

BRIAN MEANLEY

Lighting.Shading.Compositing

address

5829 Adeline St.
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tel 804.824.1773

email Brian.Meanley@gmail.com

url www.BrianMeanley.com

Objective

Talented and dedicated 3D lighting, texture artist and compositor, with strong generalist sensibilities, trained in both traditional arts and computer animation. Thrives in a team centric environment to meet deadlines on-time, and on-budget, also works very well individually when necessary. Willing and capable of thinking pragmatically and logically to overcome inevitable production level problems to ensure on-time delivery of assets.

Experience

Freelance Feb 2011 - Current

Hatchling Studios Portsmouth, NH Nov. 2005 - Feb. 2011

Lead lighting/texturing/compositing artist and TD at a New Hampshire based animation/interactive studio. Originally hired to assist in completion of in-house, award winning short animation entitled "The Toll." Continued on to work on client based projects and to aid in creation of new in-house projects.

Key Accomplishments

- Lead lighting designer and texture/shader artist on award winning short animation "The Toll" (winner of 8 film festival awards including, Best Animation, Best Comedy, Audience Choice, and Innovation).

- Employee of the Year** award (2007)

- Excellence of Achievement** award (2006)

- Presentation for Softimage at the 2006 Siggraph in Boston regarding the integration of cloth simulation within XSI using Syflex.

- Completed high end animations for clients which have included:

-Microsoft	-NBC/Signiant	-Bounty
-Reebok	-Timberland	-Charmin
-Duracell	-The History Channel	-Novell
-Callaway Golf	-Holiday Inn	-Saucony

Internship, Hatchling Studios Portsmouth, NH Sept. 2005-Nov. 2005

Brought on to assist in lighting and texturing of the animated short film "The Toll."

Education

FXPHD www.fxphd.com — 2011

- Courses in Math for VFX, Nuke, Python, Renderman, Maya

James Madison University Harrisonburg, VA — BFA Fine Arts/Computer Animation. 2005

- Graduated Cum-Laude with an overall GPA of 3.68.

Kingswood Regional High School, Wolfeboro, NH. 2001

- National Honors Society

- Graduated top 10 in class

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St. Paul's School Advanced Studies Program (ASP), Concord, NH. Summer 2000.

- One of Two students from Kingswood High School selected to attend an accelerated education program in the summer of 2000.

Skills

Specific production level experience and expertise in the following areas:

- Lighting of environments and characters using both traditional and advanced lighting techniques.
- Texture painting and advanced shader construction using both image and procedural based methods.
- Setup and implementation of render passes for a flexible and robust rendering and compositing pipeline.
- Compositing of both CG and live-action assets.

Production experience and knowledge of the following software:

SOFTWARE	EXPERIENCE	YEARS SINCE USE
Softimage XSI	5+ years	Current
Maya	1+ years	Current
Nuke	1+ years	Current
Eyeon Digital Fusion	4+ years	Current
Apple Shake	3 years	1 Year
After Effects	2+ years	Current
Newtek Lightwave 3D	4 years	3 Years
Apple Color	2 years	Current
Adobe Photoshop	10+ Years	Current

Also Familiar with: Renderman, 3Delight, RSL, Python, Apple FCP, Motion, DVDSPP, Soundtrack; Next Limit Reaflow; Adobe Illustrator, Premiere, HTML, PHP, MySQL, jQuery

References

Available on request.

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Film List

Bighorn 2010, written and directed by Alfred Thomas Catalfo. **Colorist.**

Super Service 2010 in production, animated short produced by Hatchling Studios. **Director, Lead Lighting and Shading Artist, Compositor, TD.**

Dark Scribbles 2010, written and directed by Michael Venn. **Post Production Supervisor, Colorist.**

Deaf Perception 2010, written by Alyssa Dole, directed by Chase Bailey. **Colorist.**

The Bureau 2009, produced in part by Hatchling Studios and Pineapple Pictures, a 48hour Film Project. **VFX Supervisor/Artist, Colorist.**

The Pond 2009, written and directed by Dan Hannon, starring David Morse and Alicia Witt. **Colorist.**

Crooked Lane 2009, written and directed by Chase Bailey, starring Ann Cusack and Brett Cullen. **VFX Supervisor/Artist, Colorist.**

Tweet 2008, produced in part by Hatchling Studios and Pineapple Pictures, a 48hour Film Project. **Digital Effects Supervisor/Artist, Colorist.**

The Toll 2007, animated short produced by Hatchling Studios. **Lead Lighting Designer, Texture and Shader Artist, Compositor.**