

JACOB BARROW

Digital Effects Artist

2/120 Constable St

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www.myspace.com/jacobbarrow3d

Currently seeking employment in the field of Digital media, 3D modeling, animation, computer gaming, graphic design, video editing and visual effects.

PROFILE:

- Both technically and artistically minded
- Strong work ethic with an acute eye for detail
- Excellent organizational and communication skills
- Able to prioritize tasks, and problem solve
- Can work both independently and as part of a group, always keeping in mind the larger picture

SKILLS

- Maya, Shake, 3D Studio Max, Photoshop
- Premiere, After Effects, Mudbox, Zbrush, RenderMan
- Organic modeling & Technical modeling
- Custom character rigs
- Texturing
- Lighting
- Character animation

FEATURE FILM EXPERIENCE

2009 **Assistant Layout Technical Director**
Weta Digital AVATAR

- General problem solving
- Environmental layout
- Set dressing
- Scene optimization
- Rendering
- Rendering problem solving
- Plant rigging for dynamics and character interaction
- Comping for standard and 3D stereo renders

2009 **Assistant Layout Technical Director**
Weta Digital THE ADVENTURES OF TINTIN:
THE SECRET OF THE UNICORN

- Pre-viz Asset Modeling
- Unwrapping UVs
- Texturing

OTHER FILM EXPERIENCE

2010

Documentary: Mega Structures, Pearl River Tower
Company: Natural History New Zealand
Role: 3D generalist/Technical Director

2010

Film: 'Beached'
Director: Alan Morrison
Role: Visual Effects Supervisor/3D Artist

2008

Documentary: Evolution before our eyes
Role: Visual Effects Artist

SHOW REEL

Silhouette of Strings, 2008, duration 4:12

Silhouette of Strings, has been selected for the 2010 Magma Short film Festival in May.

Silhouette of Strings was honored with three awards at the Mothras student film festival in 2008.

'Best animation' - **WINNER**

'Best original music' – **WINNER**

'Best new comer'- **WINNER**

Timeglass, 2008, duration 8:06

I believe these two films best express my creative and artistic talents in the area of 3D animation. I created every aspect of these two films from original concept, character design and storyboards to modeling, texturing, rigging, animating the characters, props and environments, general and atmospheric effect, lighting, rendering, compositing, depth of field, editing, music and sound effects, titles and final presentation and exhibition.

To view the full length versions of 'Silhouette of Strings', 'Timeglass' and other projects go to www.myspace.com/jacobbarrow3d

EDUCATION

Bachelor of Fine Arts: Electronic Arts, *Dunedin School of Arts, class of 2008*
Massive Black International Art and Design workshop in Wellington 2008

REFERENCES

Shawn Dunn
Head of Layout and Animation Technologies, Weta Digital
shawn@wetafx.co.nz

Marcus Goodwin
Production / VFX Coordinator

Email:marcusgoodwin@mac.com

Mark Pullyblank
Animation / Layout TD
pullyblanks@gmail.com

Letters of reference available on request...