

BROGAN ROSS.COM

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Skills

EXPERTISE

Photoshop
Maya
Nuke

PROFICIENT

Zbrush
Mental Ray
Renderman

Related Experience

- Radium** *Matte Painter* 10/10
- Created environment for commercial with multiple camera projected paintings
 - worked with cg generalist on developing lighting and texture
- Troika Design Group** *Environment Developer* 08/10
- Created series of environments for TV network promotions
 - Used Maya Fur and Hair to create dynamic grass systems
- Method Studios** *Matte Painter* 06/10-09/10
- Created multiple set extensions, environment textures, and conceptual pieces for Motorola Droid commercial
 - Integrated 3D geometry into paintings for set extension, aided compositor in creating clean plates for projected scenes. For Baby Carrots commercial.
- Stereo D LLC** *Stereoscopic Conversion Artist* 07/09-06/10
- Convert 2D sequences into Stereo by rotoing and creating depth maps from scratch
 - Used Nuke and proprietary software
 - Created multiple gizmos and various Python tools to aid in Nuke work flow
 - Films: Avatar, The Last Airbender, unnamed tests and demos
- Asylum FX** *Matte/Texture Artist* 6/09
- Created paintings and textures using Photoshop, Maya, and Renderman
 - Worked specifically on conceptual works for Gforce and Sorcerer's Apprentice
 - Films: Terminator: Salvation, Transformers 2, Gforce, etc.

Education

- Savannah College of Art and Design Savannah, GA Spring 2008
Bachelor of Fine Art, Visual Effects
minor: Technical Direction
- Full Sail Winter Park, FL Fall 2003
Associate of Science, Film and Video Production

Interests

Matte painting, Compositing, Lighting, Concept Art, film, light programming