

Jon Childress Farmer

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Career Objective To continue working collaboratively in the digital entertainment industry as a CG Artist, expanding and enriching my modeling and environment creation skill sets in such a position. Modeling and environment creation continue to be a passion for me as they enable me to utilize all of my architectural, environmental and graphic design skills.

Experience

11/06 - Present **Lucasfilm Animation, Ltd..**
Assets Supervisor: Paul Zinnes

"The Clone Wars" Modeler/Environment Artist (Maya, modo)
Currently modeling and UV'ing environments (both natural and man-made), droids, ships and a few characters for episodic television show. Using my previous digital feature experience to assist with designing and implementing various aspects of the production pipeline as it pertains to asset creation.

3/06 - 11/06 **Factor 5, LLC.**
Art Producer: Chad Lowe

"Lair" (PS3 Video Game) Environment Artist (Maya, Photoshop, World Machine, zBrush)
Built and UV'd models for architectural and environmental assets for game. Worked with Texture Artists to deliver UV maps in preferred layouts. Created new terrain heightmaps in Photoshop and World Machine, using Level Designers rough layouts, and added erosion detail to existing heightmaps for better ingame appearance. Managed cleanup of outsourced modular building assets and placed them into the game's environment with input from the Art Director.

9/03 - 9/05 **Industrial Light & Magic**
Hard Surface Modeling Supervisors: Russell Paul & Pam Choy

"Chicken Little" 3D Technical Director (Zeno, Shake, Maya)
Created right eye renders using proprietary software developed at ILM with rendered elements and Maya geom scenes from Disney. Became proficient at running Shake scripts, trouble shooting errors in compositing, and laying out shots in 3D space.

"War of the Worlds" Digital Modelshop Artist (Alias Studio, Maya, Photoshop)
Built a CG version of New Jersey's Bayonne Bridge, a subd version of a Hyundai Sonata, cleaned up an existing polygon model Jeep Wagoneer. Cleaned up models and painted textures on both an F16 Falcon airplane and an AH1W Cobra helicopter.

"XXX2: State of the Union" Hard Surface Modeler (Alias Studio, Maya)
Built a rigid hull inflatable speedboat, concrete arch spanned bridge for finale sequence and numerous utility poles and street lamps for background dressing.

"Star Wars: Episode 3" Hard Surface Modeler (Alias Studio, Maya, Softimage)
Created numerous hard surface models. These included a new CG Artoo Deetoo, various droids, three set extensions/environments (both interior and exterior) and two spaceships. Added more details and additional geometry to enhance pre-existing models.

4/02 - 9/03 **Tippett Studios**
Modeling Supervisor: Joseph Hamdorf

"Matrix Revolutions" Modeler/Environment Artist (Maya)
Created numerous organic and hard surface models. These included a machine city skyscraper (which became a kit of parts to generate the entire city), three mecha/organic creatures for the city, Neo's brainjack, exterior environments of mountains and rocky landscapes. In addition, on a tunnel sequence environment, created a system using wire deformers to layout and easily update the set based on either the camera or ship's flight curve for thirty shots

Experience, cont.

4/01 - 2/02 Industrial Light & Magic

Hard Surface Modeling Supervisor: Russell Paul

"Star Wars: Episode 2" Hard Surface Modeler (*Alias Studio, Maya, Softimage*)

Created numerous non-organic models. These included two skyscrapers/building complexes, two spaceships, eight factory robotic contraptions, factory set pieces (girders, power supplies, greeblies), two battle droids.

3/97 - 4/01 Pixar Animation Studios

Set Dressing Dept. Mgr: Trish Carney, Modeling Dept. Mgr: Deirdre Warin

"Monsters, Inc." Modeling TD (*Alias Studio*)

Created various production models using Alias Studio. These consisted of hard surface props, including BoosTeaSet, BoosPots&Pans, BoosEasel, BoosTable, FirstAidBox, MonsterPencil, SodaCan, ToyBasket, CoffeeCup.

"Monsters, Inc." Senior Set Dresser (*Proprietary*)

Within a team environment, created and maintained sequence set dressing files as directed by Production Designers & Directors: adding CG models to enhance visual complexity of film image. Support Animation and TD departments to assure that continuity and renderability issues were addressed. Major set contributions: Sulley's Apartment, CDs & Yeti's Cave.

"Toy Story 2" Set Dresser (*Proprietary*)

Created and maintained sequence set dressing files as directed by Production Designers & Directors: laying out CG models and sets to enhance visual complexity of the final film image and composition. Supported Animation and TD departments to assure that continuity and renderability issues were addressed and met within the production pipeline. Major set contributions: Andy's Bedroom, CargoHold, luggage!, ToyBarn, Al's Apartment, cheetos!

Education Academy of Art College
6/95-12/96
Silicon Graphics Training Studio

University of Texas at Austin
6/79-12/84
School of Architecture

References available upon request.