

MARC TINGLE

Modeling / Lighting Generalist

CONTACT:

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ABOUT: With over 5 years experience in the VFX industry, i have been across all stages of the VFX pipeline, including Modeling, UV, Texturing, Shading, Animation, Rigging, Lighting / Render and Compositing. My strengths primarily are within the Modeling and Shading / Lighting disciplines of VFX. In my most recent role, I moved from working for free to a pivotal senior position in 3 1/2 years. During this time my responsibilities over and above my role as a 3D Generalist included the management of entire production jobs, client interaction, as well as the teaching and mentoring of junior staff. I am extremely proactive, and i have a thirst for learning.

I currently hold a 2 year Tier 5 YMS visa for the UK valid until November 2016.

SKILLS:	*Modeling / UV	TOOLS:	*Maya	*Arnold
	*Texturing		*3D Studio Max	*Renderman
	*Shading		*Zbrush	*Vray
	*Lighting		*Mudbox	*Mental Ray
	*Rendering		*After Effects	
	*Compositing		*Photoshop	
			*Mari	
			*SynthEyes	

EXPERIENCE: **2010 - 2014 - Rotor Studios - Senior 3D Generalist**

- Covered all aspects of the VFX pipeline throughout dozens of TVC and Web productions including preparation of CAD data, modeling, UV, texturing, shading, lighting / render and composite in a primarily Maya / Arnold / After effects based pipeline.
- Lead 3D Artist on numerous productions for several high profile clients such as Toyota and Lexus, including 2 AEAF nominated spots for Hyundai USA. This included the overseeing and creation of assets, engineering of the workflow, look development and lighting output and client interaction.
- Worked on numerous live action integrations of CGI elements or 100% CGI executions.
- Consistently delivered high quality work under high pressure deadlines.
- Actively took responsibility for the mentoring and teaching of junior artists.

August 2010 - Fanatic Films - Freelance 3D Artist

- Modeling texturing and lighting of various 3D Assets for Digital TV Switchover Australia

2009 - 2010 - Hive Studios - Junior 3D Generalist

- Covered Modeling, Texturing, Shading and Lighting throughout a variety of documentary work including the AFI nominated 'Death of the Megabeasts' (2009), in a primarily Maya / Renderman / After effects based pipeline.
- Secondary roles included the creation of Fur on creature assets using Shave and a Haircut and Maya Fur systems, creature rigging and skinning, Camera tracking and render wrangling.
- Introduced various pipeline alterations which increased overall asset flexibility and final output quality.

March 2008, July 2007 - Fuel VFX - Freelance 3D Artist

- Various Modeling, UV and Texturing of assets for The Condemned (2007), McDonald's, VEnergy Drink and Kellog's.

2008 - LightFarm Studios - Freelance 3D Artist

- Various Modeling, UV and Texturing of assets.

2006 - 2014 - Various Independent Productions

- *Anomaly (2014)* - Worked closely with an international team based in NYC, in collaboration with The Mill NYC office.
- Involved in various modeling, sculpting, texturing, shading and lighting of film quality assets.
- *My Constellation (2012)* - Executed 2 key 100% cgi shots from scratch.
- Finalist in the 'Tropfest' Film festival.

EDUCATION:

- **Enmore Design College (2007)** - Achieved Certificate IV Distinction in the Advanced 3D Modeling and Animation course.
- **St Leo's College (2005)** - Completed HSC

REFERENCES:

- **Luke Sandford** - Head of post production - Rotor Studios
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- **Scott Bradley** - Owner - Rotor Studios
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- **Antontio Orena-Barlin** - Owner - Rotor Studios
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- **Grant Warwick** - Owner - Mastering CGI / Vray, Freelance 3D Artist
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- **Tom Wild** - (Ex) Executive Producer - Hive Studios
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- **Matthew Hobson** - Freelance Art Director
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