

ED WHETSTONE

Visual effects artist

2200 Waterview Parkway Apartment 24205
Richardson Texas 75080

713-398-9386

Ed.Whetstone@gmail.com

www.WhetstoneVFX.com

Work Experience

3D Software Skills

Maya

organic and hard-surface modelling
UV unwrapping, texturing, and shader generation
lighting and rendering with Mental Ray and Renderman
MEL scripting

Unreal Editor 3

environment design
normal-mapped, parallax-mapped, animated materials
static mesh and brushwork integration

2D Software Skills

The Foundry Nuke

32-bit linear compositing
3D-space compositing

Adobe Photoshop

photographic texture workflow
texture painting

Adobe Illustrator, After Effects, Flash

Ongoing Projects

Snow Crash

Currently developing a fully 3D short film based on excerpts from Neal Stephensen's *Snow Crash*

Light Bulb

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

Environment Artist, Oct. 2009 - Present

UTD Training and Simulations Lab

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

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.

Lab Technician, Summer 2009

Arts and Technology Labs

Maintenance, troubleshooting, installation, upgrade, and network administration for student and teacher workstations.

Summer Research Intern, 2006

University of Texas Dallas

Responsible for academic research and production of presentations on Artificially Creative Systems.

Education

University of Texas at Dallas 2006 - Present

Bachelor of Arts, Arts and Technology

Expected Spring 2010

Humble High School CATE center 2003-2004

CompTIA A+ Computer Technician Program

Pre-collegiate Career and Technology Education Center

UPDATED MARCH 2010