STUART ANSLEY

PORTFOLIO : ANSLEYCG.COM

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SKILLS AND SOFTWARE

| Arnold | Linux | macOS | Mari | Maya | Mudbox | Nuke | Photoshop | Python | Redshift

| Substance | Houdini | V-Ray | Windows | ZBrush

EXPERIENCE

08/2019 – 01/2023   **DIGITAL DOMAIN - TEXTURE ARTIST**

Responsible for texture painting photo-real props, characters, and large-scale environments. Also developed tools such as Mari tools, templates, Python scripts, and material libraries.

01/2023 – PRESENT   **DIGITAL DOMAIN - TEXTURE LEAD**

Responsible for leading a team of Jr.-Snr. artists, managing assets, reporting to production coords and supervisors, and handling senior-level assets

Titles:

2019/2020	Morbius	(Marvel/Sony, IMDb)
2020	Shang-Chi and the Legend of the Ten Rings	(Marvel, IMDb)
2021	Spiderman: No Way Home	(Marve, IMDb)
2021/2022	Shehulk	(Marvel, IMDb)
2022	Antman and the Wasp: Quantumania	(Marvel, IMDb)
2023	Madame Web	(Marvel/Sony, IMDb)
2024	Welcome To Derry	(HBO, IMDb)
2024	Stree2	(Maddock, IMDb)

2020-2021   **FOUNDRY - TUTORIAL CONTENT CREATOR**

Developing learning content for Mari users, highlighting beginner concepts and advanced nodegraph techniques

Collections:

2020	Mari Nodegraph Tools and Tricks	(Foundry, learn.foundry.com)
2021	Understanding Mari's Core Concepts	(Foundry, learn.foundry.com))

08/2017 – 05/2019   **SUPERNATURAL FILMS – 3D GENERALIST**

Key Roles: Modelling, Texturing, LookDev, Lighting, Rendering, and Pipeline TD

Titles:

2017/2019	Supernatural	(Television, 2 Seasons, 43 episodes)

Responsible for creating, lighting and rendering photo-real assets, varying from props to creatures to environments, in an extremely limited time frame for episodic release.

06/2014 – 07/2017   **WASABI ENTERTAINMENT – LEAD ARTIST**

Key Roles: Modelling, Texturing, LookDev, Lighting, Rendering, and Pipeline TD

Titles:

2015	The Incredible Tales of Weirdwood Manor	(Animation, Game, weirdwood.com)
2016	Shadowrail Circus	(Print, wasa.bi/property/shadowrail-circus/)
2016	Razicals	(Print, wasa.bi/property/razicals/)
2017	IndieBlitz	(Print, wasa.bi/property/indieblitz/)
2017	Daughter of Bells	(Print, wasa.bi/property/daughter-of-bells/)

Responsible for creating, lighting and rendering animation-quality 3D assets, and compositing renders. Also responsible for creative development and time management.

EXPERIENCE CONT'D

01/2014 – 06/2014   ENDGAME PRODUCTIONS – ENVIRONMENT ARTIST
                       Key Roles: Modelling and Texturing Artist
                       Titles:
2014   Endgame (Game, unreleased)
                       Responsible for designing and creating efficient models and textures for sci-fi game built in Unity
                       for Android devices.

08/2010 – 12/2010   ARTONA PHOTO GROUP – STUDIO PHOTOGRAPHER
                       Key Roles: Portrait and Group Photography
                       Responsible for taking perfect portraits in a fast-paced studio setting.

ASSOCIATIONS

VISUAL EFFECTS SOCIETY – VANCOUVER CHAPTER
Member since May 2019
MARI EXTENSION PACK BETA TESTER
Beta Tester since version 5r3
WOMEN IN ANIMATION – MENTORSHIP PROGRAM
Mentor from 2019-2020

EDUCATION

2008 - 2011   LANGARA COLLEGE
                       Diploma of Fine Arts
2011- 2012   BRITISH COLUMBIA INSTITUTE OF TECHNOLOGY
                       Diploma of Digital Animation
2013   THE GNOMON WORKSHOP
                       Online library subscription from 2013-2014
2014 - 2015   CG SOCIETY WORKSHOPS
                       Realistic Texture Painting in Mari 2.0 with Justin Holt (Sony, Method)
                       Environmental Texturing for Production with Leigh Van der Byhl (Framestore)
                       Advanced Video Game Character Creation with Katon Callaway (Segment)
2016   CG MASTERS ACADEMY WORKSHOPS
                       Character Texturing for Film with Chris Nichols (Digital Domain)

SOFT SKILLS AND HOBBIES

Works fantastically with team members
An extremely effective problem solver
Thrives in position of leadership
Photography
Cooking
Music
Skateboarding
Hobby Electronics