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Summary.

- Render department Supervisor.
- Rough & Final Layout department Supervisor.
- Senior Layout artist, modeler, cloth fx animator.
- Render, Pipeline, Layout TD.

Professional experience.

2013 – 2014 Ficción Producciones (Meñique).

Render department supervisor ⁽¹⁾

Pipeline/Render TD ⁽²⁾

Lightwave, Maya, Python.

2012 Kandor Graphics (Justin and the Knights of Valour).

Senior Layout Artist

- Set & shot dressing and optimization. Sequence continuity dressing.
- Tool scripting, big file batch processing automation.
- Shot Technical optimization, configuring file before illumination department, error checking.

Softimage, Python, Arnold.

2011 - 2012 Ficción Producciones (Sinbad).

Generalist, digital effects feature film.

- Modeling, shading, lighting, render, postproduction

Maya, Mental Ray, ZBrush, Nuke

2006 – 2011 Dygrafilms (Holy Night!, Spirit of the Forest, McCann commercial)

Rough & Final Layout department supervisor, tool scripting ⁽³⁾

Modeler, characters, sets & props

Cloth fx animator

Maya, Mental Ray, Syflex, Mel, Python

2009 PCCarrier 3d professor (Maya).

2003 – 2005 Freelance (design, multimedia, web) Cinfo Contenidos, Mazaira Grafismo

Software, production experience.

- Maya 6.0 to 2014.
- SoftimageXSI 2011.
- Lightwave 11.
- Maya Render, Mental Ray, Arnold, Lightwave Render.
- Maya Mel, Python (XSI, Maya, Lightwave).
- Zbrush.
- Nuke.

Academic background.

2005-2006.- FX for film, tv and realtime 3d applications, **Softimage XSI** (Sintesis, San Sebastián).

2001-2005.- HND in Multimedia and Graphic Design.

Selectividad.

Notes

(1)

- Render artists supervision, task prioritization, communication between departments, shot support through pipeline.
- Render department workflow creation. Render department tools creation.

(2)

- Shot creator/publisher. Depending on start department, gather all previous needed assets and info, generates all new project structure and files necessary prior to artist work. When artist end work the tool publishes all new data, creates new versions if needed.
- Tool creation to store and apply render presets. User can create, modify, delete presets based on user permissions.
- Creation of a set of tools to bake radiosity on farm (Lightwave does not have this). The tool manages all work, publish the result files, and email artist when the work is done.
- Múltiple minor tools.

(3)

Preproduction:

- Set dressing. "Quality check" between modelling, shading and illumination departments.
- Level of Detail work, creating sets in different levels (geometry & maps) and adjusting them. Generate final characters, ready to accept geometry caches.
- Tool scripting, internal Final Layout tools, most of them process automation and scripting of own LOD system.

Production:

- Take camera shots from previs, and install the actual animated characters and final sets and props, set up LOD, resolving any issues that arise.
- Geometry and character FX cache calculation and fixing, some minor animation fixing.
- Set dress shots based upon key artwork, working with the Art Directors to achieve the desired aesthetic for the set. Set dress continuity between shots.
- Support the shots through character animation and lighting, answering questions and solving problems that occur as each of these groups begin their work on the shots.
- Simple prop rigging for character animation such as doors, cables, books, wallets, etc.
- Simple prop animation.
- Animation, shading, modeling fixing.