



MICHAEL ANDERSON

LEAD TEXTURE ARTIST

PROFILE

Accomplished Texture Artist with a robust background in the animation and visual effects sectors, recognized for exceptional skill in crafting textures that bring characters and environments to life. Expertise in various texturing techniques, including hand-painted and procedural methods, ensuring a diverse range of aesthetic styles. Strong project management abilities, adept at driving projects from conceptualization through to final delivery while adhering to strict deadlines.

EXPERIENCE

LEAD TEXTURE ARTIST

Industrial Light & Magic

2016 - Present

- Directed texture art for major film projects, ensuring alignment with the overall visual direction.
- Implemented advanced texturing techniques using Mari and Photoshop to achieve photorealistic results.
- Collaborated with VFX supervisors to develop textures that met high cinematic standards.
- Mentored a team of junior texture artists, fostering skill development and creative exploration.
- Optimized texture workflows to enhance productivity and reduce rendering times.
- Conducted texture quality assessments, providing feedback to maintain artistic integrity throughout production.

TEXTURE ARTIST

DreamWorks Animation

2014 - 2016

- Created diverse textures for animated features, focusing on stylization and character appeal.
- Utilized hand-painted techniques to develop unique textures that contributed to the film's artistic vision.
- Collaborated with modelers and riggers to ensure textures adhered to animation requirements.
- Participated in creative brainstorming sessions, contributing innovative ideas for texture design.
- Maintained detailed documentation of texture assets for future reference and reuse.
- Assisted in the development of texture libraries, streamlining access to assets across teams.

CONTACT

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SKILLS

- Mari
- Photoshop
- Hand-Painted Textures
- Procedural Texturing
- Team Leadership
- Project Management

LANGUAGES

- English
- Spanish
- French

EDUCATION

MASTER OF FINE ARTS IN ANIMATION,
SCHOOL OF VISUAL ARTS

ACHIEVEMENTS

- Awarded 'Outstanding Achievement in Texture Art' at the Visual Effects Society Awards 2020.
- Contributed to a film that received an Academy Award nomination for Best Visual Effects.
- Developed a texture library that improved asset retrieval time by 40%.