

Violette Sacre

{Look Development/Texture Artist}



CONTACTS:

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DEMO REEL: <https://vimeo.com/164107410>

EDUCATION

Computer Graphics Master Academy (classes) {2014-2015}

Character Design for Animation, The Art of Color and Light
Storyboarding for Animation, Environment Sketching

Gnomon (classes){2014}

Digital Sculpting and Creature Design in Zbrush

Ringling College of Art and design, Florida {2002-2006}

BFA in Computer animation
with a minor in fine Arts painting

HONORS

Visual Effects Society Nominee: {2014}:

in the category of :

'Outstanding Environment Created
in and Animated Feature Motion Picture'
for Look Development work
on the Crystal Cave Environment in 'The Croods'

VOLUNTEER EXPERIENCE

India Friends Association {2011-present}

Volunteer Graphic Designer

Design any needed graphics for Events, Fundraiser Flyers and for Website.
Help Coordinate Association Events.

SKILLS

Professional Experience:

- Texture Painting,
- Look Development.
- Painting maps,
- Creating shaders,
- Fur Grooming
- Modeling, Digital Painting
- Communication, Collaboration,
- Creative problem solving

Additional Interests:

- Digital Sculpting,
- Character Design,
- Illustration, Drawing,
- Matte Painting
- Graphic Design

Computer Programs:

Dreamworks Proprietary Fur Grooming and Lighting Package
Mari 2.5, Photoshop, Zbrush, Mudbox, Xnormal
Arnold, Redshift 3D, Maya, Xgen,
Linux, Windows, Mac OS
basic Vue and Nuke
Illustrator, Premier

Bilingual

English-French

EU and USA citizen

WORK EXPERIENCE

Nickelodeon Animation {October2015-current}}

Look Development Artist on Animated Holiday Special
(In Production). Paint Maps, setup Shaders, Sculpt surface
detail to extract Normal and Vector Displacement Maps.
Softwares used: Mudbox, Zbrush, xnormal, Redshift3D, Maya.

Eric Miller Animation {October2015-current}}

Freelance Project, Texturing and Grooming Main Character for upcoming
short: 'Bink (in production), Softwares: Maya, Xgen, Mudbox

Alpha Animation {August 2015-current}}

Lead Texture Artist on Animation Short 'Tai Chi Mice'
(still in Production). Softwares: Mari 2.5, Arnold, Maya

Entertainment Design Corporation, {July -August 2015}

Subcontracted Artist from Mammoth Vision.

Lead Texture Artist on Shrek Themed Park ride in Dubai.
Worked closely with Art Directors from EDC to create the
desired look for the ride. Painted and helped design look of
key set elements. Softwares : Mudbox, Maya.

Dreamworks Animation {July 2006-April 2015}

Texture Painter/Look Development/ Grooming artist

MOVIE CREDITS:

'Home'{September 2014-January2015}

'The Penguins of Madagascar'{June 2014 -August 2014}

'Puss in Boots 2'{2013 to June 2014} (still in production)

'The Croods'{2010 to 2012} '

'How to train your dragon'{2008 to 2010 }

'Madagascar 2'{2008}

'Bee movie'{2006 to 2007}

(Please refer to Reel and Shot Break-down attached for more details)

OTHER PROJECTS:

'Dream house' project{August-September 2014 }

short term texturing on the Dreamworks,

'Dreamhouse' project featured in Malls across the country

EA games {June 2005-Aug2005 }

Intern modeler and texture painter

GAME TITLES:

NCAA : Modeled Michigan Football stadium for next gen console

MADEN: Helped create character models , textures and normal maps.

REFERENCES AVAILABLE UPON REQUEST



The Croods: Crystal Cave

Description: Responsible for texturing the entire Crystal Cave environment. Also responsible for the Look Development. VES Nominee for "Outstanding Environment in an Animated Film".

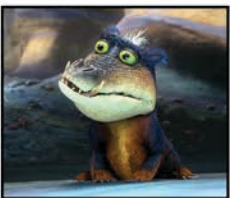
Software Used: Dreamworks Proprietary



The Croods: Eep

Description: Responsible for texturing and grooming "Eep" (skin, fur and hair). Worked closely with the modeling department to create guide curves for the hair style to match the art work.

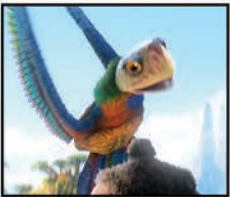
Software Used: Dreamworks Proprietary



The Croods: Douglas the Crocodog

Description: Responsible for texturing and grooming "Douglas the Crocodog".

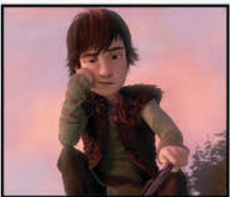
Software Used: Dreamworks Proprietary



The Croods: Turtle Dove

Description: Responsible for texturing and grooming the Turtle Dove.

Software Used: Dreamworks Proprietary



How to Train Your Dragon: Hiccup

Description: Responsible for texturing and grooming "Hiccup".

Software Used: Dreamworks Proprietary



How to Train Your Dragon: Gronkle

Description: Responsible for texturing Gronkle.

Software Used: Dreamworks Proprietary



How to Train Your Dragon - Legend of the BoneKnapper Dragon: BoneKnapper

Description: Responsible for texturing the Boneknapper Dragon.

Software Used: Dreamworks Proprietary



How to Train Your Dragon: Training Ground

Description: Responsible for texturing the entire Training Ground environment.

Software Used: Dreamworks Proprietary



How to Train Your Dragon: Crowd - Women

Description: Responsible for texturing and grooming the women in the crowd. Also created shader networks capable of generating hundreds of different color and hair style variations.

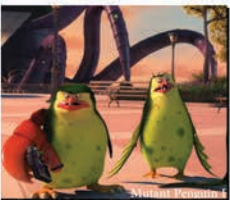
Software Used: Dreamworks Proprietary



Madagascar 2 - Escape Africa: Forrest

Description: Responsible for texturing the trees, shrubs, plants and foliage.

Software Used: Dreamworks Proprietary



The Penguins Of Madagascar: Fur Grooming and Texturing for Mutant Penguins.

Description: -Groomed Fur, setup shaders and painted all maps for Rico and Skipper's Fur (green Penguins).

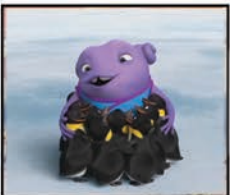
Software used: Mari 2.5, Dreamworks Proprietary Physical rendering and Grooming tools.



The Penguins Of Madagascar: Fur Grooming and Texturing for Mutant Penguins.

Description: Full Body Texturing, shaders, and Grooming of Mutant Penguin Private (Pink Penguin).

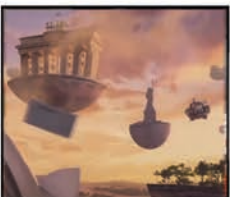
Software used: Mari 2.5, Dreamworks Proprietary Physical rendering and Grooming tools.



Home: Penguins Fur Grooming and Ice environment.

Description: Groomed Penguins and textured the ice groundplane.

Software used: Mari 2.5, Dreamworks Proprietary Physical rendering and Grooming tools.



Home: Environment Texturing

Description: Textured Environment elements: 'Floating Mounds' and created vector displacement maps.

Software used: Mari 2.5, Mudbox, Dreamworks Proprietary Physical rendering and Grooming tools.



Personal Work: Multiple Images

Description: Responsible for all the work shown - Zbrush Sculptures, Digital Paint,

Software Used: Zbrush and Photoshop, Maya