

Curriculum Vitae • Tessa Mapp

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Profile-

I am an accomplished 3d computer graphics artist with specialist skills in Lighting and Compositing. Being involved in projects on a personal level, giving myself a new challenge every day, that's what keeps me motivated. I have a natural eagerness to learn and to achieve.

I have an arts background as a painter and a strong foundation in CG with a first class degree from the National Center of Computer Animation in the UK.

As a freelancer, I have 5 years experience in television, film, and both architectural and industrial visualization. I am currently building a network of professionals in the Bristol and Bath area for possible future collaboration. I am keen to grow my business and work from my home office at Paintworks in Bristol.

Key skills-

- My greatest assets are my observation skills with creative flair, and my ability adapt to any situation, working with others and independently. I am an excellent problem solver, a fast and enthusiastic learner, and a natural teacher.
- Proficient use of creative software packages including Maya, Shake and Digital Fusion. I use Photoshop for design and texturing. I have used Renderman in various pipelines; it is my renderer of choice. I am also comfortable with programming concepts and have a sound knowledge of C++, Open GL and html. I am familiar with Linux, Windows and Mac OS
- Hard working, mature, friendly, confident, motivated, responsible, loyal and punctual.

Career history:

Freelance 2D/3D Artist

Oct 2007 to Present.

Clients include:

Aardman Animations - Bristol
A Large Evil Corporation - Bath

Office at Paintworks (Bristol), with facilities.

Always meeting strict deadlines, tackling technical and visual problems, working closely with team members. Acting as a mentor to young professionals.

Freelance shots Technical Director

April 2007 to June 2007,

Weta Digital, Wellington, New Zealand.

Worked under pressure on the finishing touches in film lighting department, delivering layers for the compositors. Learning complex pipeline and in house software fast to get the job done. Visual Effects on two Feature films, 'Waterhorse' (2007) 'Fantastic 4 Silver Surfer' (2007).

Senior Lighting and Compositing Technical Director

Lighting TD September 2005 to March,
Senior Lighting TD to October 2006

Animal logic, Fox Studios Australia,
Sydney, Australia.

Worked on the Oscar winning Feature film 'Happy Feet'. I was given added responsibilities training newcomers and key-lighting two large and challenging sequences. This involved look development with Art Directors, but also working with and overseeing a team of lighters. In the final weeks I was moved between teams to help out on some of the trickiest shots. I really feel I had a positive influence on the project and the people I worked with.

Lighting Technical Director

June 2004 to July 2005
Indestructable Production Company,
Pinewood Studios. UK

Lighting, Shading and Texturing for CGI television series 'New Captain Scarlet'. High volume, fast turnaround of shots, with daily deliveries, working closely with directors, animators and compositors. I learnt valuable team skills

Freelance Visualisation Project

May to June 2004
Hesselview Limited. Shell UK

Visual Impact Photomontages to aid planning application, Shell UK. Involved meeting with clients and producing appropriate Modelling, lighting and texturing to a strict budget.

Freelance Artist

Nov -Dec2003
Blue Zoo, London. www.blue-zoo.co.uk

Architectural visualisation. Worked under pressure on the finishing touches including modeling furniture and the grounds, texturing and lighting.

HotBox Studios Ltd
[www.hotboxstudios.co.uk/
Light_Atlas.htm](http://www.hotboxstudios.co.uk/Light_Atlas.htm)

Also Artistic, organic modeling, shading, lighting and animation. A small innovative team to produce 5 minutes of animation for "Random Dance Company", integrating live dance action with filmic 3d animation. An enjoyable experimental project.

Junior Technical Director

July to September 2002
Framestore-cfc, London.

Pitch work for pre-production for films 'Tomb raider 2' and 'Underworld'. Responsibilities within a small team included shot design and setup, modeling, texturing, shading and animation.

Qualifications:

Bournemouth University, UK. 2000 –2003
BA(hons) Computer Visualisation and animation **first class** 2003

Notre Dame High School, Norwich, UK. 1993–2000
A levels Art (A) History of Art (A) General Studies (B) Mathematics (C) 2000
Physics (AS level) (C) 1999

Gcse's 10 grades 4A*, 3A, 2B, and a C. 1998

Other experiences/hobbies/interests

- As a passionate cellist, I play in an amateur quartet. At present I play at a high level and am continuing lessons in Bristol. I aspire to reach a very advanced level.
- I am passionate about art, animation and the unglamorous craft of film-making.
- I enjoy painting and drawing, cycling, climbing and interesting holidays

References – email for additional page