

ED WHETSTONE

Visual Effects Artist

713-398-9386

Ed.Whetstone@gmail.com

www.WhetstoneVFX.com

Software Skills

3D Modeling, Surfacing, and Rendering

Maya

organic and hard-surface modeling
UV unwrap, texture, and shader workflow

mental ray

physically-accurate lighting and rendering
linear color workflow management
custom render pass management

MEL

procedural modeling, GUI creation, scripted automation

Compositing and Image Finishing

The Foundry Nuke

32-bit multipass compositing
3D-space compositing

Adobe Photoshop

photographic texture workflow
texture painting

Non-Linear editing

Adobe Premiere, After Effects

Ongoing Projects

The Sum of Parts

Currently developing a fully 3D short film in association with the University of Texas at Dallas

Light Bulb

Created 3D rendered backgrounds and composited for a live-action short film shot on the RED One camera.

Employment / Education

Work Experience

Teaching Associate, August 2010 - Present

UTD Arts and Technology

Instructor for course on digital lighting, texturing, and compositing for undergraduate students. Aided in developing curriculum for course.

Environment Artist, Oct. 2009 - August 2010

UTD Training and Simulations Lab

Developed 3D models and textures for interactive nursing care trainer implemented in the Unreal 3 Engine.

Tutorial Author, March 2010 - Present

Envato Inc. CGTuts Plus (Freelance Contributor)

Wrote software tutorials for MEL scripting

3d Modeler/Texture Artist, June 2010

Leftover Studios (Freelance Contract)

Created trinket assets for popular iPhone game "Coin Dozer"

3D Generalist, Aug. - Oct. 2009

Arts and Technology Virtual Campus Grant Project

Developed 3D models and textures as part of a team creating a fully-digital version of the University of Texas at Dallas campus.

Education

University of Texas at Dallas 2006 - Present

Master of Fine Arts, Arts and Technology

Expected Spring 2012

UPDATED NOVEMBER 2010