

# STEPHANIE POCKLINGTON

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## EXPERIENCE

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**Moving Picture Company (MPC) - September 2013 to present**

**Montreal, QC**

### **X-Men: Apocalypse**

- temp Lead Environment TD

### **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, uv-ing, 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

**Moving Picture Company (MPC) - January 2012 to September 2013**

**Vancouver, BC**

### **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**

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### **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**

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### **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

## REEL BREAKDOWN

### SHOT 1: CINDERELLA



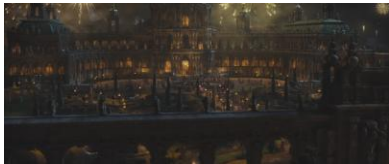
Assets - modelled and textured some roof and wall detailing, added detail maps to existing textures for breakup in lookdev  
Environments - exported speedtree base models, edited final model and textures, created tree, shrub and flower variations, scattered foliage with instanced packaging for layout

### SHOT 2: CINDERELLA



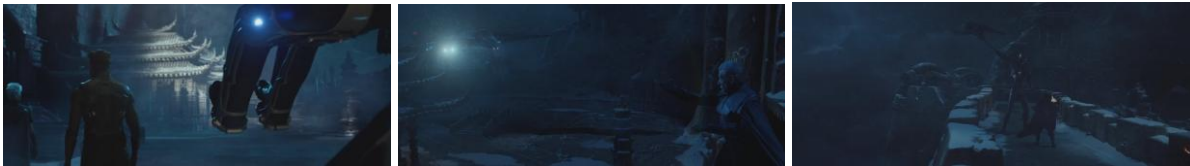
Assets - modeling and textured garden shrubbery, stone deco and other bits  
Environments - exported speedtree base models, edited final model and textures, created tree, shrub and flower variations, scattered foliage with instanced packaging for layout

### SHOT 3: CINDERELLA



Assets - modeling and textured garden shrubbery, stone deco and other bits, palace modeling and deco like inner curtains  
Environments - exported speedtree base models, edited final model and textures, created tree, shrub and flower variations, scattered foliage with instanced packaging for layout

### SHOTS 4, 5 and 6: X-MEN: DAYS OF FUTURE PAST



Environments - modelling and texturing work on background monastery buildings, ground and cliff wall

### SHOT 7: X-MEN: DAYS OF FUTURE PAST



Assets - modeling of sentinel ice casing  
Layout - base geometry for ice slide placement

### SHOT 8: X-MEN: DAYS OF FUTURE PAST



Assets/Techanim - modeling of sentinel ice casing, animation of melting blendshape

**SHOTS 9, 10, 11, 12 and 13: FANTASTIC FOUR**



**Environments - trained and lead environment team, modeling and texture work on fully CG environment, animated texture maps**

**SHOT 14: XMEN: DAYS OF FUTURE PAST**



**Modeling - sentinel carrier modeling exterior and interior designs, modeled internal mechanisms and animated movements/lighting as previs**

**SHOT 15: FANTASTIC FOUR**



**Environments - trained and lead environment team, modeling and texture work on fully CG environment**

**SHOTS 16, 17 and 18: XMEN: DAYS OF FUTURE PAST**



**Environments - modelling and texturing work on background monastery buildings, ground and cliff wall**

**SHOT 19: XMEN: DAYS OF FUTURE PAST**



**Environments - minor matte painting in sky and ground, environment TD work for 180 projection**

**SHOT 20: FANTASTIC FOUR**



**Assets - modelling and texturing tunnel wall, props and lights**

**SHOT 21: XMEN: DAYS OF FUTURE PAST**



**Environments - modelling and texturing work on background monastery buildings, ground and cliff wall**

**SHOTS 22, 23, 24, 25 and 26: : XMEN: DAYS OF FUTURE PAST**



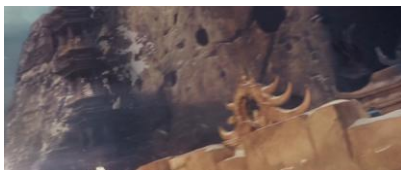
**Assets - modelling crystal sentinel, render testing refraction in Arnold, modelled rock sentinel using instanced bits with local transforms/modifications and laid out bits on character**  
**Environments - modelling and texturing work on background monastery buildings, ground and cliff wall**

**SHOT 27: XMEN: DAYS OF FUTURE PAST**



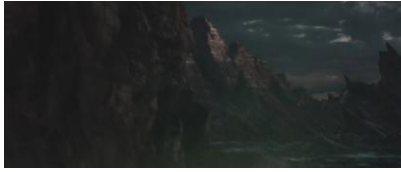
**Environments - modelling and texturing work on background monastery buildings, ground and cliff wall**

**SHOT 28: XMEN: DAYS OF FUTURE PAST**



**Environments - modelling and texturing work on background monastery buildings, ground and cliff wall**

### SHOT 29: FANTASTIC FOUR



Environments - trained and lead environment team, modeling and texture work on fully CG environment

### SHOT 30: CINDERELLA



Environments - exported speedtree base models, edited final model and textures, created tree, shrub and flower variations, scattered foliage with instanced packaging for layout

### SHOT 31: FANTASTIC FOUR



Environments - trained and lead environment team, modeling and texture work on fully CG environment

### SHOT 32: CINDERELLA



Assets - modeling and textured garden shrubbery, stone deco and other bits, palace modeling and deco  
Environments - exported speedtree base models, edited final model and textures, created tree, shrub and flower variations, scattered foliage with instanced packaging for layout