Layton Nosbush

Shading • Texturing • Look Development
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EXPERIENCE

Moving Picture Company • Montreal, QC, Canada – Lighting Artist *July 2019 - Present*
Worked alongside industry professionals and utilized a professional pipeline with Katana, Renderman, and Unix to light shots for feature films.

Fuse Animation • Minneapolis, MN – 3D Generalist *May 2019 - July 2019*
Worked to create photo-realistic 3D replications of client products and communicated first hand with clients throughout each project. Created all assets in Cinema 4D and rendered in Redshift.

Pixar Animation Studios • Emeryville, CA – Technical Director Intern *June 2018 - August 2018*
Trained in the Pixar Animation Studios professional pipeline and developed skills in layout, lighting, shading, riggin, modeling, and FX. Participated in collaborative artistic efforts to develop an animated short while working alongside industry professionals.

SYFY Channel • New York, NY – Freelance 3D Generalist *August 2017 - December 2017*
Working under the direction of the client, lead a team that developed a bumped used as promotional material for the 25th Anniversary of the SYFY Channel.

Minneapolis Institute of Art • Minneapolis, MN – 3D Generalist Intern *May 2017 - August 2017*
Utilized in house tools to model, light, and compose a VR experience that was viewable by individuals across the world. Captured sculptures in photogrammetry and converted them into assets that could be viewed and rendered in a real time rendering engine.

SKILLS

Adobe After Effects CC	*Black Magic Fusion*	*MEL*	*Python*
Adobe Photoshop CC	*Cinema 4D*	*Nuke*	*Substance Designer*
Arnold Renderer	*Houdini*	*Redshift Renderer*	*Substance Painter*
Autodesk Maya	*Katana*	*Renderman Renderer*	*UNIX*
Autodesk Mudbox	*Marvelous Designer*	*Real Flow*	*ZBrush*

EDUCATION

Minneapolis College of Art and Design • Minneapolis, MN *August 2015 - May 2019*