

Eric S. Keller

Visual Effects Artist and 3D Generalist

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Professional Experience:

2005-Present Freelance Visual Effects Artist, Los Angeles, CA

Studios include: Imaginary Forces, Yu and Company, The Syndicate, Filmograph, Prologue Films, Pixologic

- Projects include feature film title sequences, Commercials, film effects, and trailers for video games. Notable projects: Models, textures, animation of biological elements for The Invasion end title sequence. Prologue Films art direction by Danny Yount (http://www.watchthetitles.com/articles/00156-the_invasion), modeling, texturing, animated effects for Starhawk video game trailer (<https://www.youtube.com/watch?v=VkJGQxj6xrBc>)

2016 Visual Effects Artist/Modeler, Bad Robot/Kelvin Optical, Santa Monica, CA

- Created models, textures, and creature animation for feature films **10 Cloverfield Lane** and **Star Trek: Beyond**

2008-2016 Instructor at the Gnomon School of Visual Effects, Los Angeles, CA

- Taught Digital Sculpting with ZBrush and Introduction to Maya to full- and part-time students in classroom and online
- Led special lecture series on Entomology for Creature Designers: <https://www.gnomon.edu/community/events/anatomy-lab-entomology-for-creature-designers-demonstration-discussion>

2012-2016 Lead Visualization Artist, Digizyme Inc., Los Angeles, CA/Somerville, MA www.digizyme.com

- Lead artist on E.O. Wilson's Life on Earth interactive textbook for the Apple iPad (<https://eowilsonfoundation.org/e-o-wilson-s-life-on-earth/>)
- Created scientific animations for biomedical researchers
- Created models, animations for the Boston Museum of Science
- Designed interactive learning modules for Apple iPad
- Author of numerous instructional videos on scientific visualization covering illustration and animation using ZBrush, Autodesk Maya, Adobe After Effects, and Modo for www.clarafi.com and for visualization courses taught at Harvard Medical School

1998-2005 Multimedia Specialist at the Howard Hughes Medical Institute, Bethesda, MD
Biointeractive.org

Responsibilities included:

- Creating animations and online interactive materials demonstrating complex scientific concepts for researchers and students
- Designing and maintaining websites for science education resources

Author of the following books, articles, and video titles:

- Wiley/Sybex: "Mastering Maya 2009," "Mastering Autodesk Maya 2011," "Mastering Maya 2012," "Introducing ZBrush," "Introducing ZBrush 4," "Maya Visual Effects: The Innovator's Guide"
- Lynda.com: "ZBrush 3 for Windows Essential Training," "Lighting and Rendering with mental ray for Maya," "Creating Textures and Shaders in Maya"
- Pixologic ZClassroom: numerous videos on ZBrush features and Functions
- Gnomon Workshop: "Maya Viewport 2.0 and Shader FX," "Hyper-Real Insect Design," "Introduction to Maya 2014," "Introduction to Maya 2016," "Octane Render for Maya"
- Clarafi.com: "Introduction to ZBrush for Scientific Visualization," "Integrating ZBrush in the Scientific Visualization Pipeline," "Bringing Corals to Life: Building Dynamic Rigs for Animation in Maya," "Modeling and Rendering Organic Structures in ZBrush and Photoshop," "Intermediate Scientific Visualization with ZBrush: The Drosophila Head," "Generating ZBrush Texture and Displacement Maps for Rendering in Maya"
- Numerous tutorials for 3D Artist Magazine and 3D World Magazine

Education:

Gnomon School of Visual Effects, classes included sculpting, character design, ZBrush texturing, Houdini effects, scripting, life drawing, concept art, game character design, and Nuke compositing

Bachelor of Arts in Music, Florida State University

Special Training:

Bugshot Macrophotography Workshops held in Hastings CA 2015 and Austin TX 2016:

<https://www.facebook.com/groups/489606361147865/>

Volunteer citizen scientist for the Los Angeles Natural History Museum Bioscan project:

<http://www.nhm.org/site/activities-programs/citizen-science/bioscan>

References available upon request