” – DVD Film

- Responsible for texturing and lighting shots

TVC Commercial Work - Toyota cones, Energizer, Esonna, Kelloggs, Toyota knives

- Responsible for texturing and lighting shots for final delivery of shots

**2003 – 2002, Fuel International, Sydney, Australia**

*3D VFX Team*

Commercial Work – Arnotts, Go Big

- Responsible for texturing and lighting shots for final delivery of shots

**2001-2002, Post Modern, Sydney, Australia**

*3D VFX Team*

Commercial Work – Colgate commercials

- Responsible for texturing and lighting shots for final delivery of shots

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## **Education**

2000 – 2001 **KVB Institute** – North Sydney

Advanced Certificate in Maya.

1998 – 2000 **Computer Graphics College**

Advanced Diploma in 3d Animation and Computer Graphics.

1996 – 1998 **Meadowbank Fine Arts**

Advanced Diploma in Fine Arts

1981 – 1988 **Northern Southland High School**

1989 – 1992 **Christchurch Polytechnic**

Certified Chef

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## **Other**

### **Awards**

2000 – 2000 CGC Best Motion Graphics

### **Software**

Maya, Photoshop, Bodypaint, zBrush, Mudbox, After Effects, Digital Fusion, Shake, Nuke, Mari

### **Interests**

Traveling, surfing, rugby, snowboarding, painting, fine arts.

*Professional References Available Upon Request*