

CHRISTOPHER N. LEATHERS

Maya 3D Generalist / Assets for Games and Animation

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CURRENT POSITION:

NGMOCO/Freeverse Games, Brooklyn, NY. - 2008 - Present.

3D Character Artist - Developing polygon characters in MAYA for use on iPhones, iPads and mobile devices. Working in small teams of 6-12 people, directly with producers and programmers. Translation of 2D concepts into technically accurate and visually successful 3D assets. Mesh creation and optimization, texture creation and light baking, rigging, key frame animation, and delivery for use in proprietary 3D game engines.

FOCUS:

Develop and generate art assets for real-time games, emerging technologies, tv and film and media. Collaborate and influence art direction and art pipelines to produce the highest quality visual results possible. Foster the use of fast and elegant real world solutions. Insure that final art properly addresses technology, and competitive influences to compete in the larger outside world.

EXPERIENCE:

Freelance 3D Maya Artist 1999 - Present

Running a freelance business, small digital studio, and independent game company KGinteractive. Fostering client relations, managing software and hardware issues, adapting styles and methods on a project by project basis, managing multiple independent projects at once, managing outsourced art and artists, and client satisfaction.

Animation Collective/ Loinsgate Films - NYC - 2007 - 2008

Supervising 3D Artist - SPEED RACER - THE NEXT GENERATION - 26 episode cartoon TV Series and DVD release. Took the lead role on a team of 3D artists in the complete re-working of a previously outsourced 3D animated TV series. Lead a department of 10-14 3D artists to re-shape, re-texture, re-light and render all the animated sequences and still background images for an entire 26 episode TV series. Developed time saving technical pipelines for the time sensitive realization of clean, well art directed and consistent final images. Oversaw the use and integration of textures and matte painting into final 3D sets.

- Oversee completion of large rendered 3D sets and basic background art camera layout
- Oversee the technical and pipeline needs for a team of 10-14 3D artists
- Lead artist for all animated sets.

Animation Collective/ Nickelodeon - NYC - 2005 - 2007

Lead 3D Set Modeler and Character Artist - NICKTOONS - KAPPA MIKEY - 52 episode cartoon TV Series. Created large, detailed 3D sets and associated props. Modeled and rigged characters. Output final assets to vector based line art, as well as Aftereffects to composite fully realized, cartoon rendered animated sequences. Performed character animation and lip sync performances. Set up character rigs for animation and lip sync. Worked with particle systems and rigid body simulations.

- Final delivery of fully rendered, high definition animation sequences
- Production and animation of rigged polygon vehicles, props, and environments
- Production and animation of 3D characters

IBM Software - REDMOND, WA. 1997-1999

Background Artist - Design and implementation of 2D and 3D matte painting and cartoon backdrops for award winning interactive software. Production work on 10+ titles.

SKILLS SET:

- 10+ years experience working in digital 3D production
- 20+ years experience as an illustrator, designer and artist
- Experienced making visual and technical decisions and keeping the artistic vision of a team focused
- Experience with pipeline management for animated TV series mixing 2D and 3D artwork
- Lead 3D department of 14 people for the production of 2D/3D TV series
- Lead 3D set design team of 6+ artists and texture painters for 3D TV series
- Experienced in all general disciplines of 3D - using Autodesk Maya and supporting software
- Extensive experience modeling, texturing and lighting, rigging, animation.
- Experienced in next generation production for iPhone and mobile games.
- Production of characters and environments for iPhone and mobile games.
- Rigging and animation of characters for iPhone and mobile games.
- Shipped AAA iPhone titles, non-AAA titles, and award winning software and new technology
- Experienced in generating sprite based animation in 2D and 3D
- Comfortable being self-directed and being part of a supervised team or both.
- BFA - 4 year art and design school training. Good traditional art foundation.
- Good eye for light, mood, and cinematic composition.
- Comfortable with visual layout, camera blocking.
- Interested in big concepts and overall visual development

SCHOOLING:

- 1990-1994: B.F.A. - Rhode Island School of Design (RISD), Providence, RI. (Painting/Printmaking)
1993: Lacoste School of the Arts, Cleveland Art Institute, France.
1999: Mesmer Animation, Seattle, WA. Maya Training.

CREDITS: -----

TV:

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| SPEED RACER THE NEXT GENERATION - The Beginning | - 3D Supervising Artist |
| SPEED RACER THE NEXT GENERATION - Series | - 3D Environment Art Lead |
| Nickelodeon / KAPPA MIKEY - Season 1 | - 3D Sets and Props Modeler |
| Nickelodeon / KAPPA MIKEY - Season 2 | - 3D Sets and Props Modeler |
| PBS - Darwin's Dangerous Idea | - 3D Animator / Generalist |

GAMES:

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| Freeverse - (Flick under NDA) | - 3D Character art for iPhone |
| Freeverse - Flick Bowling II, We Bowl | - 3D Character art / set creation for iPhone |
| Freeverse - Flick MLB | - 3D Character art for iPhone |
| Freeverse - Flick NBA | - 3D Character art for iPhone |
| Maui Games - Bob Marley Soccer | - 3D Sprite animation |
| Maui Games - Elite Squad Counter Forces | - 3D Sprite animation / Sets |
| EnviroMedia - Hydrous / Project Water | - 2D/3D art, game design |

VR / AR / INTERACTIVE:

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| MIT Media Lab - Bruce Bloomberg Synthetic Character's Group | - 3D Character asset creation |
| Electric Sheep - online multi- player world - Ridemakerz | - 3D Environment asset creation |
| Circ.us - Augmented Reality / A&E 5 Lives of Criss Angel | - 3D game elements |
| Circ.us - Augmented Reality / Cisco | - 3D game elements |
| Circ.us - Augmented Reality / Ben & Jerry's - Moo Vision | - 3D game elements |
| Young & Rubicam - Wunderman - online VR ice skating game | - 3D Character art |
| IBM - interactive software - 10+ titles | - 2D/3D Artist |

CLIENTS:

Freeverse, Lionsgate, PBS, Nickelodeon, Discovery Channel, A&E, Microsoft, IBM, Cisco, Ben & Jerry's, Johnson&Johnson, Jet Blue, Stardust, MIT, EURO, Lowe Lintas, Young&Rubicam, Edelman Digital, Pixar