

TORY MILES

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SKILLS | INTRO

Throughout my career in VFX I have been involved in many parts of the pipeline: from assets to compositing. I love innovation and learning new technology as well as getting inspired by other artists. Because I started out doing 3d modeling, texturing and sculpting I am capable of applying those skills to matte painting, concept art, or wherever they are needed. This adaptability also extends into my interpersonal skills within a team: if I see a missing element, I will try and fill that void the best I can. I started my artist career as a traditional landscape oil painter before I was a digital one. I consistently use this foundation in traditional art and art theory to refine my current trade.

EXPERIENCE

MR X VFX, Toronto – *Art Dept : Resident Evil (2021)*

June 2020 – Present

- Working with asset character lead to design creatures that have anatomical weight, form and can be built with a muscle system
- Helping to parse out and plan what parts of character will be fx, creature fx, groom etc. for complex builds using drawings and contact sheets
- Working in conjunction with Director and VFX Supervisor to design something that balances the spirit of the original IP with live-action film aesthetics

MR X VFX, Toronto – *CG Supervisor & Art Dept : Hellboy(2019), Falling Water Season 2, Snowpiercer Season 2*

Sept 2017 – June 2020

- Helped communicate between artists, leads and production getting accurate bids and promoting an understanding of workflows
- Briefing artists in Montreal and Bangalore, India on Snowpiercer Season 2
- Managed data sync across studios for shows where it is required
- Helped to set up shows technically re : colorspace, render engine (mantra, prman, redshift)

MR X VFX, Toronto – *Lead Environment Artist: The Shape of Water*

Sept 2016 – Sept 2017

- Lead environment artist on The Shape of Water
- Worked with reference from on-set art dept to create cohesive concepts, contact sheets and accurate 1970's environment elements
- RnD for the Dry-to-wet look for key shots including the opening and final sequence
- Did many projections and worked closely with other lead artists to help with handoff between projections, 3d, and lighting.

MR X VFX, Toronto – *Lead Matte Painter and Environment Artist*

June 2015 – Sept 2016

- Lead matte painter on Resident Evil: The Final Chapter
- Worked with asset lead and lighting lead doing 3d layouts for large scale environments that were pushed through to final shots
- Helped spearhead using Redshift for the first time at MRX on the Inhumans TV show in conjunction with lighting, shading and asset artists
- Was responsible for designing and building an online reference image library that is now in standard use throughout the studio

SPIN VFX, Toronto – *Matte Painting Artist and Supervisor*

June 2014 – June 2015

- Painted mattes, concepts and did projections on multiple projects including the two features John Wick and The 33
- Helped train dmp artists in Mari texturing to provide support for assets during heavy crunch time on Da Vinci's Demons and Expanse S1
- created a texture library that helped asset artists share substance textures
- Supervising other matte painters involved with training new hires for two projects (4 months)

Intelligent Creatures, Toronto – *Matte Painter and Concept Artist*

May 2013 – May 2014

- Worked on concept art and matte paintings for a film and tv.
- Learned mari to help texture assets
- Worked with custom cloud and ground plane assets in maya to render passes, assemble and re-project them for a sequence, working in conjunction with three other dmp artists

RSVFX, Toronto – *Matte Painter and Concept Artist*

June 2012 – June 2013

- Conceptualized client needs
- Took shots from concept to dmp (3d setup, projection in nuke/maya)
- Modeled and textured props, creatures and buildings

Intelligent Creatures, Toronto – *Matte Painter and Concept Artist*

Oct 2011 - June 2012

- Helped define the overall look of 45 min full CG Documentary, Emmy nominated Secret Universe: The Hidden Life of the Cell, beginning the process as an intern and was then hired on as a main concept artist and modeler
- Used 3d elements from Maya, Zbrush and found photographic reference to create concepts
- Worked with client and art director in understanding pioneering concepts in science while still achieving the desired 'cinematic' look
- Conceptualized, modeled, sculpted and Uv'd assets
- Created matte paintings that would be projected onto geometry for assets and shots using both Nuke and Maya projections

SOFTWARE

Main

Photoshop, Maya, Zbrush, Mari, Nuke

Secondary

Houdini, Substance Designer, Substance Painter, Unreal, Mubdox, Renderman, Vray, Redshift, Arnold, Mantra

EDUCATION

Humber College – *Postgraduate Certificate in Game Design and Visual Effects*

2009 - 2010, Toronto ON

University of Guelph – *BAH English*

2014 - 2009, Guelph ON

AWARDS

- Nominated for Emmy on outstanding graphic design and art direction for work done on Our Secret Universe: Hidden Life of The Cell(2012)
- Winner of CG Society's 10 Team Video Challenge award for work on short 'Birthdeus X' (2012)