

Aaron Steadman

3D Modeling

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Reel FX Creative

Oct. 2009 – Feb. 2010

Modeler-Character/Vehicles

Disney Toons

- Modeled the main character for a Disney Toons test project using model sheets from Disney.

Warner Brothers Looney Tunes Theatrical Short

- Modeled vehicles for a Looney Tunes short based on a combination of supplied references from Warner Brothers and real world photographs.

Corgan Media Lab

Aug. 2007 – Sept. 2009

Modeler

- Key responsibilities included modeling any props such as chairs, lamps, beds, TV's, etc for various hotel room and airports.
- Modeled detailed products such as cell phones, athletic shoes, etc for clients such as Nokia, Adidas, and Mountain Dew.

Janimation

Dec. 2006 – April. 2007

Modeler – Props and Sets “Civilization” and “Beyond the Sword”

Game Cinematic **Firaxis Games**

- Modeled and UV mapped props and set pieces conforming to the style of the game.
- Built sets using said models and initiated early camera layouts in Softimage, based on storyboards.

Studio Ember

Nov. 2006

Modeler – Props “Jeep”

Advertisement

- Realistic modeling of various city street props was required fro this print ad campaign.

Reel FX Creative

Sept. 2006 – Oct. 2006

Modeler – Sets & Props “Boz: The Green Bear Next Door”

Direct to DVD Production **Exclaim Entertainment**

- Modeled numerous props and did extensive set dressing for several sets.

DNA Productions

April 2000 – May 2006

Lead Modeler – Sets & Props “The Aunt Bully”

Feature Film Production **Warner Brothers**

- Ensured the integrity of models leaving the department in terms of visual and technical accuracy required for compatibility with the production pipeline.
- Trained new modelers in department standards, techniques and procedures to seamlessly integrate them with the rest of the team.
- Fleshed out rough mockups from Workbook department for use by the set modeling staff.
- Personally assembled most human-scale sets for Layout in Houdini.
- Modeled significant portions of subterranean organic environments.
- Modeled non-organic props of varying degrees of complexity and detail.
- Beta tested initial releases of Modo and evaluated its usefulness for the production.

Set Dressing Artist for “The Aunt Bully”

- After completion of all set creation and adjustments for the Layout department, assisted Set Dressing.
- Added elements to existing set layouts to enhance final compositions.
- Worked with custom tools for procedural elements and displacements in Houdini.

Set Supervisor “The Adventures of Jimmy Neutron”

TV Production Nickelodeon

- Ensured that all sets assembled for the series were created on time and in a way that was consistent with other departments’ pipeline specifications.
- Created mockups and proxies of sets that accommodated cameral and production needs. This involved frequent consultation with Layout and Texture department heads.
- Due to a series schedule that called for “on the fly” design and immediate turn around on directors’ requests, my team designed large scale sets and props with only storyboards as reference. The team generated and average of six full sets each week.
- Created customized versions of assets to accommodate Layout, Rigging, and Texture needs.
- Tracked asset needs and assignments.
- Personally modeled key set pieces and props that had to be built to unusually specific requirements.
- Published set and prop assets for each show.

Set and Prop Modeler “Jimmy Neutron: Boy Genius”

Feature Film Production Paramount

- Built hundreds of props and set pieces from scratch, using model sheets, concept art, post-it notes from the director, or just by improvising.

Software

Modo, Lightwave, 3D Studio Max, Maya

Education

1999 – Associates Degree – Computer Animation – The Art Institute of Dallas

References Available Upon Request