

DANIEL EDERY | DIGITAL ARTIST

ph. (818) 378.8957

edery.daniel@gmail.com

www.3Dery.com

Generalist with a specialization in modeling and texturing with advanced knowledge of human anatomy and a strong foundation in traditional arts.

WORK EXPERIENCE

Modeler and Texture Artist | The Famous Group 11.10 - 12.10
Modeled and Textured assets for client, Lexus automobiles. Lead Texture Artist on commercial, "Challenge". Cleaned up pre-existing models for production.
Supervisor: Joel Lava (310) 601.1355

Modeler and Texture Artist | Moo Studios 09.10 - 10.10
Modeled and Textured assets for Biltmore Hotel commercial. Augmented and streamlined existing pipeline. Supervisor: Shawn Sewter (323) 464.3080

Texture Artist | University of Southern California, Los Angeles 09.10 - 10.10
Working offsite as a texture artist for short film "Elusia", demonstrating self-motivation, good communication skills, and the ability to match specific rendering styles. Supervisor: Jacqueline Jocson (281) 857.9298

Modeler and Texture Artist | Cantina Creative, Culver City 06.10 - 10.10
Specialized in character modeling and texture painting for short film directed by Gore Verbinski. Supervisor: Sean Cushing (310) 413.2749

Beta Tester | Pixologic Inc., Hollywood 06.10 - 08.10
Tested and verified bugs in Z-Brush v4.0 previous to release date. Assisted in the development of new tools and plug-ins. Ultimately developed an intimate understanding of the Z-brush interface. Supervisor: Paul Gaboury (323) 461.1291

EDUCATION

CG Artist Certification Graduate | Gnomon School of Visual Effects 09.10
Completed 2 year full time program with an emphasis on modeling and texturing.
Bachelor of Arts (Studio Art) | UC Berkeley 06.07

SKILLS

Z-Brush, Maya, BodyPaint and Photoshop. Traditional media include clay sculpture, oil, watercolor and acrylic painting.

HONORS

Work selected and displayed at the Gnomon Student Art Gallery