

Megan Weisenberger

Look Development

(980) 333-5192
meg.weisenberger2@gmail.com

PROJECTS

Look development Lead Studio X *Pets* animated short film

Helped set up the design look for *Pets*' final look. I worked on 3 of the shots. Lead students through the process of creating the look with 2-4 students at a time. I communicated the proper pipeline across several software platforms. I worked on designs for 2 of the characters. I did textures for skin, clothing, and X-Gen for their hair.

Look development Lead Studio X *Flicker* animated short

Helped students by communicating the correct render settings used for the project and the proper placement of files within the project. This helped the cohesiveness of the project workflow. We used an OSL shading network to create a painterly effect, which I helped students navigate when needed. I also worked on 1-2 lighting shots and textured some of the cliffs for close-up shots.

Look development Studio X *Finny* animated short film

I textured 2 different objects for this film. This film is adapted from a children's book whose illustrations were made with watercolors. For this film, we were copying that watercolor style to the assets. I did an object, a Drop Tower ride, and the main character, Finny, a cartoony seal. The watercolor textures were created in Rebelle and Substance Painter, and we added toon lines to the characters.

Look development Studio X *Maelstrom* short film

I textured a satellite station for this project

EDUCATION

Academy of Art University, San Francisco, CA — MFA

Animation and Visual Effects with an emphasis in Look development and Lighting

Coastal Carolina University, Conway, SC — BA

EXPERIENCE

SKILLS

Tools

- Maya
- Substance Painter
- Houdini
- Premier Pro
- After Effects
- Rebelle

Interpersonal

- Conflict Resolution
- Attention to Detail
- Collaboration

Animation

- Texturing
- Lighting
- OSL networks
- Rendering

AWARDS

Summa Cum Laude -Coastal Carolina University

Academy of Art, San Francisco, CA — *MPT Lab tech*

CM Rubin World, Remote — *Intern* August – December 2022