

Cameron Ward - 3D Artist

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Skills

- Character Animation
- Modeling and Texturing
- Camera Layout and Shot Development
- Rigging
- Lighting/Rendering
- Compositing
- Look Development/Character R&D

Software proficiency

- Autodesk Maya
 - Pixologic ZBrush
 - Adobe After Effects
 - The Foundry's Nuke
 - Unreal Engine
 - Adobe Photoshop
 - Adobe Premeire
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VFX and Production Pipeline Work

Previs/Postvis Artist at Digital Domain (2020-2023)

-duties included animation and layout, asset development, camera and shot development, early look development, camera tracking, keying, compositing on various projects including:

- >Captain America: Brave New World.....(dir. Julius Onah)
- >Megalopolis.....(dir. Francis Ford Coppola)
- >Kingdom of the Planet of the Apes..... (dir. Wes Ball)
- >The Electric State.....(dir. Russo Brothers)
- >Black Panther 2.....(dir. Ryan Coogler)

Previs Artist at Proof Inc. (2014-2020)

-duties included character and creature rigging and animation, asset development and set building, layout and camera, shot development, techvis and post vis on various projects including:

- >Avatar Sequels.....(dir. James Cameron)
- >Pete's Dragon.....(dir. David Lowery)
- >Star Trek: Beyond.....(dir. Justin Lin)
- >Fast and Furious: Fate of the Furious.....(dir. F Gary Gray)
- >A Wrinkle in Time.....(dir. Ava DuVernay)
- >Bumblebee.....(dir. Travis Knight)
- >Underwater.....(dir. William Eubank)

3D Generalist at the Aaron Sims Company (2010-2014)

-duties included everything in the production pipeline from creating concept art, 3D modeling and texturing, look development, rigging and animation, lighting and rendering of various projects including:

- >The Teenage Mutant Ninja Turtles..... (dir. Jonathan Leibesman)
 - >Jupiter Ascending..... (dir. The Wachowskis)
 - >Noah..... (dir. Darren Aronofsky)
 - >Independence Day: Resurgence.....(dir. Roland Emmerich)
 - >Archetype.....(dir. Aaron Sims)
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Gnomon School of Visual Effects

Education

2005-2008

CG Certificate Program