

Bobby Clayton

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OBJECTIVE

I am deeply passionate about environment and prop modeling, both organic and hard-surface. My production experience also extends to UV layout, blendshapes, and rigging. I am driven to create innovative and challenging designs for animated shorts, television, and feature films.

EXPERIENCE

PreVis Modeler

June 2021 – Current

Nickelodeon Animation, Burbank, CA

Responsibilities include:

- Modeling a variety of environments and props for the layout and art department's needs.
- Working closely with the art director, production designer, and head of layout to ensure the look, scope, and scale of characters, environments, and props are following the overall needs of the film.

Project:

[Teenage Mutant Ninja Turtles](#) (in development)

Visual Development Modeler

August 2020 – April 2021

Paramount Animation, Hollywood, CA

Responsibilities include:

- Modeling a variety of characters, environments, and props for the layout department's needs.
- Modeling a variety of environments for pre-visualization/look development to hand off to designers.
- Working closely with the art director, production designer, and directors to ensure the look, scope, and scale of characters, environments, and props are following the overall needs of the film.

Project:

[Tiger's Apprentice](#) (in development)

Modeler (Contract)

October 2019 – January 2020

FuseFX, Van Nuys, CA

Responsibilities include:

- Modeling a variety of assets for multiple shows with their own specific needs. Tasks included photo-real wound effects, hard-surface vehicles, props, and buildings, clothing for crowd characters, and simple models for fx or lighting needs.

Projects:

[9-1-1 & 9-1-1: Lonestar](#)

[American Horror Story: 1984](#)

[Castle Rock](#)

[Law & Order: Special Victims Unit](#)

[S.W.A.T.](#)

[Outer Banks](#)

[Hollywood](#)

Lead Environment Modeler

March 2017 – March 2019

Dreamworks Animation - TV, Glendale, CA

Responsibilities include:

- Reviewing, noting, and directing the work of artists both in-house and in our overseas studios.
- Interacting with the art and animation directors to ensure the look and needs of their shows remain consistent throughout the course of a show's production.
- Ensuring that all work is set up correctly for Texture, Lighting, Comp, and Animation.
- Modeling, UV unwrapping, and Rigging environments and props.
- Writing scripts as needed to help the workflow of the generalist and modeling departments.

Projects:

[*The Adventures of Puss in Boots*](#)

[*Voltron: Legendary Defender*](#)

[*Kung Fu Panda: The Paws of Destiny*](#)

[*Dragons: Rescue Riders*](#)

[*Fast & Furious: Spy Racers*](#)

[*Jurassic World: Camp Cretaceous*](#)

Environment Modeler

March 2014 – March 2017

Dreamworks Animation - TV, Glendale, CA

Responsibilities include:

- Reviewing, noting, and directing the work of artists both in-house and in our overseas studios.
- Ensuring that all work is set up correctly for Texture, Lighting, Comp, and Animation.
- Modeling, UV unwrapping, and Rigging environments and props.
- Writing scripts as needed to help the workflow of the generalist and modeling departments.

Projects:

[*The Adventures of Puss in Boots*](#)

[*All Hail King Julien*](#)

[*VeggieTales in the House*](#)

[*DinoTrux*](#)

CG Generalist

January 2013 – March 2014

Nickelodeon Animation, Burbank, CA

Responsibilities include:

- Assisting the Character, Environment and Texture lead artists as needed in their respective departments.

Projects:

[*Wallykazam!*](#)

Asset Finaler

August 2010 – January 2013

Nickelodeon Animation, Burbank, CA

Responsibilities include:

- Ensuring that all props and sets were created correctly, according to the Nickelodeon-specific pipeline.
- Modeling, rigging and/or UVing various props.

Projects:

[*Monsters vs Aliens*](#)

[*Robot and Monster*](#)

Software Experience

Maya, Zbrush, Vray, SpeedTree, Substance Painter, Substance Designer, Photoshop, Premiere

EDUCATION

Computer Science, Bachelor of Arts

2004 – 2006

James Madison University, Harrisonburg, VA

Minor in Art

Studies focused in application development, IT project management, multimedia design and technical planning. Created working prototypes for numerous web site projects and desktop applications. Worked extensively with classmates on animated shorts and other creative projects.

REFERENCES

Available on request