

STEPHANIE POCKLINGTON

CELL: 1-905-599-4385

EMAIL: stpocklington@gmail.com

WEB: www.pockstudio.com

EXPERIENCE

Moving Picture Company (MPC) - September 2013 to present

Montreal, QC

Cinderella

- Assets - modeling and texturing

Into the Woods

- Asset Support - model fixes, techanim and rotoanim fixes

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 deformer, 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

Alt-F4 Studio - 2009 - summer

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

Red Canoe Gallery - 2008-2011 - summers

Gallery assistant

Freelance - 2004 - present

Presented and sold my own art in personal exhibitions and online

Provided clients with graphic design, logo work, album covers and t-shirt line designs

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

REEL BREAKDOWN

SHOT 1: MAN OF STEEL



Techanim - Fixed intersections within armour and with truck, minor animations/articulations between armour plates, tube shape corrections

SHOT 2 : SEVENTH SON



Environments - Modeled/sculpted cliff, valley and island elements, tested parallax with projections for use in stereo, modeled some city elements for projection

SHOT 3: 300: RISE OF AN EMPIRE



Environments - Modeled objects from provided matte painting in courtyard for projection, converted images into textures for bump/displacement pass in floor

SHOT 4, 5 & 6: X-MEN 2: DAYS OF FUTURE PAST



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

SHOT 7: PERCY JACKSON 2: SEA OF MONSTERS



Character Modeling - remodeled/cleaned cloth, various model/uv fixes to character, inner mouth modeling (teeth, gums, plaque etc.), modeled belt skulls and attaching ropes, modeled clothModel for simulation use

Techanim - simulated cloth, built and simulated separate cloth simulation system for dangling body shells, skin fixes, muscle flexing and rippling on hit, intersection fixes

SHOT 8: MAN OF STEEL



Modeling - modeled some of the vehicle door and surrounding car

SHOT 9: MAN OF STEEL



Techanim - animated earpieces and neck armour going backwards, animation and intersection fixes on the fingers

SHOT 10 & 18: MAN OF STEEL



Techanim - edited animation slightly to give fingers more natural space for armour, fixed remaining intersections

SHOT 11 & 12: SEVENTH SON



Environments - sculpted background cliffs for projection, modeled/sculpted foreground rocks for projection, modeled city elements, occlusion renders made to aid matte painter with perspective, tested models and projections in nuke

SHOT 13: MAN OF STEEL



Techanim - animated energy field stretching and falling back, armour intersection fixes, constrained inner neck armour to better rest around neck

SHOT 14: PERCY JACKONS 2: SEA OF MONSTERS



Techanim - simulated beard motion with geo attached to cloth simulation
Modeling - inner mouth modeling

SHOT 15: MAN OF STEEL



Techanim - cloth intersection and smoothing fixes, character rump sculpt fix, armour intersection fixes, animation tweaks to allow for more room for armour
Modeling - street props

SHOT 16: MAN OF STEEL



Techanim - animated earpiece to smoothly reveal where actor left no room for CG element, other armour intersection fixes, reshaped energy field to better fit actor/movements

SHOT 17: MAN OF STEEL



Techanim - reshaped energy field to conform to face and neck better, animated shape to movements, armour intersection fixes

SHOT 19: MALEFICENT



Crowd/Cloth - setup 13 different cloth setups (skirts, shirts, pants, shoals) for crowd characters and simulated them

SHOT 20: MALEFICENT



Crowd/Cloth/Fur - setup longer flag cloth setup and simulated them, simulated crowd cloth skirts, simulated horse tail fur dynamics

SHOT 21: MALEFICENT



Groom - edited groom grass setup, procedurally layered maps to achieve different volumes and shapes of growth dependent on layout geometry

SHOT 22: MAN OF STEEL



Techanim - animated tubes to appear more natural in movement to allow for space during periods where actor left less room for the tubes between practical chest piece and CG elements, minor armour animations and intersection fixes

SHOT 23: PERCY JACKONS 2: SEA OF MONSTERS



Modeling/Texturing - character modeling fixes, inner mouth modelling (teeth, gums, plaque etc.), texture fixes

SHOT 24-28: FAST AND THE FURIOUS 6



Modeling - modeled parking street lamps and overpass for environments/projection and reflections, modeled parking barrier

Texturing - painted base textures for barrier

SHOT 29: MAN OF STEEL



Techanim - edited animation and timing of breather pieces to avoid intersections with itself and possible plate interference, other armour intersection fixes