



Wendy Klein

Surfacing Artist: Texture & Look Development

WENDY KLEIN

SENIOR SURFACING ARTIST: TEXTURE & LOOK DEVELOPMENT

LOCATION

CA & AZ, USA with Ultra High Speed Fiber Powered Internet.

EMAIL

wendymklein@gmail.com

URL

www.misswendyfx.com

LINKEDIN

www.linkedin.com/in/misswendyfx/

LINKS:

REEL

[Demo Reel](#)

CREDITS

[IMDB](#)

PROFESSIONAL SUMMARY:

With 23 years professional industry experience in Senior, Lead and Supervisor roles, I bring a passion for developing the look of CG characters, props and environments as a lifelong painter, sculptor and creator. My work as a Surfacing Artist spans feature films, commercials, episodics, animation, game and movie trailers, title sequences, music videos, VR, AR, print ads and 3D design. I've produced photoreal and highly stylized CG work including human and animal digital doubles, super heroes, monsters, insects, set extensions, vehicles and props, environments, clothing, hair, fur and feathers, iconic game, commercial and film characters, and award winning ad campaigns.

SKILLS:

Photoreal Assets

- Creating the final looks for high resolution photoreal assets with high fidelity textures and materials as well as VR/AR game assets without sacrificing aesthetic quality.

Hand Painting & Procedural Methods

- Specializing in hand painting and projection techniques as well as procedural texturing and shading methods: able to work with little direction or within strict guidelines as well as with photo reference and lidar scans or concept art.

Complex Shading Networks

- Developed complex shading networks, smart materials and tools for various types of human and animal skin, hair, feathers, clothing and buildings implemented amongst departments for such tasks as crowd and city creation on multiple projects for various studios.

<i>Detail Oriented</i>	● Superior eye for detail, design and surfacing needs able to interpret client directions and define the final look of assets.
<i>UV Layout</i>	● Using best practices for optimal UV layout for texturing within guidelines and limitations for efficiency.
<i>VFX Pipeline Knowledge</i>	● Expert knowledge of the VFX pipeline with generalist experience in all areas of 3D.
<i>Problem Solving</i>	● Excellent communication, problem solving and time management skills needed for working in a fast paced team oriented environment.
<i>Fast Learner</i>	● Proactive and fast learner always looking to expand my skillset, having equal technical and artistic abilities.
<u>SOFTWARE:</u>	<ul style="list-style-type: none">● Proficient in MARI, SUBSTANCE PAINTER, PHOTOSHOP, MAYA, HOUDINI, RENDERMAN, REDSHIFT, ARNOLD, V-RAY.● Experience in UNREAL ENGINE 5, SUBSTANCE DESIGNER, SUBSTANCE SAMPLER, NUKE, UNITY, ZBRUSH, MUDBOX.
<u>EXPERIENCE:</u>	
Onyx VFX , Remote, CA, 2024	Senior CG Asset Artist, Texture/Lookdev, Model: episodic
Dust Storm Engraving , Remote, AZ, 2023-2025	Senior 3D Product Visualization Generalist: commercials, ads
Encore VFX , Remote (AZ), CA, 2020-2023	Asset Texture & Look Development Supervisor: episodics, feature films, commercials, music videos
Framestore , Culver City, CA, 2013-2020	<ul style="list-style-type: none">● Lead Texture Artist: AR● Senior Texture Artist: game cinematics, commercials
A52 & Elastic , Santa Monica, CA, 2014-2017	Senior Texture Artist: movie trailers, game cinematics, title sequences, animated short film, commercials, VR
Digital Domain , Los Angeles, CA, 2014	Senior Texture Artist: feature film, VR game
Wolf & Crow , Los Angeles, CA, 2012-2013	Senior Texture, Shading Artist, Modeler: game cinematics, commercials, animated short film
Psyop & Mass Market , Venice, CA, 2008-2014.	Texture, Shading, Lighting Artist, Modeler: commercials, game cinematics
The Mill , Los Angeles, CA, 2011.	Texture Artist: commercials, print ads, billboard campaign
Gentleman Scholar , Santa Monica, CA, 2011 & 2016.	Texture Artist: commercials

SDF-1, Santa Monica, CA, 2011.

Modeler, Lighter: commercials

The Core, Venice, CA, 2010.

Texture Artist, Modeler: company show reel

The Ant Farm, LA , CA, 2008.

Texture Artist, Modeler: game trailer

Deva, Venice, CA, 2008.

Texture Artist, Modeler: commercials

Buck, Los Angeles, 2008.

Texture Artist, Modeler: commercials

LN & W/Andrew Zuckerman Studio, NYC/CA, 2007.

Texture, Shading, Lighting Artist, Modeler, Rigger, 3D designer: character and environmental prop based print advertisements

Luma Pictures, Venice , CA, 2003-2007.

CG Generalist specializing in Texturing, Modeling, Matte Painting, Compositing: feature films, commercials, animated short film

Eyebeam Atelier, Moving Image Division, Brooklyn, NY, 2001-2002.

- 3D Generalist, Lead Compositor: animated film appearing in an international artist installation/exhibition

- Participant of the Production Fellowship Program: producing self directed 3D short animation

- Video editor: Eyebeam's promotional videos

School of Visual Arts, Computer Art Department, New York, NY, 1999-2001.

-Lab Assistant in Mac and PC departments: responsible for troubleshooting hardware and software issues

-Teaching Assistant: freshman foundation computer art classes

The Graphic Edge, Emerson, NJ, 1998.

Freelance digital (2D) artist: magazine layout design

EDUCATION:

School of Visual Arts, New York, NY.

BFA in Computer Art: *Digital Effects/3D Animation*

Graduated 2001 with Highest Honors Rhodes Family Award. GPA: 3.8

PROJECTS:

Film

My Big Fat Greek Wedding 3, Fear, Cop Shop, End of the Road, The Gutter, Shadow Force, We Were Meant To, Girl Haunts Boy, Love in The Time of Advertising, Blackhat, Hostel: Part II, No Country for Old Men, Pirates of the Caribbean: At World's End, Tortilla Heaven, Primeval, Apocalypso, The Holiday, The Covenant, Zoom, Silent Hill, Underworld: Evolution, Into the Blue, The Cave, A Lot Like Love, Cursed, Ray, Crash, Wicker Park, Sky Captain and the World of Tomorrow, Underworld, The Human Stain

Episodic

Paradise, Twisted Metal, The Flash, Supergirl, Batwoman, Doom Patrol, Dead Boy Detectives, His Dark Materials, Special Ops: Lioness, Minx, The Afterparty, Villains of Valley View, Walker: Independence, The Winchesters, Powerpuff, Bad Monkey, The Santa Clauses, Seal Team, All American, Riverdale, Virgin River, Sulpher Springs

Game Trailer

Destiny 2: New Legends Will Rise, The Harrowing: Tales of the Black Mist: League of Legends, Worlds Collide: League of Legends, Marvel E3 & Comicon, Clash of Clans, Plants Vs. Zombies, Fable III, Ghost Recon, NBA2K10

Movie Trailer

Fantastic Beasts and Where to Find Them: The History of Magic in North America, Pirates of the Caribbean: Dead Men Tell no Tales

Commercial

Planter's "The Team", Coca-Cola "Happiness Factory", Carfax "Show me Used Cars: Car Fox", Mattel Hot Wheels "Immersion", San Manuel "Red Anthem", Lennox "What Perfect Feels Like", Honda "Yearbooks" Superbowl, Chevy "Joyride" Superbowl, Kool-Aid "Fizz Red", Samsung Galaxy11 "The Match", U.S. Airforce "It's Not Science Fiction", Reebok "Free Range", Nike, Valentino, Ecko

Titles

Game of Thrones, Five Came Back

Immersive

The Universal Sphere: The Power of I, Mariko Mori: Wave UFO

AR/VR

Game of Thrones Main Title Sequence 360 VR Oculus, Avengers Endgame Google Pixel Playmoji AR, POKEMON Detective Pikachu Google Pixel Playmoji AR

Print

Puma Holiday G1FT-BOT-2007, Puma Trailfox, Puma Magnetist, Puma Spidercell, Puma Snake, Ebay Holiday 2014

ADDITIONAL ART SKILLS:

Character design, painting, puppet sculpting and stop-motion animation

ACCOLADES:

Emmy Award

- Coca Cola "Heist" (Psyop) super bowl spot received **Emmy Award for Best Commercial** (2009)

Clio Award

- Honda "Yearbooks" super bowl spot directed by Angus Wall (A52) received **Clio Award for Visual Effects** (2017)

VES Award (nominated)

- Mattel "Hot Wheels" (The Mill) nominated for **VES Award** (2012)

vimeo Staff Pick

- "Love in the Time of Advertising" (W&C) animated short selected by **vimeo** for a **Staff Pick** feature (2014)

Graphis Annual Selected

- 2 *Puma* ads published in "**Graphis Annual 2008**" (2008)

Digit Magazine Feature

- Matte Painting for *Underworld* featured in digital art magazine **Digit** within article about *Luma Pictures* (2003)

Tema Celeste Feature

- Featured in Italian art magazine **Tema Celeste** for work with Eyebeam and international artist, Mariko Mori (2002)

Lecture Series Panelist

- Panelist in **Artist Eye View** Lecture Series as part of Eyebeam Atelier's "Beta Launch" exhibition, NYC (2002)

Artist in Residence

- CG animated (self directed) short, **Seams**, featured in Eyebeam's Exhibition, "**Beta Launch: Artists in Residence '02, NYC**" (2002)

Showcase Award

- Awarded front showcase gallery window for (**School of Visual Arts**) BFA Computer Art Department's month-long final Thesis exhibition NYC (2001)

Thesis Exhibition Feature

- Design selected to be featured on BFA Computer Art Department's Thesis Exhibition Invitation 2001 (*School of Visual Arts*)



Wendy Klein / misswendyfx.com / Texture Artist / Look Development