

STEPHANIE POCKLINGTON

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EXPERIENCE

Sony Imageworks – November 2017 to June 2018

Vancouver, BC

Hotel Transylvania 3

- Senior Environments Artist - populated CG valley with trees, rocks and other environment elements using scattering tools, lit, rendered and precomped in nuke for presentation, delivered elements to lighting for final render, developed templates for team for katana rendering as well as nuke templates to automatically incorporate the katana renders and slapcomp for presentation, helped setup sky, cloud and mountain nuke templates for team, used these templates to complete matte painting sky shots myself, helped develop tool in Maya to layout volumes using Arnold live rendering which would then export from there and import and render in katana

Industrial Light & Magic (ILM) – July 2016 to present

Vancouver, BC

Jurassic World: Fallen Kingdom

- 3-D Generalist – repurposed low-res scan geometry from valley, reaved and refined details, textured and shaded rock and grass base, populated valley geometry with animated tropical forest separated into regions for fx interaction, created light rigs and rendered shots and precomped them in nuke for presentation

12 Strong

- 3-D Generalist – created CG mountains and valley, used primarily Clarisse for this project, populated with vegetation and rocks and in some cases animated characters walking around in the distance, lit and rendered shots, precomped in nuke for presentation, projected 2-d matte paintings and enhancements in certain areas using nuke

Transformers: The Last Knight

- 3-D Generalist – used Z-Brush and 3dsMax to create giger-esque style architecture on the interior of the ship, created and adjusted lighting and shaders, rendered with different AOVs, used Clarisse to populate larger scale shots

Rogue One: A Star Wars Story

- 3-D Generalist – created vegetation library using Speedtree, released models, textures, shaders and animation in different speed variations, populated vegetation in scenes using Forest Pack in 3dsMax, created lighting rigs, rendered different layers and AOVs of trees, precomped layers and applied minor comp adjustments like haze in z-depth and grades on diffuse, created some architecture and prop assets, textured, shaded and lit them, 2-d enhancements on certain areas, minor matte painting extensions and adjustments

Silence

- 3-D Generalist – creating geometry, 2-d projections, fixing echoes, rendering animated trees and inserting into nuke script as layers

X-Men: Apocalypse

- Environments & Assets support – helped streamline pipeline process for large environments with multiple assets, completed various asset and environment tasks

Fantastic Beasts and Where to Find Them

- temp CG Supervisor - help setup show, standards and research and development needs

A Monster Calls

- CG Supervisor - hero character and environment supervision on strict budget, strategize with each department best techniques and technology to achieve work ahead while staying within budget, meet with software to develop any new tools needed, manage quality and ensure director and visual effects supervisor's creative direction is being followed, ensure CG is delivered effectively through the renderfarm and optimize where possible without affecting quality, troubleshoot technical problems such as render errors, pipeline issues and bugs, mentor leads and artists and assist with any gaps in knowledge, communicate regularly with central production, VFX supervisor, production team and Leads/Heads of Department about concerns, status and overall team needs

Fantastic Four

- Lead Environments TD - trained new environments/asset team in modeling and texturing to create the CG planet in a short time span, solved technical problems, motivated team through dozens of changes, managed and planned environment td work for 200+ shots, matte painted • Asset Support – modelling and texturing tasks for vehicles, props and characters

X-Men 2: Days of Future Past: Director's Cut (edits/extra shots for DVD release)

- Lead Environments TD – lead environments and matte painting team through 70 shots, created builds for main setups, managed artist's tasks and schedules, solved technical problems and motivated team
- Asset Support – modelling, texturing and techanim tasks

Cinderella

- Assets - modeling and texturing
- Environments – speedtree forest creation, layout of instanced trees and environment assets, tree asset pipeline support, minor projections and painting work

X-Men 2: Days of Future Past

- Environments - guiding team through environment modeling, ran tutorials on 3D software/MPC packaging, uving, texturing and sculpting, tech fixes, 3-D and 2-D projections, minor matte painting
- Assets - character modeling, vehicle concept modeling, prop modeling and blendshaping for rigging

Maleficent

- Assets - modeling props with cloth capabilities, texturing props
- Techanim - organized and guided team through specific Groom (grass) setup for a sequence, created multiple cloth setups for various crowd animations, ran cloth simulation through crowd pipeline, pipeline fixes for groom and crowd
- Environments - cleaning releasing client's PSD files for use in pipeline and layout

Percy Jackson 2: Sea of Monsters

- Assets - character modeling and texturing
- Techanim - cloth simulations, skin deformations and fixes, pipeline fixes

300: Rise of an Empire

- Assets - character modeling
- Environments - modeling for projection, occlusion renders for matte painters

The Lone Ranger

- Assets - modeling and texturing
- Techanim - cloth simulation for environment animations

Fast and the Furious 6

- Assets - street prop modeling and texturing
- Environments - set extension modeling and projection

Into the Storm

- Assets - street prop and debris modeling and texturing

Seventh Son

- Environments - environment modeling and projection with provided matte painting, sculpted higher resolution landscapes, lighting on buildings for animated specular passes •
- Techanim - character transformation blendshaping and deformations

Man of Steel

- Assets - camera and reference photo line-up, modeling street props & partial vehicle •
- Techanim - character finishing with deformers, intersection fixes, cloth clean-up, pipeline fixes, minor mechanical animations and tweaks

Godzilla

- Previs - modeling, uv-ing and texturing elements: vehicles, environments and effects

Elysium

- Assets - prop modeling

Other Experience

Freelance - 2004 - present

Client work •
Concert Visuals - visual effects timed to a live music performance •
Merchandise - t-shirt design lines and album covers •
3-D Design - modeling, texturing and rendering characters/elements •
Graphic Design - logos and website features •
Commissions - traditional and digital illustration and painting work

Personal • Exhibited and sold my own art in art shows and online

Alt-F4 Studio - 2009 - summer

• Concept artist for an unreleased sci-fi/horror themed video game

Red Canoe Gallery - 2008-2011 - summers

• Gallery assistant

EDUCATION

Vancouver Film School - 2011 Vancouver, BC, Canada

Diploma: 3-D Animation and Visual Effects

University of Western Ontario - 2010 London, Ontario, Canada

Degree: Bachelor of Arts: Double Major: Bioarchaeological Anthropology and Visual Arts

References available upon request