

PETE FELLNER

3D Modeler/Animator

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Skills

Modeling

- ▲ Create high or low polygon count asset through the use of photo references and diagrams
- ▲ Create high polygon count asset through digital sculpting
- ▲ Create low polygon count asset from high polygon count asset by “baking” geometric detail into normal and displacement maps
- ▲ UV map using efficient UV shell layouts and rendering engine’s specifications and requirements
- ▲ Texture using a combination of photo source and digital painting

Animating

- ▲ Straight forward keyframe animation from scratch
- ▲ Set up and direct motion capture shoots using various actors and animations
- ▲ Convert raw motion capture files (c3d) into editable motion files
- ▲ Retarget existing animation motion file to another skeleton
- ▲ Composite multiple render passes into a finished beauty shot
- ▲ Combine multiple scenes, transitions and audio into a final animation

Software

Autodesk Maya 2014
Autodesk MotionBuilder 2014
ZBrush 4r6
Adobe Photoshop
Adobe After Effects
Adobe Premiere
Adobe Flash
Adobe Illustrator
NukeX
Audacity
Vicon Blade
Unreal Engine 4 (UE4)
GlobalMapper
ArcGIS
TerraVista

Education

M.S. Interactive Entertainment
Florida Interactive Entertainment Academy
University of Central Florida
Orlando, FL

B.F.A. Animation
University of Central Florida
Orlando, FL

Experience

- ▲ 3D Modeler, Dignitas Technologies, Orlando, FL Aug 2014 - Present
3d modeling and animation. Design and document modeling and animation pipeline procedures. I currently have a desk and computer set up at SECore/Leidos. I’ve worked on a variety of engineering teams from Synthetic Imagery to Procedural Model Generation to Point Modelization. I have also worked on the production side, Games For Training (GFT) creating synthetic imagery, texturing and modeling.
- ▲ Lead Modeler & Lead Animator, *Focal Length*, FIEA, Orlando, FL March 2014 - Aug 2014
Build low poly models. Design, direct and edit motion capture for character animations.
- ▲ Modeler/Animator, *Davinci Dreams* (animated short), Orlando, FL Jun 2012 - May 2013
Designed, modeled, animated & composited an award winning 30 second short.

