



Christopher P. Clyne

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Objective

Experienced 3D artist is seeking work within a small to medium teamwork-oriented production environment in order to utilize extensive skill set.

Software

Maya, Boujou, Photoshop, After Effects, Shake, Z-brush, Illustrator

Experience

Motion Theory Venice, CA February 2006 - Present
3D Lead/Generalist

3D content and effects for various commercials including clients such as Sony, Nike, Verizon, and HP. Responsible for pre-production tasks such as previz and on-set VFX assisting. Post tasks include tracking, shot setup, modeling, lighting, and rendering (shot finishing).

Full Tank Venice, CA November 2005 - February 2006
3D Generalist

Sole 3D artist in charge of modeling, texturing, lighting, and animating full 3D intro and bumpers for client CMT films, as well as creating 3D cutscenes for DVD game for snapTV. Also contributed animation and rendering of content for MTV TRL awards.

Motion Theory Venice, CA June 2005 - December 2005
3D Generalist
Modeled, lit, and rendered shot in Reebok shoe commercial.

Education

Gnomon School of Visual Effects Hollywood, CA February 2002 - June 2005
Completed 3D Certificate Program

University of Washington Seattle, WA - Bachelor of Arts Graduated June 2000
Studied drawing, printmaking, painting, graphic design, photography, and art history.