

Sherrie Law

look dev . generalist

tel 1.604.728.7877
email info@sherrielaw.com
demoreel www.sherrielaw.com

Objective

3D artist with over 6 years of production experience in high-end feature animation and film. Primary areas of expertise include look dev, texturing, modeling, lighting, and digital matte painting. Possessing both creative and technical expertise, I seek to join a dynamic team environment where these skills are valued.

Skills & Areas of Knowledge

Look Development / Texturing

- Experienced in look developing shaders for characters and environments in Renderman and V-Ray.
- Experienced in early R&D look dev and building material libraries unique to a show.
- Some experience writing shaders with RSL and OSL.
- Experienced in texturing characters and environments in photorealistic or painterly styles.
- Well-versed with Mari and Photoshop.

Lighting

- Experienced with shot lighting in V-Ray.

Modeling & Sculpting

- Experienced with creating organic and hard-edged models.
- Well-versed with ZBrush and Mudbox.

Digital Matte Painting

- Experienced with 2.5D digital matte painting in Nuke.

Artistic

- Well-versed in various traditional mediums, including drawing, painting, and maquette sculpting.
- Previous experience in graphic and web design.

Teaching

- Experienced in teaching look development, texturing, and lighting in V-Ray and Mental Ray.

Software Proficiency

- **Softwares:** Maya, 3DS Max, Katana, Nuke, ZBrush, Mudbox, Mari, Photoshop, After Effects
- **Script/Code:** MEL, Python, shell, RSL, OSL
- **Renderers & OS:** Renderman, V-Ray, Mental Ray, Linux, Windows, OSX

Work Experience

Dec 2015 to Present	Look Development & Lighting Instructor Capilano University - Taught lighting and look development in VRay, Maya, and Nuke	Vancouver, BC
Jan 2016 to Present	Industry Mentor (Surfacing) Vancouver Film School - Mentored students with a focus on surfacing in Mental Ray and Maya	Vancouver, BC
Mar 2014 to Feb 2015	3D Generalist Industrial Light & Magic - <i>Jurassic World (2015)</i> - <i>Tomorrowland (2015)</i> - <i>Transformers 4: Age of Extinction (2014)</i>	Vancouver, BC
Jan 2014 to Mar 2014	Lighting / Look Dev TD MPC - <i>Jersey Boys (2014)</i>	Vancouver, BC
Feb 2011 to Oct 2013	Shading Technical Artist Pixar Canada - <i>To Protect and Serve (Cars Toons) (2014)</i> - <i>Radiator Springs 500 ½ (Cars Toons) (2014)</i> - <i>Sky Toy Story of Terror Commerical (Toy Story Ad) (2013)</i> - <i>Spinning (Cars Toons) (2012)</i> - <i>Bugged (Cars Toons) (2012)</i> - <i>Hiccups (Cars Toons) (2012)</i> - <i>Partysaurus Rex (Toy Story Toons) (2012)</i> - <i>Time Travel Mater (Cars Toons) (2012)</i> - <i>Small Fry (Toy Story Toons) (2011)</i>	Vancouver, BC
Nov 2012 to Feb 2013	Advanced Materials & Texturing Instructor (Part-Time) ACTIMAGE Centre for Digital Arts - Taught surfacing in Mental Ray and Maya	Vancouver, BC
Jun 2009 to Feb 2011	Digital Painter / Shading TD Pixar Animation Studios - <i>Cars 2 (2011)</i> - <i>Toy Story 3 (2010) (uncredited)</i> - <i>Day & Night (2010) (uncredited)</i>	Emeryville, CA
Sep 2006 to Feb 2008	Graphic/Web Designer A-Power Computer Ltd.	Vancouver, BC
Jun 2005 to Aug 2006	Graphic Designer Cube Connections Ltd.	Vancouver, BC

Education

Feb 2009	Diploma in 3d Animation & Visual Effects (Honours) Vancouver Film School - Specialized in Modeling and Texturing	Vancouver, BC
May 2006	Bachelor of Fine Arts University of British Columbia - Major in Visual Art	Vancouver, BC

References

Available upon request.